

Virtual Gaming Continues in May

See what we've been playing via video conference, what we're planning to play on other platforms and how you can join in on the fun!

Page 2

Buy Local. Get Your Games Same Day or Next Day

Our online store is open 24/7 with curbside and local delivery options. Call us for recommendations and with questions!

Page 5

Precautions for In-Store Shopping

Please observe these precautions when shopping in-store at HBB&G.

Page 6



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 84

May 2020



Save the Date!

See Meetup, Facebook or our web site for May online gaming schedule. We keep adding to it.

Saturday, May 2, 2pm to 12am

Virtual Game Night - Want to run a game? Call us!

Wednesdays 6pm to 9pm

Sherlock Holmes: Consulting Detective via WebEx

We hope to be able to resume in-store gaming events in June, but we'll know better when we get closer.

Virtual Game Night hosted by Here Be Books & Games

We did it! We found a way we can all meet in one place, then break out into smaller groups to play games just like we've been doing every month for 13 years! Ok, so not "just like" we've been doing it, but almost.

For our first ever *Virtual Game Night*, we'll meet up on Discord - then break out into smaller groups to play games. Brent set up this Discord server just for this occasion, but it's ours to use however long we need.

The actual gaming will take place via Web Ex video conferences, Board Game Arena, Yucata, Tabletopia and maybe Tabletop Simulator. In all cases, we'll have audio so we can talk to each other and in some cases, like on Web Ex, we can see each other, too! When playing on platforms that don't have built-in audio, you can commandere one of our voice channels on Discord to communicate. Each voice channel has a corresponding text channel.

To get started, visit <https://herebebooksandgames.com/gaming-stuff/>. There you'll find all the information you need,

INSIDE:

- Virtual Gaming Continues in May
- Sci Fi & Fantasy Book Club
- Shopping Safely for Games
- New Arrivals & Back in Stock Lists
- Game Library Additions
- Used Games for Sale

including links to join our Discord server and to sign up for accounts on Web Ex, Board Game Arena, Yucata and more. We've also provided scoresheets for the roll-and-write games we've been playing via Web Ex and the files necessary to play *Sherlock Holmes: Consulting Detective*. There are also lists of the notable games available on Board Game Arena and Yucata.

Tim (Lord McDuff), Tina (tgmcduff), Brent (AllHailKingTorg) and Robyn (rrtatu) are setup to facilitate and host games on the various platforms we'll be using. We recommend you connect with one of them in the #looking-for-game channel to join your first game at Virtual Game Night.

If you have questions or want to test something out before Saturday's Virtual Game Night, please give Tina a call at (843) 851-1498 (landline).

Virtual Gaming Continues in May

The current COVID-19 crisis hasn't stopped us gaming. We've just had to get a little more creative to do it face-to-face - virtually anyway.

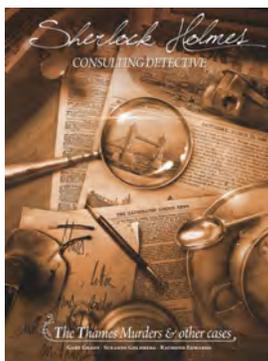
One of our solutions utilizes the Web Ex by Cisco video conferencing app. For Virtual Game Night Brent set up a Discord server so we could coordinate gaming on a few more platforms like Board Game Arena and Yucata. You can find more details, game materials and links to those platforms on our Gaming Stuff page at:

<https://herebebooksandgames.com/gaming-stuff/>

In April, we mostly hosted games via Web Ex: *Quixx*, *Welcome to...*, *Ganz Schon Clever (That's Pretty Clever)*, *Hex Roller*, *Just One*, *Sherlock Holmes: Consulting Detective* and *Castles of Burgundy: The Dice Game*. You can read more about these games in our April Newsletter.

In May we'll also be hosting some games on Board Game Arena and Yucata. Watch our Facebook and Meetup events pages for upcoming games and details. We schedule more games every few days.

Here's a rundown of some of the games we'll definitely be playing in May.



Sherlock Holmes: Consulting Detective - The Thames Murders and other cases

Don't miss the next exciting mystery! Put on your detective hat and help us solve these puzzling cases:

May 6: The Lionized Lions

The first morning post brings us a cryptic note dated 17 August 1888:

Dear friends,

Check today's Times. I think you will find something of interest. Confer with you later.

- Holmes

May 13: The Cryptic Corpse

An unidentified red-headed man was found dead last evening at the Elephant and Castle Theatre, apparently killed during the performance. Who is he? Why was he killed? Who did it? Scotland Yard wants us to investigate.

May 20: The Mummy's Curse

Three men are dead, apparently the victims of a four-thousand-year-old mummy's curse. Holmes has asked us to look into it, saying, "You may find something of interest."

May 27: The Banker's Quietus

Oswald Martin, Chief Accountant for the Bank of England was found murdered at his home. There appears to be no motive for the murder. Scotland Yard has asked us to look into it.

How to Help Solve the Mysteries

Join our video conference via Web Ex and solve the case. Details are on our Gaming Stuff page. Please read the newspapers for the current case and before. There's also a map of London and a London directory you can refer to during the game.

Tina reads the mystery, Tim notes the locations we visit and everyone decides how to approach solving the case.

Thus far our games have been running about 2 hours. We usually visit for a bit while we wait for everyone to arrive. Please join us. Each case stands alone, so you haven't missed any information needed to solve the current case.

6 nimmt!

The award-winning *6 nimmt!* card game begins with each player holding 10 cards and 4 are dealt face up onto the table to form the start of 4 rows. Your goal is to avoid taking cards with bullheads (points).



Each round, all players choose a card from their hand and place it face down in front of them. When everyone is ready, they reveal their cards and place them, in ascending numerical order, on the ends of the rows according to simple rules. Board Game Arena automates this nicely.

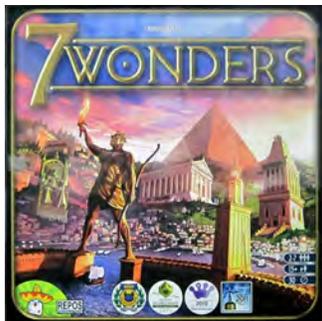
As play progresses, the rows get longer. A row with 5 cards in it is considered full. If your card would be the 6th, you must pick up the 5 cards in the row, and your 6th card restarts the row. The cards you pick up do not go in your hand, but stay in front of you; the bullheads on them score *against you* at the end of the round. The round continues until all cards have been played. Players then scores the number of bullheads (small bulls at the top of each card) on the cards they took.

Several rounds are played until one player collects more than 66 bullheads, ending the game. Lowest score wins.

2 to 10 players, ages 8 and up, can play *6 nimmt!* in 30 to 45 minutes. We'll be playing this on Board Game Arena.

2 It works well on tablets, as well as, desktop computers. In

stock now at HBB&G as *Take 5 and Take a Number*.



7 Wonders

7 Wonders is a card drafting and development game played over three Ages that plays just as quickly with 7 players as with 4.

Players each have their own unique board with special powers on which to organize their cards.

Each Age, players receive seven cards. Playing simultaneously, players choose one card from their hand, placing it facedown on their player board, then pass the remainder of their hand facedown to an adjacent player.

When everyone is ready, players reveal their cards simultaneously, paying resources if needed - possibly purchased from a neighboring player - and/or collecting resources as indicated by the card. Some cards provide an immediate benefit, others have an ongoing effect, and many cards grant discounts on future purchases.

Players repeat the process until they've each played six cards for the Age. The last card is discarded, with some exceptions. After each Age, players compare military strength with their neighbors, earning victory points accordingly. The game ends after three Ages of play. Players score victory points for each color/type of card. The player with the highest score wins the game.

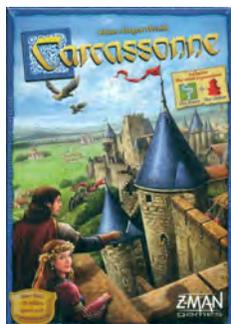
2 to 7 players, ages 13 and up, can play *7 Wonders* in about 30 minutes. We'll be playing *7 Wonders* on Board Game Arena where it plays best on the large screen of a laptop or desktop computer. You can get your own copy of *7 Wonders* now at Here Be Books & Games.

Carcassonne

Carcassonne is a classic tile-laying, meeple-placement game with oodles of expansions that add new options for game play.

Play is simple: draw a landscape tile and place it, then optionally place a meeple. You may only place a meeple on the tile you just placed, and only on a feature that's unoccupied.

When you place a meeple on a road, he becomes a robber and scores you 1 point per tile of the road when the road is finished. Place a meeple in a city and he's a knight scoring you 2 points per tile when the city is completed. Place a meeple on a cloister and he becomes a monk, scoring 9 points for you when the cloister is completely



surrounded by 8 tiles: 4 sides and 4 diagonals. After scoring a completed feature, you get your meeple back and can use it again in a later turn.

You can also lay a meeple flat in a field as a farmer. Farmers score only at the end of the game, yielding 3 points per completed city served (touched) by the farm. Roads, rivers, and city walls mark the boundaries of the various farms in the completed landscape. You need to deploy farmers sparingly because unlike other meeple placements, farmers do not return to your supply: they're tied up until the end of the game.

2 to 5 players, ages 8 and up can play *Carcassonne* in about an hour. You can add a sixth player with the *Inns & Cathedrals* expansion. Because each expansion adds new tile, figure a little longer playtime for each one you add.

We'll be playing *Carcassonne* on Board Game Arena which appears to have most of the major expansions, too. You can get the *Carcassonne* base game and expansions now at Here Be Books & Games.

Castles of Burgundy

Castles of Burgundy is my favorite medium-weight Euro strategy game. In *Castles of Burgundy*, you and your fellow players are developing your own 15th century estate. You'll build ships, cities and castles; raise livestock; mine for silver; and seek scientific knowledge.

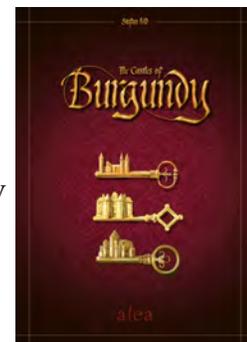
The two dice you roll at the beginning of each turn may set your action options, but you ultimately determine how you'll use them.

Each turn begins with all of you rolling your two colored dice. The numbers you roll determine which areas of the board you can purchase from, which goods you can sell and where you can place tiles on your player board. Workers allow you to modify your die rolls, mitigating the luck factor significantly. So the dice don't dictate your every move, you do.

On your turn, you have two actions: one for each die. The possible actions you can take with each die include:

- Take a tile from the game board.
- Place a tile in your estate.
- Sell goods.
- Hire two workers.

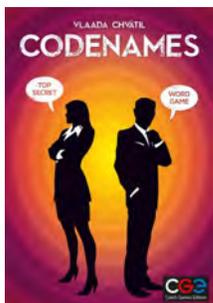
There are many ways to earn points *during* the game, including: completing a section of your estate, selling goods, placing animals in pastures, building Towers, and being the first or second player to fill all the spaces of a



particular color in your estate.

With the exception of the beginner boards, every player board has a different estate configuration offering a wide variety of challenges. *Castles of Burgundy* supports 2 to 4 players, ages 12 and up, with a playtime of 30 minutes to 2 hours depending on the number of players.

We'll be playing *Castles of Burgundy* on Yucata. The *Alea 20th Anniversary Edition* with new artwork and several expansions is in stock now at Here Be Books & Games.



Codenames

In *Codenames*, your mission 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 one-word clues to the whereabouts of her team's field agents. It's up to the rest of her team to guess the correct locations shown on the Spymasters' reference grid.

Random word tiles are placed in a 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. The Spymasters have a matching 5x5 reference grid – showing squares colored red, blue, beige and black – indicating the location of each team's Agents, as well as Bystanders (beige) and the instant-death Assassin (black).

We'll be playing *Codenames* via Web Ex video conference. Spymasters will need to acquire the *Codenames Gadget* app available for Android and iOS devices so they can view the same reference grid. *Codenames* and its off-shoots are in stock now at Here Be Books & Games.

Coloretto

Coloretto is a light, fast, simple card game of surprising depth for gamers and non-gamers alike. Game play is simple: draw a card to play to a row, or take a row! You score points for collecting cards of the same color. The more cards you collect of the same color, the more points you score.



Like a chameleon, you may change your color many times during the game. However, you can only score points for 3 colors; any additional colors earn minus points. Try to wait for the proper time and place to make the change, but do it before your opponents. The player with the most points wins.

2 to 5 players, ages 8 and up can play *Coloretto* in about 30

minutes. We'll be playing this on Board Game Arena.

Hanabi

Hanabi is a cooperative card game in which players attempt 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. 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. For example, you could point to a card and tell a player, "This is a one" or "This card is blue." However, when you give a clue, you have to tell them *all* of the cards that match that property, not just the ones you *want* them to know about. You only have eight clues at your disposal, so use them wisely.

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* – and it's certainly not as easy as it sounds – you must work as a team to build the fireworks display with the numbers 1 to 5 – in ascending order for each color – before the deck runs out. If you make three mistakes, you lose.

Hanabi supports 2 to 4 players ages 8 and up. Play time is about 30 minutes, but don't be surprised if you immediately want to play again. We'll be playing it on Board Game Arena. *Hanabi* is in stock now at HBB&G.

Love Letter

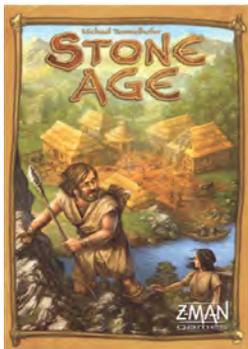
Love Letter is a game of risk, deduction, and luck. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors.



From a deck with only sixteen cards, each player starts with one card in hand and one card is removed from play.

On your turn, draw one card, and play one card, trying to expose others and knock them out of the game. Powerful cards lead to early gains, but may make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire! The winner is the last player remaining or the player with the highest card in their hand when the deck runs out.

2 to 4 players, ages 10 and up, can play *Love Letter* in about 20 minutes. We'll be playing it on Board Game Arena. You can get your own copy now at HBB&G.



Stone Age

Stone Age is a medium-weight worker-placement game in which you endeavor to lead your clan of stone-age hunter-gatherers to prosperity.

Each round of *Stone Age* consists of three phases:

In Phase 1, you and your fellow players take turns sending one or more of your people to an area on the board where they'll perform an action in Phase 2. You can send them to the hunting grounds to gather food, forest for wood, clay pit to make bricks, quarry to acquire stone, river to pan for gold, farm to till a field, tool shed to fashion a tool, love hut to make a baby or have them build a hut or take a journey by canoe for some other immediate benefit and end-game scoring.

In Phase 2, you'll bring all of your people home in whatever order you desire, executing their actions as you do so and usually rolling dice to determine how successful they were.

Finally, in Phase 3, you'll feed your people and reset the board.

You can score points during the game - mostly by building huts with the resources you've collected - and at the end of the game for the number of fields, people, huts and tools you've acquired, as well as for your level of cultural improvement. While building huts may initially seem like the most lucrative way to earn points, canoe cards are *extremely* important because of their end-game scoring multipliers, as well as, the cultural improvements they provide: art, healing, music, pottery, time-keeping, transport, weaving, or writing.

2 to 4 players, ages 10 and up, can play *Stone Age* in 60 to 90 minutes. We'll be playing it on Board Game Arena. Both *Stone Age* and its expansion are in stock now at Here Be Books & Games.

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

Reading: *The Forgotten Engineer* by TS Paul (Diane's pick)

Meeting online via Web Ex.

We met on Friday, April 18 via the Web Ex video conferencing app. Carmen, Diane, Jeff, Tim, Tina, and Zach attended. It worked really well!

We'll hold our regular meeting to discuss the new book on Friday, May 8 - also via Web Ex.

Web Ex by Cisco is an easy-to-use video conferencing app available for iOS and Android phones and tablets, as well as for desktop computers. You can download it from [webex.com](https://www.webex.com) by clicking the Start for Free button. If you want to try a test run of Web Ex before the meeting starts, call Tina at (843) 851-1498.



URL: <https://meetingsamer10.webex.com/meet/hbbng>

Please join us for loads of geeky talk at our next Sci Fi & Fantasy Book Club meeting. Newcomers are always welcome!

We read fantasy and science fiction - old and new - including urban fantasy and alternate history. Our meetings are full of lively discussions of the current book, 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.

Upcoming Titles:

- *The Broken Sword* by Poul Anderson (Bill)
- *The Martian Chronicles* by Ray Bradbury (Candela)
- *The Heap* by Sean Adams (Carmen)
- *Pawn of Prophecy* by David Eddings (Jason)
- *Mortal Engines* by Philip Reeve (Jeff)
- *To Your Shattered Body Go* by Philip Jose Farmer (Jonathan S.)
- *Storm Front* by Jim Butcher or *Jurassic Park* by Michael Crichton (Kris)

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. Rinse and repeat.

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

<https://herebebooksandgames.com/book-club/>. Hope you can join us!

Shopping for Games Safely While Maintaining Social Distancing

At Here Be Books & Games, our priority is keeping our customers, ourselves and our community safe. During these uncertain times, it's nice to have fun games to play to de-stress and relax while you're staying safe at home. That's why we started offering

Contactless Curb-Side Pickup and Contactless Local Delivery - Same Day or Next Day. Shop 24/7 at HereBeBooksAndGames.com/onlinestore/.

We have over 1000 games in stock on our up-to-date online store! You'll find detailed game descriptions there, including: game mechanics, player count, playtime, recommended ages, and pictures of game components. Your payments are secured by PayPal or Amazon Pay, so we never see your card number.

Have a question? Give us a call or text us at (843) 695-1498, 11am to 7pm, 7 days a week. Gift Certificates are available for purchase in any denomination and never expire. Please call if you'd like to order or use a gift certificate.

COVID-19 Mandatory Precautions for In-Store Shopping:

- Clean your hands on entry (hand sanitizer provided).
- Wear a face covering that covers your mouth and nose at all times.
- Maintain social distancing guidelines by allowing at least 6 feet of space between you and others.
- We will allow a maximum of 2 customers to shop at a time.
- We'll be available to answer questions, but we'll keep our distance in the next room.

Please stay safe. We look forward to gaming with you in person again on the flipside, but in the meantime, you can game with us virtually via video conference, Board Game Arena and Yucata. Don't miss our Virtual Game Night!

See our web site, Facebook and/or Meetup pages for Online Gaming Schedule!

New Arrivals!

Era: The Medieval Age
Gnomopolis
Mississippi Queen
Oceans
Revolution of 1828
Tiny Epic Tactics
Ultra Tiny Epic Galaxies
Ultra Tiny Epic Kingdoms

We're expecting another order May 5.

Back in Stock!

Azul: Crystal Mosaic
Azul: Summer Pavilion
Concordia Venus: Balearica/
Italia
D&D 5th Edition Starter Set
D&D Essentials Kit
The Isle of Cats
Robinson Crusoe: Adventures
on the Cursed Island
Underwater Cities

**** Card Sleeve RESTOCK! ****

NEW TO GAME LIBRARY

Circadians: First Light
Era: The Medieval Age
Mississippi Queen
Revolution of 1828
Taverns of Tiefenthal
Ticket to Ride: Japan & Italy

**TRY BEFORE YOU BUY!
WE'LL TEACH YOU HOW TO PLAY!**

Used Games For Sale

Afrika Korps
Anzio
Battle of the Bulge
Dungeons & Dragons Basic Set
Fastrack
The Lost Expedition
Luftwaffe
My Village
Pathfinder RPG: Beginner Box
Reef
Roll for the Galaxy
Shadows Over Camelot
Shadows Over Camelot:
Merlin's Company expansion
Soldier King
Unspeakable Words

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