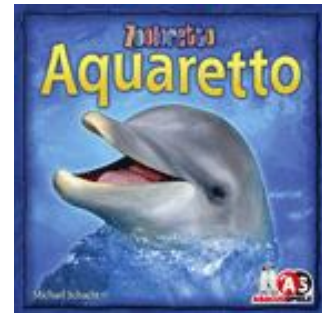


New games from Abacus—May 2009

Aquaretto

Each player is the owner of a water zoo. Each player tries to lure as many visitors as possible into his water zoo and earns points for the visitors that visit his zoo. To create a zoo that people want to visit, a player must collect animals. When a player's water zoo is successful, he may want to expand it. When a player's animal basins are full, he must place additional animals into his depot, which loses him points at game end. When a player makes skilful use of his co-workers, he can gain additional points. The player with most points wins.



This is a stand-alone game, but can also be combined with *Zooloretto*.

- For 2-5 players, aged 10+
- Playing time approx 45 minutes
- UK RRP £28.00 (inc VAT)
- Trade price £14.61 (ex-VAT)

Bonnie and Clyde

Effectively one of Mike Fitzgerald's 'Mystery Rummy' line, *Bonnie and Clyde* is a set-making card game set around the infamous exploits of Bonnie Parker and Clyde Barrow. The basic mechanics are those of Rummy, with the addition of action cards that allow players to do other things than just collect cards. In particular, will Bonnie and Clyde escape the pursuing FBI this time?



- For 2-4 players, aged 8+
- Playing time approx 45 minutes
- UK RRP £20.00 (inc VAT)
- Trade price £10.44 (ex-VAT)

Bürger, Baumeister & Co

Celebrating the 150th anniversary of the Saalbau (Meeting hall) in Frankfurt-am-Main, this game is set in the building boom that followed the dismantling of the city's medieval walls. Designed by Michael Schacht, the game gives players tactical decisions to make: just which districts do they develop with which type of building? However, the must beware of setting things up for the next player to make a killing.



- For 2-4 players, aged 8+
- Playing time approx 45 minutes
- UK RRP £25.00 (inc VAT)
- Trade price £13.04 (ex-VAT)

Mamma Mia! PLUS



For the tenth anniversary of Uwe Rosenberg's pizza-making card game, *Mamma Mia!*, Abacus has produced this expanded version of the game in a tin box. This version includes cards from the *Sole Mio!* Expansion and supports a sixth player.

Otherwise it plays the same: players add ingredients to a pile of cards, choosing the right moment to add a recipe that can be made from the ingredients already played. It's a clever little game with a memory element.

- For 2-6 players, aged 10+
- Playing time approx 60 minutes
- UK RRP £17.00 (inc VAT)
- Trade price £8.87 (ex-VAT)

Valdora

In Valdora the streets really are paved with gold! The players aim to garner the treasures of this land—gold, silver and gems. However, they also need to buy the right equipment to enable them to get just what is wanted in the cities. Then they can invest in workshops to enhance the value of what they acquire. As you'd expect from a Michael Schacht game, there is plenty of depth to the game, yet it plays quickly.

- For 3-5 players, aged 10+
- Playing time approx 60 minutes
- UK RRP £38.00 (inc VAT)
- Trade price £19.83 (ex-VAT)

