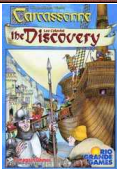
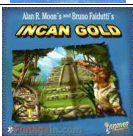
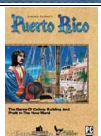






Games from Funagain

Apart from a number of exclusive titles, Funagain also has the remaining stock of Eagle Games. We are pleased to make these available – at reduced prices in the case of the Eagle games.

Funagain titles				
	Title	Description	Retail (inc VAT)	Trade (ex-VAT)
	24/7 the Game	Players place numerical tiles on to the gridded board to make sets, runs and totals of 7 and 24. The chunky domino-like tiles are very tactile. From Sunriver Games. Designed by Carey Grayson, 2-4 players, aged 8+, 20-30 minutes.	£18.00	£ 9.19
	Carcassonne: the Discovery	Stand-alone, simpler <i>Carcassonne</i> game with an exploration theme. The territory is sea, mountains and grasslands with the twist that player decide when to score a region. Designed by Leo Colovini and Klaus-Jürgen Wrede, 2-5, 12+, 30-45 mins.	£18.00	£ 9.19
	Incan Gold	English language edition of <i>Diamant</i> by Bruno Faidutti and Alan Moon with a couple of tweaks. This is a push-your-luck game of exploring ruined temples. Great fun for 3-8 players, 8+, 20 mins.	£15.00	£ 7.66
	Puerto Rico PC Game	Computer version of <i>Puerto Rico</i> for the PC. Can be played multi-player or against the computer. It includes the expansion set of alternative building tiles as an option. 1-5 players.	£11.00	£ 5.62
	Slow Freight	This is more of a game kit: cardboard sheets of pieces to cut out in a plain envelope. However, it's a railway game from Alan Moon. The idea is to get freight trains to their destinations while competing for cargo. 2-4 players, 10-20 mins.	£ 5.00	£ 2.56
	Teraforming	Card game of putting together inhabitable continents on an alien planet. Designed by Sean Brown. From Mr B Games. 2-4 players, 30 mins.	£ 9.00	£ 4.60
	Wayfinder	Set in an archipelago, players' wayfinders must lead their tribe to establish new villages on the islands. From Benjamin Corliss and Allumbra. 1-4 players, 45 minutes.	£18.00	£ 9.19
	Wench	Sub-titled "The Drinking Man's Thinking game", this is a card game with forfeits. The aim is to get rid of your cards, according to the type of card. The illustrations are by Monte Moore, game design by Shaun Cranford. 3-5, 21+, 25 mins.	£ 8.00	£ 4.09

Eagle titles				
	Title	Description	Retail (inc VAT)	Trade (ex-VAT)
	Age of Mythology	One of Eagle's big box adaptations of computer games containing some three hundred miniatures. A war and development game featuring mythological creatures. 2-4 players, 10+, 2 hours.	£25.00	£12.77
	Attack!	Retro styled light wargame of world conquest that falls somewhere between <i>Risk</i> and <i>Axis and Allies</i> . 2-6 players, aged 10+, 1-4 hours.	£14.00	£ 7.15
	Attack! Expansion	This adds Asia and the Pacific to the geography of <i>Attack!</i> along with rules for oil, shipbuilding and navies.	£14.00	£ 7.15
	Blood Feud in New York	Mob warfare and competition given the Eagle treatment: lots of pieces in a big box. 2-6 players, aged 12+, 3-4 hours.	£30.00	£15.32
	Conquest of the Empire	The competition for control of the second century Roman Empire – originally an MB Battlemaster game – given the Eagle treatment. Includes alternative rules by Martin Wallace. 2-6 players, aged 10+, 3-4 hours.	£30.00	£15.32
	Oasis	An Alan Moon and Aaron Weissblum game of deploying your tribe's camels across different terrain across the steppes. 3-5, 10+, 45-60 mins.	£20.00	£10.21
	Railroad Tycoon	Martin Wallace's development of his railway game series. This 'international edition' has been put together with English box, rules and cards, but Italian boards. The games are fully playable in English. 2-6 players, 10+, 2 hours.	£40.00	£20.42
	Struggle of Empires	The Eagle edition of Martin Wallace's superb game of competing 18th century powers, originally published by Warfrog. A classic. 2-7 players, aged 13+, 3-4 hours.	£23.00	£11.74

Pictures courtesy of Funagain