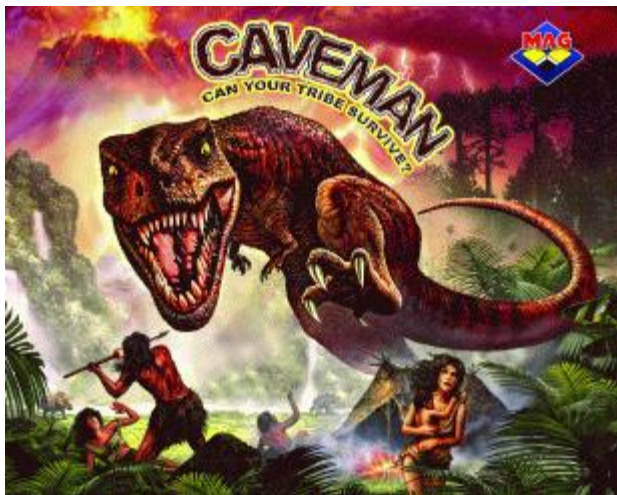


New titles from JKLM Games – October 2007

JKLM Games launched four new games at the Spiel '07 games fair in addition to the earlier published *Phoenicia*. All are now available through JKLMnP Distribution.

Caveman

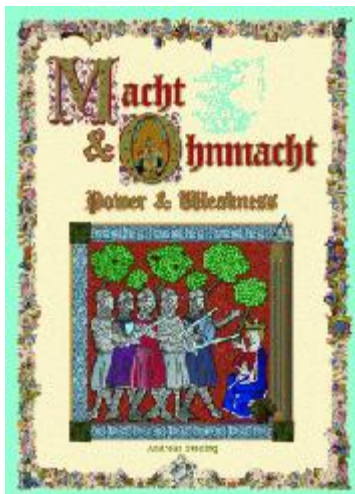


Caveman is a survival game where your objective is to become the dominant tribe on Volcano Island. It's a harsh world, where marauding dinosaurs cause chaos, other tribes attack you, and you struggle to keep your cave kids alive into adulthood. Players start from the corner spaces of a hexagonal island and slowly spread out over the island, looking for resources to help their tribe survive and prosper.

It's good fun as you find the resources to build up your own tribe while using the dinosaurs to stomp on the others. *Caveman* is jointly published with MAG.

For 2-6 players, aged 6+, playing time 1 hour:
RRP £25.00 (inc VAT), Trade price £12.77 (ex-VAT)

Power and Weakness



England in the 5th century; a time of great changes and the start of a new era. The Romans have abandoned England and the Saxons are conquering the island. Christianity is still weak and struggles against the old Celtic religion. *Power and Weakness* takes place in this time of uncertainty. The players try to increase their influence and gain power in the provinces so as to finally win control over England. The challenge is to keep abreast of the two very different stages of play: Magic and Sword, each with its own rules and specific tactics. Each player must decide whether to concentrate on the military or the magical field – or to try to be equally good in both – in order to attain power and gloat over the weakness of their opponent. Designed by Andeeas Steding (*Kogge, Whisky race*) and jointly published with MoD Games.

For 2 players, aged 12+, playing time 45 minutes:
RRP £18.00 (inc VAT), Trade price £9.19 (ex-VAT).

Scandaroon



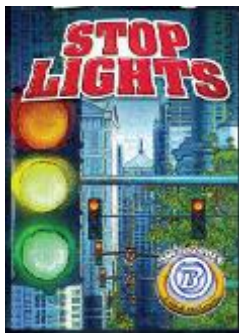
Scandaroon is an engaging and quizzical game for 3 or 4 players played over 4 rounds. Players are dealt a hand of cards each round with which they will compete to create their own high scoring row, while seeking to minimise their opponent's scores. Players are awarded victory points for specific achievements during the game, such as getting the highest score in a single round or winning a "no trumps" round – and victory points may change as the game develops. *Scandaroon* has a scoreboard, a set of wooden

markers for each player and a pack of special cards, each of which has a scoring value, a suit, and an effect or ability that will modify the scoring values of other cards.

Designed by Tony Boydell and published with Surprised Stare Games.

For 3-4 players, aged 10+, playing time 1 hour
RRP £17.50 (inc VAT), Trade price £8.93 (ex-VAT).

Stoplights



Stoplights is easy to learn, quick to play and fun for all ages. Players start with 4 cards each and compete to be the first to line up 5 of their colour horizontally or diagonally. On a player's turn they may play a card and draw a replacement, cover any card on the table with one from their hand, or draw 2 cards. That's it! It sounds easy, but it is hard to do. Games sometimes last only seconds, but most last several minutes. The strategies are deep, but the game is easy enough that a 5 year old can win. As an educational tool, *Stoplights* is a great way to help young ones count, and group colours. Fans of strategy games will find it a quick, but challenging filler.

Designed by Sean Brown and published with Mr B Games.

For 2-3 players, aged 7+, playing time 5 minutes
RRP £4.50 (inc VAT), Trade price £2.30 (ex-VAT).