






Latest arrivals at JKLMnP – 19th November 2007

Title		Description	RRP (inc VAT)	Trade (ex-VAT)
1001 Karawane (1001 Caravans)		Players explore the desert in search of cities, oases and caravanserais. But if they use a location, they reveal information about it. Players explore and trade, aiming to be the first to collect three artefacts. 2-5 players, aged 12+, 60 minutes Designed by Roman Mathar; Published by Argentum	25.00	12.77
1960: The Making of the President		A fast-playing, card-driven strategy game that recreates the electoral duel between Nixon and Kennedy. 2 players, aged 12+, 90 minutes Designed by Christian Leonhard and Jason Matthews; Published by Z-Man Games	30.00	15.32
Agricola Initial stock sold out, more on their way		17th century Europe: players start with a two-room hut and some land and develop their farm, house and family. A big hit at Spiel, but only available in German. 1-5 players, aged 10+, 30 mins/player Designed by Uwe Rosenberg; Published by Lookout Games	30.00	17.87*
AoS: America/Europe		Full colour, mounted, double-sided expansion board for Age of Steam . 3-6 players Designed by Ted Alspach; Published by Bézier Games	18.00	9.19
AoS: Disco Inferno/Soul Train		Full colour, double-sided, cardstock expansion board for Age of Steam . 3-6 players (Disco), 3-5 players (Soul) Designed by Ted Alspach; Published by Bézier Games	25.00	12.77
AoS: Mississippi Riverboats/Golden Spike		Full colour, mounted, double-sided expansion board for Age of Steam . 3-6 players (Mississippi), 4 players (Golden Spike) Designed by Ted Alspach; Published by Bézier Games	18.00	9.19
AoS: 1830s Pennsylvania/Northern California		Full colour, mounted, double-sided expansion board for Age of Steam . 3-6 players (Penn), 3-5 players (Calif) Designed by Ted Alspach; Published by Bézier Games	13.00	6.64
AoS: West Indies (Barbados/St Lucia + Jamaica/Puerto Rico) Sold out		Two sets of double-sided, cardstock expansion boards for Age of Steam . 1 player (Barbados, Puerto Rico), 2 players (St Lucia, Jamaica) Designed by Ted Alspach; Published by Bézier Games	18.00	9.19
Arkadia		Players are the architects of the city of Arkadia, commissioned by the leading families and contributing to their prestige. 2-4 players, aged 10+, 60 minutes Designed by Rüdiger Dorn; Published by Rio Grande Games	28.00	14.30

Title		Description	RRP (inc VAT)	Trade (ex-VAT)
Bohnanza Fan Edition		An edition of the original Bohnanza game using artwork by fans of the game. In German only. 2-7 players, aged 8+, 45 minutes Designed by Uwe Rosenberg; Published by Lookout Games	5.00	2.98*
Bolide Tracks 1		Extra racing tracks for Bolide : double-sided boards with circuits for Italy (Roma) and Brazil (O Copo). Designed by Alfredo Genovese; Published by Ghenos Games	12.00	7.15*
Bolide Tracks 2		Extra racing tracks for Bolide : double-sided boards with circuits for Germany (Bugeleisenring) and Japan (Tsunami). Designed by Alfredo Genovese; Published by Ghenos Games	13.00	7.74*
Bulp!		Players lay cards to construct a network of pipes to bring water from a new spring to their village. First to get there wins and there's plenty of opportunity to sabotage the others. 2-4 players, aged 8+, 20 minutes Designed by Michele Quondam; Published by Giochix	10.00	5.96*
Can't Stop		A new edition of the classic push-your-luck game. The impulse to roll the dice just one more time is always there – you simply <i>can't</i> stop! 2-4 players, aged 7+, 30 minutes Designed by Sid Sackson; Published by Face 2 Face Games	20.00	10.21
Caveman		Players use their tribespeople to collect resources and develop their tribe. And they use the dinosaurs to stomp on everybody else! 2-6 players, aged 6+, 60 minutes Designed by MAG; Published by JKLM Games and MAG	25.00	12.77
Container Sold out		Players produce, buy and sell containers, aiming to build up a stockpile on the central island. However, counter-intuitive game play makes this a challenge. 3-5 players, 90 minutes Designed by Franz-Benno Delonge and Thomas Ewert; Published by Valley Games	35.00	17.87
Cuba Initial stock sold out, more on their way		Board game set in pre-revolutionary Cuba. Players have limited actions to produce goods and sell or export them. Key to the game is choosing legislation to pass. 2-5 players, aged 10+, 2 hours Designed by Michael Rieneck and Stefan Stadler; Published by Eggertspiele	28.00	16.68*
Darjeeling		The latest from Abacus, this is a game about tea growing. Players collect and match tiles to make tea chests, which can then be loaded onto ships and score points next turn. 2-5 players, aged 10+, 60 minutes Designed by Günter Burkhardt; Published by Abacusspiele	28.00	14.30
Dragon Hordes (Warriors Expansion)		Adds Dragons to the world of Warriors , enabling up to six people to play. 2-6 players, aged 8+, 30-60 minutes Designed by Richard Borg and Alan Moon; Published by Face 2 Face Games	8.00	4.09

Title		Description	RRP (inc VAT)	Trade (ex-VAT)
Fist of Dragonstones		Bidding game with a fantasy theme has players competing for control of enchanted characters. 3-6 players, aged 8+, 45 minutes Designed by Michael Schacht and Bruno Faidutti; Published by Days of Wonder	14.00	7.15
Formula Dé		Latest edition of the classic Formula 1 race game. 2-10 players, aged 10+, 2 hours Designed by Laurent Lavour and Eric Randall; Published by Asmodée	25.00	12.77
Ghost for Sale		A family card game of buying Scottish castles. Of course, they're worth more if they have a ghost. Or are they? A game of deduction and bluff. 3-5 players, aged 8+, 40 minutes Designed by Achitocca; Published by What's Your Game?	15.00	7.66
Gumball Rally		A game of fast and furious go-kart racing for the coveted Gumball Cup. Brightly illustrated cards help make this a fun family game. 3-8 players, aged 6+, 30 minutes Designed by Ted Cheatham; Published by Z-Man Games	10.00	5.11
Hamburgum		The latest 'rondel' game has the players as traders producing, buying and selling goods and, ultimately, building churches in Hamburg (or Londinium on the other side of the board). 2-5 players, aged 12+, 90 minutes Designed by 'Mac' Gerdts; Published by Eggertspiele	28.00	16.68*
Hannibal Sold out		New edition of the classic card-powered wargame, recreating the second Punic War between Ancient Rome and Carthage. 2 players, aged 12+, 2½ hours Designed by Mark Simonitch; Published by Valley Games	38.00	19.40
Jagd nach dem Gral (The Quest for the Grail)		Four groups are hunting the Grail: players move the pawns around the board – providing they reveal more influence. It's a development of the classic Sigma File . 2+ players, aged 12+, 60 minutes Designed by Eric Solomon; Published by Argentum	15.00	7.66
Kill the Hippies		A card game with its tongue firmly in its cheek: players aim to convert – or kill – the long-haired layabouts in a variety of ways. 2-6 players, aged 12+, 20 minutes Designed by Elegwen O'Maoileoin; Published by Golden Laurel Entertainment	15.00	7.66
Masquerade		Players compete for control of the world through their chosen heroes, who are pitted against each other in a series of challenges. An intriguing card game from the designer of Fairy Tale . 3-5 players, aged 10+, 60 minutes Designed by Satoshi Nakamura, Published by Z-Man Games	10.00	5.11
Medievalia		Card game in which players develop their medieval manor in competition – and conflict – with the other players. 2-4 players, aged 10+, 60 minutes Designed by Michele Quondam; Published by Giochix	10.00	5.96*

Title		Description	RRP (inc VAT)	Trade (ex-VAT)
Mimic		A fast-playing strategic card game for all the family. Players play their colourful cards to be the first to get rid of all their cubes. 2-3 players, aged 8+, 30 minutes Designed by Doug Cook; Published by Funmaker Games	12.00	6.13
Origins		A big game about the evolution of mankind. Players start with different hominids and develop their own culture and civilization. 2-5 players, 3 hours Designed by Phil Eklund; Published by Sierra Madre Games	30.00	15.32
Owner's Choice		Stock market game where players earn dividends from their shares or see their value grow – or fall. Owning the most shares makes you the President and you choose how the company will fare. 2-5 players, aged 10+, 45 minutes Designed by Yasutaka Ikeda; Published by Z-Man Games	18.00	9.19
Power and Weakness		Players contend for supremacy in England using their knights and magicians alternately. They have to choose between the current turn or building for the next one. 2 players, aged 12+, 45 minutes Designed by Andreas Steding; Published by JKLM Games and MoD Games	18.00	9.19
Queen's Necklace		Card game set on the eve of the French Revolution has players acquire gems to sell to the royal court. 2-4 players, aged 8+, 45 minutes Designed by Bruno Faidutti and Bruno Cathala; Published by Days of Wonder	14.00	7.15
Quinamid		Abstract game of getting your pieces in a row. Played on layers of a pyramid that can be slid or swivelled. Wooden components and box. 2 players, aged 8+, 10 minutes Designed by Antony Brown; Published by Third Dynasty Games	17.00	8.68
R-Eco		Entertaining card game of rubbish collection and disposal – and illicit dumping! Players compete to be the exclusive rubbish collector. 2-5 players, aged 10+, 30 minutes Designed by Susumu Kawasaki, Published by Z-Man Games	10.00	5.11
Race the Wind		Good-looking simulation of yacht racing. This means it has similarities to other games on the subject, but it has its own distinct features as well. 2-5 players, aged 14+, 60 minutes Designed by Saverio Robberto and Domenico Troia; Published by Ghenos Games	25.00	14.90*
Rotterdam		Players manoeuvre container ships across the eponymous port to deliver their goods. But what's good for one person doesn't necessarily help another, so these ships can end up anywhere. 2-4 players, aged 8+, 60 minutes Designed by Hans van Tol; Published by The Game Master	30.00	15.32

Title		Description	RRP (inc VAT)	Trade (ex-VAT)
Rugby World		A simulation of Rugby Union that does a good job of reproducing all parts of the sport – even the offside rules. Includes national teams for the major Rugby-playing nations (plus Germany). 2-8 players, 60 minutes Designed by Alfredo Genovese; Published by Ghenos Games	28.00	16.68*
Scandaroon		A challenging card game where players lay down their cards to score points – or to use the card's special powers to improve their score or reduce others. 3-4 players, aged 10+, 60 minutes Designed by Tony Boydell; Published by JKLM Games and Surprised Stare Games	17.50	8.93
Shazamm!		A card game duel between competing wizards, played out, of course, on a collapsing bridge over a lava stream. 2 players, aged 10+, 30 minutes Designed by Francois Bruel and Philippe des Pallieres; Published by Z-Man Games	15.00	7.66
Stack Market		A stock market dexterity game: players pile up dice to form their corporate headquarters, trying to avoid the company crashing. 3-4 players, aged 10+, 45 minutes Designed by Susumu Kawasaki, Published by Z-Man Games	15.00	7.66
Stop Lights		Simple, quick-playing card game of getting your lights in a row. 2-3 players, aged 7+, 5 minutes Designed by Sean Brown; Published by JKLM Games and Mr B Games	4.50	2.30
Uptown		Abstract game of tile placing to establish groups of tiles – and break up other players' groups. 2-5 players, aged 9+, 30 minutes Designed by Kory Heath; Published by Funagain	17.00	8.68
Wadi		Ingenious game of watering the desert from flash floods down the river beds (wadis) – or from what other players have grabbed. 2-4 players, 30 minutes Designed by Martyn F; Published by Emma Games	15.00	7.66
Warriors		Players control armies of different creatures and pit them against each other in this card game of fantasy battles. 2-4 players, aged 8+, 30-60 minutes Designed by Richard Borg and Alan R Moon; Published by Face 2 Face Games	14.00	7.15
Why did the Chicken...?		A party game about making up funny answers to randomly generated riddles. So why is a politician like an alligator? 4+ players, aged 12+, 45 minutes Designed by Kory Heath; Published by Play Again Games	17.00	8.68
World Cup Game Expansion 2		Additional boards, scoresheets and rules for the game that allows player to replay historical Football World Cup tournaments. This expansion covers the competitions of 1934 (Italy), 1938 (France) and 2006 (Germany).	8.50	5.06

Pictures courtesy of the publishers
* reduced margin

For current availability, check the full price list on our website: www.JKLMnP.co.uk

Terms and Conditions

- There is no minimum order.
- A standard delivery charge of £7.35 (+ VAT) is added to all UK orders and £25.00 (+ VAT) to European orders. Orders for anywhere else will be charged delivery at cost.
- We usually despatch orders within 2 working days of receipt.
- Delivery is by a 48 hour service (in the UK) unless otherwise agreed.
- Goods are invoiced when despatched for payment in 30 days. New customers should send payment with their first order – a pro-forma invoice can be provided.
- A prompt payment discount of 3% is given for invoices settled in pounds sterling by BACS transfer or cheque within 7 days of the invoice date.
- VAT is charged at the appropriate rate: our VAT Registration Number is GB 855 3949 81.
- Prices are usually held for at least three months from the date of the price list. Any price changes will be notified when an order is placed.
- Errors and omissions excepted.