






## New from Rio Grande Games – July 2007

|   | Title                     | Description   | Retail Price (inc VAT) | Trade price (ex-VAT) |
|---|---------------------------|---|------------------------|----------------------|
|    | <b>Caylus Magna Carta</b> | For lovers of <i>Caylus</i> and others, this is a simpler way to play this great game. The basic theme remains unchanged, but the driving force is the play of cards. The game also plays faster for those who like shorter games. This edition contains a special bonus card. Designed by William Attia.<br>2-5 players, aged 10+; length: 60 minutes                              | £18.00                 | £ 9.19               |
|   | <b>Notre Dame</b>         | In the shadow of the Notre Dame cathedral, the players compete for prosperity and reputation in 14th century Paris. Each player tries, through clever use of their action cards, to advance their power and prestige, while maintaining the health of the people who live in their borough. Designed by Stefan Feld.<br>3-5 players, aged 10+; length: 45-75 minutes                | £25.00                 | £12.77               |
|  | <b>Vexation</b>           | An expansion for both <i>TransAmerica</i> and <i>TransEuropa</i> . A large, shared network of railroad tracks develops across the continent. But it can be annoying sometimes if other players blatantly exploit their own routes. So, from time to time you need to put a stop to that. Designed by Manfred Keller.<br>2-6 players, aged 8+; length: 30 minutes                    | £ 3.00                 | £ 1.53               |
|  | <b>Vikings</b>            | Each player is the leader of a band of Vikings settling the islands off the coast of his homeland. They invite goldsmiths, scouts, fishermen and nobles to establish the most profitable settlements. But warriors are also necessary as the new settlements attract ships bent on pillaging them. Designed by Michael Kiesling.<br>2-4 players, aged 10+; length: 60 minutes       | £22.00                 | £11.23               |
|  | <b>Zooloretto</b>         | The 2007 <i>Spiel des Jahres</i> . Each player uses small, large, wild and exotic animals and their young to attract as many visitors as possible to their zoo. But your zoo must be carefully planned. Before you know it, you have too many animals and no more room for them. That brings minus points! Designed by Michael Schacht.<br>2-5 players, aged 8+; length: 45 minutes | £25.00                 | £12.77               |

Pictures courtesy of Rio Grande Games