



# Catan Tournament!

FunGamesCafe.com Newsletter #37



## Upcoming Events

**The Dam Charity Catan Tournament - Sat Feb 4, 2012**

**Mississauga Feast & Fun Games Day - Sun Feb 5, 2012**

**Mississauga Feast & Fun Games Day - Sun Mar 4, 2012**

*Details of these events posted on our website, Facebook and BoardGameGeek.com.*

## Newsletter Sale!

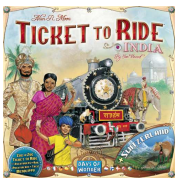
Sale Items!	Sale Price	Reg. Price
Alhambra Gold Edition	<b>\$33.95</b>	\$59.95
Augsburg 1520	<b>\$17.95</b>	\$27.95
Battles of Westeros: Wardens of the West	<b>\$19.95</b>	\$24.95
Duel in the Dark	<b>\$24.95</b>	\$49.95
Game of Thrones	<b>\$41.95</b>	\$49.95
Hamburgum	<b>\$39.95</b>	\$48.95
Hermagor	<b>\$27.95</b>	\$33.95
Ikusa	<b>\$49.95</b>	\$65.95
La Citta	<b>\$32.95</b>	\$38.95
Mansions of Madness	<b>\$54.95</b>	\$65.95
Shadow of the Emperor	<b>\$19.95</b>	\$29.95
Tournay	<b>\$35.95</b>	\$45.95
Vasco da Gama	<b>\$24.95</b>	\$48.95
Ys	<b>\$24.95</b>	\$39.95
Zooloretto Polarbear Expansion	<b>\$5.95</b>	\$9.95

## New Release High-lights



**1812: The Invasion of Canada** (Academy Games) 2-5 Players

1812 is an area control game that is great for head-to-head or team play which features fast, intuitive and fun game-play that involves teamwork and strategic planning in a historic and educational setting. This is THE GAME for people who want an enjoyable and manageable introduction to historic/conflict based games. **\*\*\*The designers will be running demos on Sunday Feb 5<sup>th</sup> at our monthly games day!\*\*\***



**Ticket to Ride India & Switzerland** (Days of Wonder) 2-4 Players

Expansion includes a double-sided game board and destination tickets and rules for those locations. India is for 2-4 players, with a new scoring option of connecting the cities on one or more tickets with two distinct routes. The first two such tickets earn five additional points each, and the next three earn ten points each for a maximum bonus of 40 points. Switzerland is for 2-3 players only. Instead of connecting only cities, some destination tickets connect a city to a country or one country to any of those surrounding Switzerland; a player who completes such a ticket scores the highest point value for which she qualifies. Unlike most other TTR games, discarded tickets are removed from the game instead of being returned to the ticket deck. Locomotives can be used only to build tunnels.



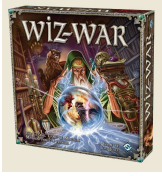
**Ora & Labora** (Z-man) 1-4 Players

Uwe Rosenberg's fifth "big" game, has game play mechanisms similar to his Le Havre, such as two-sided resource tiles that can be upgraded from a basic item to something more useful. Instead of adding resources to the board turn by turn as in Agricola and Le Havre, Ora et Labora uses a numbered rondel to show how many of each resource is available at any time. At the beginning of each round, players turn the rondel by one segment, adjusting the counts of all resources at the same time.



**Power Grid: First Sparks** (Rio Grande) 2-6 Players

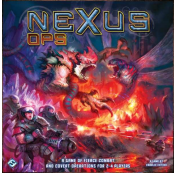
Like Power Grid, but much faster and far more direct. Each turn, each decision is important. As a clan leader you decide on the well-being of your clan during the Stone Age. You need to develop new hunting technologies and get new knowledge - to successfully hunt food or to learn to control fire. With the help of these skills, you will harvest enough food to feed your clan and spread it far enough to reach new hunting areas.



**Wiz-War** (Fantasy Flight) 2-4 Players

**Highly anticipated reprint!**

Wizards wage no-spells-barred magical duels deep in an underground labyrinth. This classic board game of magical mayhem for 2-4 players, created by Tom Jolly in 1983, pits players' wizards against each other in a stupendous struggle for magical mastery. Win by stealing other wizards' treasures and hauling them back to your base, or just score points by blasting the other wizards. The last wizard standing always wins.



**Nexus Ops** (Fantasy Flight) 2-4 Players

**Highly anticipated reprint!**

Deploy troops from their home base to explore the landscape, mine resources, purchase troops, win battles, and fulfill missions, all in an attempt to gather enough power to claim the moon for themselves. This new edition of this classic title features detailed plastic figures, stunning new art, a clarified rulebook, and a host of optional rules and variants. Race to the monolith in King of the Hill mode, face the peril of the deadly Vortex, or introduce a full set of alternate unit powers!

**Coming Soon Accepting Pre-orders** (Please note these are estimated dates)

**Feb 2012**

Star Trek Expeditions: Exp Set 1 – 3rd  
Last Will  
Hawaii  
Hamsterolle  
Alcatraz: The Scapegoat  
Lord of the Rings: The Redhorn Gate  
Stone Age: Style is the Goal  
Rex: Final Days of an Empire  
Cosmic Encounter: Cosmic Alliance  
Galaxy Trucker Big Expansion 2  
Olympos expansion  
Cyclades: Hades  
Equilibrion

**Mar 2012**

Cosmic Encounter: Cosmic Alliance  
Vinhos (reprint)  
Lord of the Rings: Road to Rivendell  
Thunderstone Advance: Towers of Ruin

**Further out...**

Lord of the Rings: The Watcher in the Water  
Lord of the Rings: The Long Dark  
Star Wars: X-Wing  
Eclipse (reprint)  
Glory to Rome Black Box Edition  
Star Wars: Card Game

\*\*\* Please note we do welcome pre-orders. This allows us to make sure we order enough copies for all our customers.

\*\*\* We also accept custom orders. If there are games you're looking for we will try to locate them for you.

If you have any suggests or comments about our Newsletter, please let us know.

Thank you for your support and consideration!

Paul & Abby

[www.FunGamesCafe.com](http://www.FunGamesCafe.com)

[info@fungamescafe.com](mailto:info@fungamescafe.com)

905-812-3705

Facebook: @FunGamesCafe.com

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