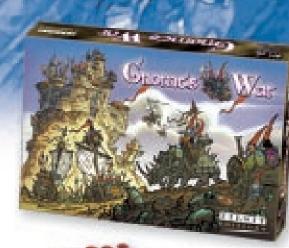


on't you know that pigs like beer? And that they are willing to wreak carnage and ruin among their blood brethren in order to master the production of their favorite brew? So, YOU are leading one of these powerful clans of porkers in a quest to conquer the outer planets in search of that fabled recipe for acorn beer. With this in hand the universe will be at your beck and call (grunt and squeal, really). But watch out! Space is not as empty as you may have imagined. Giant space worms ply the trade routes, their favored dish astroswine!

**PIGS IN SPACE** begins on the pig-home-world from where the clans fly off in search of the coveted recipe. Once this is in their possession they must scour the galaxy for the best ingredients before launching production. In the mean time Space is explored, battles are fought and colonies founded. "Whatever gets you there. Eh?" Playing Time: 2 and 1/2 hours. For 3 to 6 players, ages ten and up. Price: \$49.95







n the world of Gnomes there are four tribes who bitterly oppose one another. Each vie for control of The Laboratory; the source of their power and technical innovation. If you ••• are unfamiliar with Gnomes you will be surprised at how greedy, crafty and aggressive they are. It is always wise to never turn your back on a gnome. At the very least they will be conspiring against you. Turn around, and suddenly they've invented a nasty new machine to make your life miserable!

**GNOME TRIBES** is a game of territorial conquest. The initial goal is to control the center of the map wherein the Laboratory is located. This laboratory, however, only yields power and fancy weapons. Will they be enough to satisfy the victory conditions? You won't know until they are revealed in the latter half of the game. For players who don't take themselves too seriously, but are serious enough to want to win. Playing Time: 2 and 1/2 hours. For 2 to 4 players, ages ten and up. Price: \$39.95