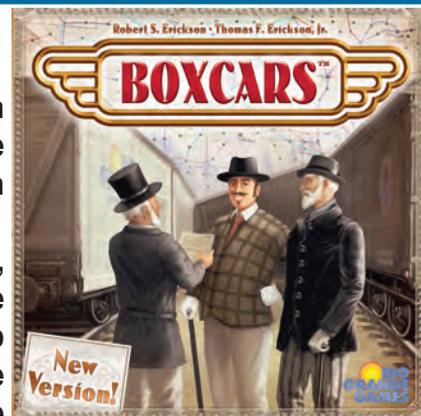


# News

Since our last newsletter, we have just received the new games: **Credit Mobilier**, **Dominion: The Guilds**, and **Piñata**. We also received reprints of **Tikal**, **Space Alert**, **Space Alert: New Frontier**, **Galaxy Trucker**, **Galaxy Trucker: the BIG expansion**, **Galaxy Trucker: Another BIG expansion**, **Galaxy Trucker: 5th Anniversary Edition**, **Caylus**, **Chicken Cha Cha Cha**, and **Tzolk'in**. **Galaxy Trucker**, **Galaxy Trucker: the BIG expansion**, **Galaxy Trucker: Another BIG expansion**, **Caylus**, **Chicken Cha Cha Cha**, and **Tzolk'in** are still in stock and expect reprints of the others in September. We are still working on **Mogul**, **Roll for the Galaxy**, **Myrmes**, and **Race for the Galaxy: Alien Artifacts**, and expect all these to hit stores this fall. We will finally have the **El Caballero** reprint in September, along with two new games: **Renaissance Man** and **BOXCARS** (this is a reprint of Tom Erickson's game from 1974, which was later published as **Rail Baron** by Avalon Hill). Other games expected before the end of the year include **Rattlebones**, **Quilt Show**, and **Stealing Time**.

## BOXCARS

The first game of **BOXCARS** was played on Christmas day in 1970, on a prototype designed and created by Thomas F. Erickson Jr., and played by Tom, his brother Stephen W. Erickson, his father Thomas F. Erickson, Sr., and his uncle, R. Floyd Walters. The inspiration for the game came from Uncle Bob and Tom gave the first prototype copy of the game to his father as a Christmas present. The game was published by the Ericksons in 1974 and was truly a family effort. Tom sent one of the 2000 copies they produced to Avalon Hill in 1975, and AH published the game from 1977 until 1998 as **Rail Baron**.

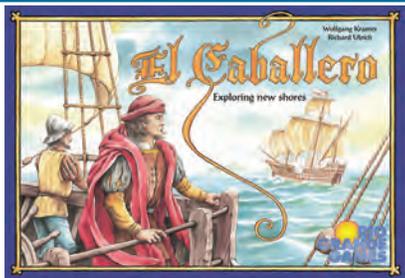


Tom and Rio Grande Games began working on this reprint of **BOXCARS** with Tom creating the British map to add to the game. Once complete, Rio Grande Games commissioned artists to complete the project. This new release varies little in rules from the original. The major changes are in the graphical presentation, including a new US map and, of course, the British map, redesigned money and deed placards, wooden tokens to represent the trains (including the **Express** and **Superchief**) and starting and ending destinations, and a new box. The new release also adds a few suggested variants that players may choose to add variety to their **BOXCARS** experience. The new release is designed to let fans of the game play as they always have, but allow both the fans and new players options.

Rio494; \$49.95; 2-6 players, aged 13+; 2-4 hours, authors: Robert S. Erickson and Thomas F. Erickson, Jr.

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## El Caballero

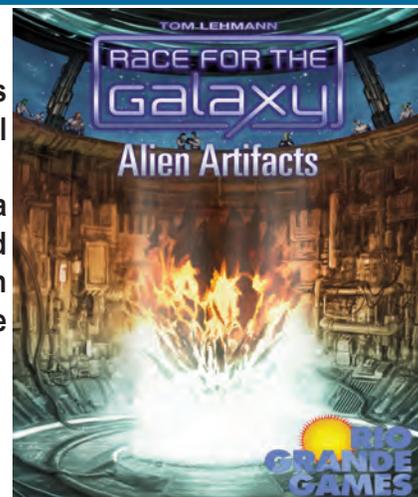
The players are following Columbus by exploring the islands he discovered. Players slowly explore the islands and discover wealth in the form of Gold and fish. As they learn about the land and sea areas of this new land, they position their Caballeros to try to maintain control of the important regions. Castillos give them a measure of protection from others and ships allow them to establish trade and fish for food. Success is measured in the size of land and sea areas they control. Their success is measured twice and in the end these scores are summed and the winner declared.

RIO117; \$29.95; 2-4 players, aged 13+; 90 minutes, authors: Wolfgang Kramer and Richard Ulrich

## Credit Mobilier

A speculative railroad game of building track, moving goods, and buying shares for 2-5 players for about an hour. During the building of the transcontinental railroad the owners of the Union Pacific Railroad Company set themselves up as the owners of a construction company - The Credit Mobilier. They proceeded to award themselves fat contracts, paid for by the U. S. Congress, to construct their own railway. In this game four fictional railways race to construct track and move goods westward while the players invest in the railways and the Credit Mobilier.

RIO448; \$29.95; 2-5 players, aged 13+; length: 60 minutes; author: Max D Michael.



## Pinata



In Piñata, the players compete to collect the colored candy that is inside the Piñata. When a player has collected enough candy of a given color, he earns the medal card for that color. The first player to earn 3 medal cards is the winner! The players play their cards next to several mats on the table. Players usually play their cards on their side of the mats, but they may sometimes play on their opponent's side, a move that can ruin their opponent's plans.

RIO493; \$29.95; 2 players, aged 13+; length: 30 minutes; author: Stephen W. Glenn.

## Renaissance Man

Each player is a Renaissance Man, skilled as a Scholar, a Merchant, a Knight, and a Baker. The goal is to train, hire, and recruit others, aiming to produce a Master of one of these 4 areas of study.

RIO497; \$29.95; 1-4 players, aged 13+; length: 30 minutes; author: Anthony Rubbo.



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