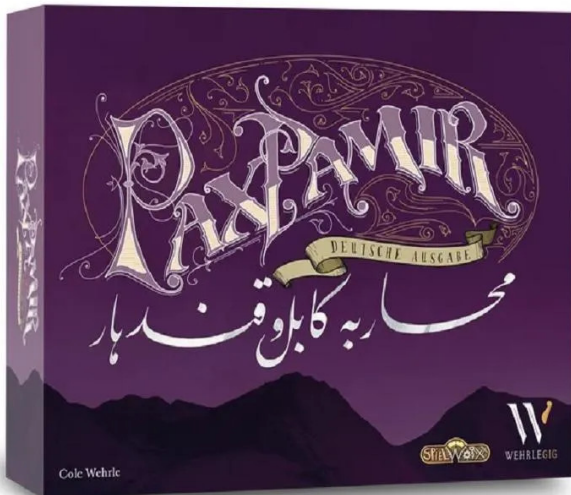


Item no.: 356551

**SPWD0006 - Pax Pamir 2nd edition, board game, for 1-5 players, from 14 years (DE edition)**

from **58,17 EUR**

Item no.: 356551  
shipping weight: 2.00 kg  
Manufacturer: Asmodee



## Product Description

In Pax Pamir, each player takes on the role of a leader in 19th century Afghanistan. The goal: to rebuild the "state" after the collapse of the Durrani Empire. This time period is called "The Great Game" in the West, because the Europeans tried to make Central Asia the scene of their rivalries. In Pax Pamir, the European empires are viewed from the perspective of the Afghans. The Afghans tried to use the invading Ferengi (foreigners) for their own purposes.

Mechanically, Pax Pamir is a fairly straightforward "tableau developer". Mostly, players buy cards from the central market and play them out in front of them in a horizontal row - called a yard. Playing cards brings units onto the board and access to further actions that influence the other players and the gameplay. Although each player expands their own row of cards, Pax Pamir allows many opportunities to interact with fellow players - directly and indirectly.

To survive, players join a coalition. In this game, coalitions are determined by their sponsors. Two of the coalitions (Great Britain and Russia) are supported by European powers. The third coalition (Afghanistan) is supported by elements that want to end European influence in the region.

Pax Pamir is an interactive historical game dealing with politics and power in Afghanistan.

Pax Pamir is penned by Cole Wehle, the hit author of Root, Oath, John Company and An Infamous Traffic.

Notsuitable for children under 36 months.

- Number of players: 1-5
- Game duration: 45+ minutes
- Age: from 14 years

## Specifications

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prices and availability

