

# win

ISSUE 476 -FEBRUARY 2015

ISSN 0257-361X

Volume 39

THE GAMES JOURNAL

[www.gamesjournal.at](http://www.gamesjournal.at)



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 54 GAMES



PULL YOUR PACK FROM YOUR BAG

# ORLÉANS

A VIRTUALLY PERFECT BAG BUILDING GAME

Cited from the publisher's text:

"Playable for 2-4 players, ages 12 - with the thematic goal of acquiring dominance in medieval France by trade, construction activities and science. In the focus of events we find the City of Orléans and the neighboring region of the Loire where you can travel for trade to other towns to acquire coveted commodities and set up trade posts!"

Boring!

All those that are at this point on the brink of falling asleep or turning over the page I kindly entreat to wake again and to read on because, setting aside the topic - with the one thousandst local adaption of the current topic for board games per se you cannot stand out from the crowd and only get, maybe, some Frenchmen or Francophile fans of the Loire Valley to show interest - I

have nothing at all to criticize in the game. On the contrary, I believe it to be one of the most interesting games of the 2014 crop, to begin with my final conclusion.

The heart of a good game is the mechanism of the game and that is exactly what makes Orléans interesting. The game goes over 18 rounds. In turns with changing starting players each player has actions in order to expand his own ... what is it? A trade empire? On order to implement actions those actions must be activated first. To achieve this you must place a number of minions on the corresponding action case of your own player board, minions that vary in type and number from one individual action to the other. Those minions have different professions - there are farmers, craftsmen, traders, skippers, knights, scholars and monks. All

of them are represented by different card-board tiles.

At the start of the round most tiles are stored in individual cloth bags assigned to each of the players. A certain number of those tiles is drawn randomly from the bag and may be assigned to the action cases. When the

**Markus Wawra**

*An as yet rather fresh mechanism, packed into a nearly perfectly implemented board game. The topic comes across as somewhat forced and could not be more boring, but yet Orléans for me is one of the most interesting new releases of 2014.*

respective actions have been implemented, you throw the action-activating minions bag into the bag. What kind of minion you draw is of course for the most part due to chance, but not to chance alone. Why? Because which minions you might draw can be determined by a rather huge degree by players themselves, as minions are acquired by certain actions and as there are also options to get rid of minions again.

Another fact is, that minions that were placed on action cases stay there until you



have implemented the action. It could therefore be useful to not implement an action that you could implement if you believe to gain an advantage in the drawing for the next round. To be able to activate important actions and thus pursue a certain strategy it is of essential importance to keep control of the contents of your bag.

This mechanism is not necessarily new - let me mention here, for instance, the game *Siberia*, also published by dlp games and released in 2011, or the game *Hyperborea*, that has been published in 2014, too - but has been virtually perfectly implemented in *Orléans* and is - as yet - contrary to the meanwhile omnipresent and very similar deck building games still rather fresh and unspent. In the meantime, however, I have already come across some denominations for that kind of game, all in English, for instance bag building (deutsch: Beutel bauen) or pool building.

The different actions that can be activated, mostly allow you to hire new minions and/or to accrue, in one way or another, victory points for the final scoring. Those elements are for a very big part already familiar from other games, therefore I will not enter into them in detail in this review. I only mention the raising of the Knight Track value, where the advance not only entails hiring of minions of the Knight profession, but also determines how many minions you may draw from the bag in each round, and also the craftsmen which are linked to the acquisition of technology tiles. Those technology tiles are, when acquired, placed onto the minion case of an action case and from now on replace such a minion for the remainder of the game.

They also stay in place when the action has been implemented and cannot be relocated. Should a player manage to achieve a good head-start in those two categories this results in a higher number of implementable actions for him - a definite and crucial advantage that must be frustrated by the other players. I for myself have as yet not found a definite strategy that could counter-balance this advantage. As all tiles are limited in *Orléans*, including the number of minions as well as technology tiles, money and commodities, there is no way that would enable you to make good this head-start.

Also of interest are the location cards. Those cards are acquired together with traders and enable their owner to implement a special action that usually is somewhat stronger or cheaper than the standard actions and also enable a player to pursue various

strategies.

At the end of each round an event is put into effect, which usually forces players to hand in something. This introduces a small element of chance, but is usually only of minor importance.

The components of the game are very good, with a really eye-catching number of different cardboard tiles. The drawings by Klemens Franz remind me of medieval paintings, but are modern, colorful and very clear which contributes a lot to the positive overall impression.

With a price of nearly 50 Euros *Orléans* surely ranks at the top end of the price scale, if you include parameters like components and volume of the game, but it is also a very felicitous game all in all that will definitely appear on my games table quite a few times.

A final remark: On the website of the publisher there are a few extensions to the rules in the FAQ section, which were not worded clear enough in the first edition, and some suggestions how you can defuse the - at least at first glance - very powerful Bath House. New rules are provided including all those changes. ☑

Markus Wawra

## INFORMATION

**Designer:** Reiner Stockhausen

**Artist:** Klemens Franz

**Price:** ca. 50 Euro

**Publisher:** dlp games 2014

[www.dlp-games.de](http://www.dlp-games.de)

SPIELER:  
2-4

ALTER:  
12+

DAUER:  
90+

## BEWERTUNG

Bag building game

Users: For experts

Version: multi

Rules: de en

In-game text: no

**Comments:**

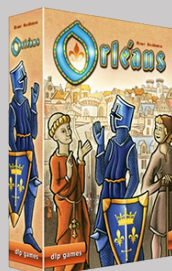
Interesting Mechanism \* Good components  
\* Boring topic

**Compares to:**

*Siberia*, *Hyperborea*

**Other editions:**

Tasty Minstrel Games



Meine Einstufung:



## 40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

What works best against fear? A horrible joke about the grounds for fear? How else could one understand, that 219.372 people, mostly Americans, are prepared to pay \$ 8.782.232 for cute little kittens blowing themselves to smithereens as suicide assassins.

The new card game **EXPLODING KITTEN** with 46 cards is thus completely described and shows the low point of a designer's good taste, but such designers have got rich by Kickstarter. This game is the crowdfunding game with most supporters and most money. Does this mean that they are right?

Our games are more and more turning mainstream, unfortunately not as culture.

Crowdfunding opens up the chance for any idea to be published, may it be as extreme as could image, which would be refused by each and any publisher's editors.

It is incomprehensible that our price-conscious gamers - see the permanently falling prices for the best games of a year, like Game of the Year, pay an average of \$ 40,00 for such a game. Were that really gamers? Hopefully this will turn out to be a unique and isolated case. There are so many good games!

Our games data base LUDORIUM is currently given a face lift with a new look and more options via Fast-Buttons. We will present this in more detail in our next issue, but visit us and check it out, at

<http://www.ludorium.at>.

Do you like our WIN? Please take out a subscription! We have a PayPal account, which makes payment of € 6 for a one-year subscription easy and safe, see <http://www.gamesjournal.at>. Our games companion GAME BY GAME 2015 is available since Essen:

<http://www.gamescompanion.at>







## GAMBLE IN THE CARIBBEAN

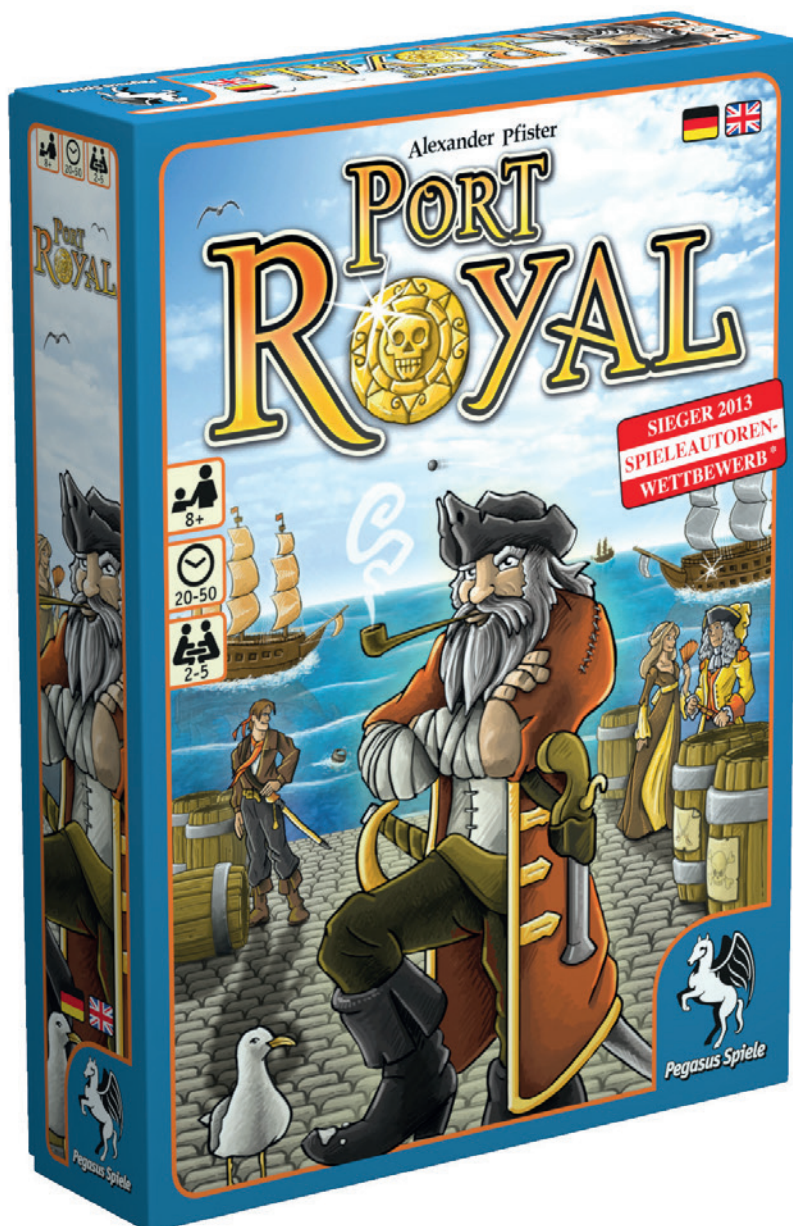
## PORT ROYAL

## OR HOW DO I GET THE GAMBLE INTO PLAY

More than a year ago there the first Austrian Game Designer Competition was held. And there was a winner: Alexander Pfister did fiddle around with his idea for a card game until it was good enough for the competition and then this nice, fast gambling-type game did win the competition. In its first edition published as "Händler der Karibik" by the Austrian Games Museum, it created quite a stir at Essen 2013. Soon companies interested to do another edition were queuing up. Thus the game was published again by Pegasus in a bigger sized box and under

the title of Port Royal.

Pegasus did put in some additional editorial time and has made a few small, more cosmetic changes, for instance, making the game playable for two to five players in this edition. I have played the game in its original and its re-published version several times and do still prefer a game with three or four players. Three players to always have someone to interfere in the game and four players so that I am never only a watcher in a turn. Five players left me with the impres-



## GAMES BUYER INFORMATION SYSTEM - GABIS

## STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players.

The BAR in the evaluation box displays color codes for up to 10 features of a game.

## USER GROUP

We have defined 4 target groups (color accompanying the head line)

## Kinder:

Games for children an educational games. Adults can play in a guiding function.

## Familien:

Children and parents play together, all have the same chance to win and have fun.

## Freunde:

Young people and adults play together as equals

## Experten:

Games with special demands on rules and playing time. Especially for game geeks

Please note for the user groups **Children, Family and Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of „family games“. Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

## FEATURES

Each game targets preferences for different features in a player, therefore each game is not suitable for each player. We have listed 10 features players note when deciding on a game. Only if a player finds his preferred features in a game he will enjoy the game. The color code marks the dominant features. Educational games train the highlighted preference.

Empty boxes: This feature is neglectable or not present

One colored box: This feature is present, but not essential

Two colored boxes: This feature is present and important in the game

Three colored boxes: This feature is dominant and essential

## Chance:

The game is influenced by dice, cards or any other form of random generator

## Tactics:

Take decision, short-term planning, planning based on one move

## Strategy:

Think ahead, long-term planning, planning for several moves

## Creativity:

The player has to provide words, phrases, images and other creative efforts

## Knowledge:

Cultural and educational knowledge, long-term memory

## Memory:

Remember, learn by heart, short-time memory

## Communication:

Talk to each other, negotiate, inform

## Interaction:

Influencing each other, bluffing, auction

## Dexterity:

Motor skills

## Action:

Body movement, balance and reaction

## ADDITIONAL INFORMATION

**Version:** The edition of the game on which the review is based

**Rules:** This lists the languages in which rules are available or are included in the game, often even more translations can be found on the web.

**In-game text:** A YES marks a game with language-dependent components that cannot be played without translation or knowledge of the language





sion that this is still a number of players that works nicely. We know many groups where more than four want to play.

Many of you will now ask: A card game with only 120 cards and a full amount of fun to play - how does that fit into such a small box? To explain this I need to tell you something about the topic and the game itself.

The topic - Merchants, pirates, other people frequenting the jetty, ships that want to sail into harbor ... all this fits the game mechanics perfectly. Each player is a trader who trades in ships and hires persons of different vocations. Each player has his own jetty - his display of cards - where the people hired by him assist him in doing the best possible business. Now and again someone puts out

a call for an expedition, for which captains, priests or settlers are in demand - well, an expedition into uncharted seas needs gut seamen. If you then encounter new shores those need to be settled. And if it happens to be inhabited by aborigines, you might want to convert them to the "true" faith. At least all this happened in the times of seafaring expeditions and travels.



Cards in the game make use of both sides. One side represents one gold coin, the other side shows ships, people and calls for expeditions. At the start of the game each player holds three cards for gold coins. The starting player opens the harbor and lets ships sail into harbor and people trundle in, all this by turning up cards from the draw pile and placing them on the table. At what time he closes the harbor, that is, stops to turn up cards, is left to his discretion. He can also be forced to close it, in the case of two rivaling ships, which means two ships of the same kind, wanting to get into the harbor.

#### Monika Dillingerova

*This game entices with its low rules threshold and the high replay value, usually one wants to try other ways to play and strategies immediately.*

This creates havoc and all and sundry leave the harbor instantly. This gives the special allure for each thrilling turning up of cards.

No, it would not be easier to reveal cards only until the first ship turns up - because a player may in the second phase of this turn, when the harbor is closed, take a card from the harbor. If he picks a ship, he does business and gets gold by drawing the number of coins showing on the ship from the draw pile and putting them into his kitty without looking at them. There are ships offering one, two, three and sometimes even four gold coins! So of course you want to get more than one lousy coin and sometimes take the risk to reveal more cards. There are exactly five kinds of ship. When a player has just revealed a Pinasse with one gold he hopes for a Fleute with a minimum of two gold. But what appears? A Pinasse with four gold! What a pity! The turn ends instantly and only if you have a Jester lurking on the jetty you may still enjoy a small profit.

As I have just mentioned, all in all there are five different types of ships. When the active player, the current harbor master, has permitted four or five different types to sail into harbor he may take two or three cards, respectively, from the display after closing the harbor. This enhances the gambling flair, which makes us play the game again and again.

When a player wants to take a card from the harbor that shows a person, this person must be hired. Hiring means you must pay a wage to this person. The bottom of the person cards states the necessary amount. There are people who can be hired for a song, that is, for three coins, but there are some who demand the outrageous remuneration of 9 coins. If you have the necessary amount of gold you simply discard it and the hired person - be it Mademoiselle

or Jester or whoever else - is placed into your own jetty display.

From this point on you can use the ability of this person. Traders give you better prices for the ships, seamen and pirates can hinder some ships to enter the harbor, Mademoiselles cast such entreating glances at other people that they are willing to be hired for less money. Admirals demand a fee when the harbor surpasses a minimum frequency, governors have the right to take one additional card and jesters conjure money from an empty harbor. In addition to their abilities all persons carry a score value in relation to the wage they demand. Those points, in real the fame of a player, are the real purpose of the game. When a player has collected in his jetty 12 points or more, the round is completed and then the player with most points, that is, fame, wins. In case of a tie the tie is resolved by the remaining gold of the players involved, just as in real life.

There are also some really nasty cards. You can recognize them already by their names: Tax raise. When such a card gets displayed in the harbor, it is announced by the harbor master that each player who owns 12 gold or more must discard half of it. Often it is the case that players who have more persons in their jetty also have more gold. Thus those tax raise cards work as a kind of balancing mechanisms. Sometimes it happens that this is not the case and that the "weakest" player has amassed too much gold. Therefore those cards carry a second balancing mechanism: When tax has been paid you check which player has fewest fame (points) or the least opportunity to defeat shops (denoted by the number of sabers on seaman and pirate cards). This or all these players are given one gold coin from the stack.

And now for the calls for expeditions. When such a card is revealed it is placed next to the harbor and stays in place until a player can comply with the demand. To do so he must be the active player and and hold the necessary captains, settlers or priests in his jetty or be able to replace them with a Jack of all Trades. You discard the persons demanded by the expedition and take the card with the call for expedition into your jetty. This is a lucrative move, because the points of the persons you had to discard are doubled by the expedition card and you receive gold as a reward. Just like the discarded persons the expedition has no additional function in the game, it just adds fame.

So only the question remains, why this is so much fun? On the one hand it is the chance to acquire something useful during the turn of another player, because after the active

player has taken his card or cards from the harbor, in turn every other player may take one card. Ships give you gold, persons you must pay for. As it is not your own harbor where you help yourself from, you must pay one gold to the active player for each person taken. And that's where the cat is hidden in the bag.

*Do I, as the active player, want to leave something for others to take? What if I just turn up what they need most? Should I then not better try to annul the harbor?*

*Do I want, as the non-active player, to hand over one gold to the active player? A ship with one gold is definitely not worth it? Should I take the one with 2 gold?*

You are always caught between a rock and a hard place. You want more, but is more cards, more gold, more persons really good? Where is the optimum? Definitely in different spots in each game. Because each game is different and in each game you can play for other abilities, try other ways and means and strategies.

There is room for the game in nearly any bag and it offers entertainment for many more hours than a few rainy ones. ☑

Monika Dillingerova

## INFORMATION

**Designer:** Alexander Pfister

**Artist:** K. Franz, H. Schneider

**Price:** ca. 10 Euro

**Publisher:** Pegasus Spiele 2014

[www.pegasus.de](http://www.pegasus.de)

**SPIELER:**  
2-5

**ALTER:**  
8+

**DAUER:**  
30+

## BEWERTUNG

Set collecting, cards

Users: With friends

Version: de

Rules: de en es gr

In-game text: no

### Comments:

High replay value \* Simple rules \* Easy to take along \* Each game is different

### Compares to:

Basically all sorts of set collecting games

### Other editions:

Homoludicus, Spain; Kaissa, Greece, Mindok, Czech Republic, others are announced



Meine Einstufung:





CLANS, CAMELS AND DEMONS

# FIVE TRIBES

THE DJINNS OF NAQALA

Designer Bruno Cathala is not unknown in the games play community. Since the year 2000 he has created approximately 30 games. Among them are titles like Boom Town, Schatten über Camelot, Jamaika or Flinke Feger as well as Kleopatra und die Baumeister. He was rather successful with those games, too, five times one of his games was selected for the list of recommended games for Spiel des Jahres. Some more awards came from Japan, from France in the guise of As d'Or and last but not least from the Viennese Games Academy. Very often Bruno Cathala co-operates with other designers, among them Serge Laget and Ludovic Maublanc. This year at Spiel in Essen Cathala had five different new releases on show. In Five Tribes he is the sole designer and has - in my opinion - provided his best game so far. Well, this already summarizes my positive opinion about the game. Let's take look at the name of the game. "Tribes" means clans, kin, family and we can select from five of such clans, more on them later. The subtitle in addition to Five Tribes is "Die Dschinn of Naqala- The Djinns of Naqala". Dschinns - the term is of Arabic origin - are invisible, demonic being originating from fire. Contrary to angels, which sprung up from light. They are even mention in the Koran, in surah 72. We also know demons from the story of „Aladdin and the Magic Lamp“ in the stories of 1001 nights, where they are benevolent beings. This game features 22 djinns. They are a central factor of the game and can decide on victory or loss of the game.

The term „Naqala“ - which is also originating from Arabic - can be translated into English to deliver or transport or distribute. And this takes us to the mechanics of the game, for which the designer took inspirations from the game of Mancala. Most people know this game as "Bean Game", where you distribute the number of pebbles or beans that are in one bowl into subsequent bowls. This game was described for the first time in the 17<sup>th</sup> century, but in Ethiopia and Egypt game components have been found that originate from the 4<sup>th</sup> century AD. The origin of the game lies in regions in Africa and Arabia and it spread also into the Caribbean, where its use is restricted to men, while it mostly entertains women and children in Asia. It also spread to other parts of America due to the slave trade. The rules for Mancala offer more than 800 variants and the game

also has many other names. There are speculations - albeit unproved - that the game is more than 5000 years old and thus is the oldest game in the world.

Now, hopefully, I have made you curious enough to turn our attention to the actual game. Each player heads or uses five tribes and occupies - assisted by Djinns - enough locations to acquire victory points. The dominance over locations is documented with your own camels. (Any similarity to living politicians is surely pure coincidence and not intended at all!). Additional victory points can be accrued from gold, palaces and palm trees on tiles that you own.

The box in the standard size, e.g. for Kosmos games, is very richly filled. Foremost there are 30 tiles of different values in colors blue and red. The give you different options, to which I will get back further on, and represent the actual playing board. Due to the random and arbitrary arrangement at the start of the game each game is different and this is not the only way that ensures uniqueness.

Then there is a sequence track on which you mark the order of play with a corresponding marker, determined by a bidding mechanism. Furthermore the box holds 12 wooden palm trees and 10 palaces which are placed, as already mentioned, in the course of the game, plus, of course, the tribes that provide the title:

There are 16 yellow „Wesire/Viziers“, 18 blue „Baumeister/Builders“, 18 green „Kaufleute/Merchants“, 18 red „Meuchelmörder/Assassins“ and 20 white „Ältere/Elders“. Finally, there are 18 Slave cards and 54 Resource cards made up from 2 each for Ivory, Jewels, and Gold, 4 each for Papyrus, Silk and Spice and 6 each for Fish, Wheat and Pottery. All of those cards are used to accrue money in the course of the game. All cards are shuffled and a row of 9 cards is laid out at the start of the game.

Probably some people will bemoan the „political incorrectness“ of slaves but in the period in which the game is set, slave trade was common and generally accepted. I did already mention 22 Djinn cards. Those Djinns also come in different values, there are two cards of value 4, one with value 5, ten of value 6, five of value 8 and two of value 10. Those cards, too, are important for the final scoring. Three Djinn cards are displayed at the start of the game. 98 gold coins, unfortunately only cardboard ones, round off

the copious components.

Let's take a look at the flow of the game, which is facilitated by four big and very clear summary sheets in DIN A4 format. Each player starts the game with coins of value 50 and with eight camels in one color, they are available in blue, black, and orange and pink. In the first round the turn order markers are placed on the bidding order track randomly. The furthestmost player on this track has the choice from 9 cases at a price of 1, 3, 5, 8, 12 and 18 or 3 times 0, re-

### Kommentar des Rezensenten

*A game with a lot of options and a perpetually changing starting situation. Very nice design and simple rules provide a thrilling and positive game experience.*

spectively. That means, a maximum of three players can indulge in stinginess. If you want to ensure that you will be among the first to move you must spend some money. The one in first place is the first in the next round to make a bid for the turn order. Then he has the chance to choose one of the 30 location tiles for his starting point. Before we begin, all colored tribes members are drawn randomly from the bag and three meeples are placed into each location.

Now the Mancala mechanism comes into play. You pick up all meeples from a location and distribute them one by one onto adjacent tiles, whereby you adhere to the following rules: Never move diagonally from tile to tile, and never move to and fro, and the last meeple you place must be placed on a tile that already contains a minimum of one meeple of this color. This ensures that there are at least 2 meeples of the same color. This last meeple you placed and his "brother" or "brethren" of the same color are taken up in hand again and dealt with according to their color: Yellow Viziers are kept and earn you one victory points at the end of the game for each vizier and ten points for each player who did collect fewer viziers. White Elders are also kept and give you two victory points, but no bonus at the end. You can use Elders during the game to acquire Djinns. Green Merchant meeples are put back into the bag and are thus taken out of play. According to their number you may take commodities or slaves from the outmost end of the respective display. The blue Builder meeples are handled in the same way. They are taken out of play, but give you gold according to their number. Should you hold slave cards you can enhance the amount of gold. The number of cards is multiplied by the number of blue locations adjacent to the end-of-move location. If you hold red Assassin meeples at the end of the move you discard them and may eliminate one meeple within range. Range of elimina-







tion is determined by the number of red Assassins plus any slave cards. As an alternative you can assassinate one Vizier or one Elder of another player. Should you need gold you can acquire this by selling one set of commodities. Depending on the number of commodities you acquire between 1 and 60 gold (in case of nine commodities).

When it happens that a location is empty after you did pick up the final meeples of your movement turn, you claim the location for yourself by placing one of your camels there. This brings us to the functions of the location tiles. Each tile shows a number on a red or blue background and entitles you to an action. When a move ends on a red 8 you must place a palm tree on the tile. When you end up on a blue 5 you place a palace. Both actions are "must be done" actions. Actions from other tiles are left to your discretion. The red 6, which is called „Small Market“, allows you to pay three gold and choose of the three foremost commodities cards. At a 4, the „Big Market“, you may choose two of the 6 foremost cards after payment of 6 gold.

There are also so-called „Holy Sites“, featuring numbers 6, 10, 12 and 15. On these locations you can acquire one of the three Djinnns on display when you discard two „Elder“ or one „Elder“ and a slave. It would be far beyond the scope of this review to mention the respective advantages of all 22

Djinnns. Some of them can be used instantly, others need additional meeples and slaves to become active. And some other ones are only of use at the end of the game.

This brings us already to the end of the game. This happens as soon as a player uses his last camel or when no regular meeple movement is possible. A sheet included in the box facilitates the score-taking for eight different kinds of victory points. You score points for Gold, Viziers, and Elders, the total sum of your Djinnns and location tiles, sets of commodities and for palm trees and palaces on your own locations.

At this point I want to give lots of praise to the artist Clement Masson. The visual effects and the functionality of the game elements are excellent. With the help of pictograms and the marvelous game summaries one can immerse oneself quickly and easily into the rather complex game. Due to the always random arrangement of the locations in a game and the also always different initial meeple placement each game is different and not predictable. Yet, should you happen to have one of those endless ponderers in your group it could be that you are threatened by insanity or that violence might be in the air due to the plethora of options and possibilities to move. The variety in ways to generate victory points keeps the game challenging and thrilling to the very end and can also generate some

surprising results.

Contrary to the artist I am not as happy with the editing. There are some things that I do not understand. The tribes were packed separately - quite unnecessary, as the first thing you do is to shuffle them in the bag for placement as a random generator on locations. Juxtaposed to that, the four camel varieties came in one bag, Switching those two ways of packaging would have been better. It is also quite unnecessary that the location tiles have two printed sides. If would have been better to do this with the gold markers, because for them identical back sides for the 1 and 5 denominations have been chosen and so they cannot be distinguished. As positive as the use of wood might be, tiles would have done as well instead of the three-dimensional palaces and palm trees. I have the feeling that the game needed additional pimping to justify the rather steep price of about 50 Euros.

But all this niggling does not diminish in any way my good opinion of the game and the quality of the game which definitely is one of the highlights of the 2014 crop. On the scout list of Fairplay magazine at Essen it was constantly ranked on the front-most positions. ☑

Rudolf Ammer



## INFORMATION

**Designer:** Bruno Cathala

**Artist:** Clement Masson

**Price:** ca. 50 Euro

**Publisher:** Days of Wonder 2014

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

**SPIELER:**  
2-4

**ALTER:**  
13+

**DAUER:**  
80+

## BEWERTUNG

Placement, collecting

Users: With friends

Version: de

Rules: de en fr

In-game text: yes

**Comments:**

Mechanism based on Mancala \* Many additions for variable games \* Attractive design  
\* Simple rules \* Down-time can be long due to excessive pondering

**Compares to:**

Mancala for the basic mechanics, otherwise placement and collecting games

**Other editions:**

Rebel.pl, announced



Meine Einstufung:





## DRILLING RACE TO THE EARTH'S CORE

## ROCKWELL

## TACTICS BELOW THE EARTH'S CRUST

Rockwell by Bruno Crépeault, presented in Essen in 2013 and instantly but only nearly forgotten in the deluge of nice games - as I must confess to my shame. During dozens of games of „Nations“, „Russian Railroads“, „Lewis & Clark“ and of many other games I always had a giggling thought at the back of my head: There was something at the booth of „Sit Down!“ publishers and „Plato Magazine“ that I did try at the first day of the Fair and did not completely grasp because the demonstrator, a Frenchman, tried to explain something to us English that he himself did not know much about.

As I found the idea of the game - it was „Rockwell“ interesting on that day, I did briefly ask the boss of Plato, who in turn told me the unusual story of the game designer: A Canadian, working at an airport, with lots of free time and creative idea who has already realized quite a few projects: Founding a band with which he won a contest on TV, writing an opera and a book and now the game. A really „cool“ background story - if it should be true.

At the Fair at Cannes 2014 I came across „Rockwell“ again and asked Dagmar de Casan if she might have a copy of the game? Of course she had one. When we finally got it on the table, a few parts were missing and so it took quite a while till we could play. Let me say it at the beginning, the waiting was

worth its while!

Topic: A virtual Mining Company called „Rockwell“ has bought up four competitors and now wants to check their productivity in a contest. The winner will be who can drill into the Earth's crust most quickly and deepest. A rather unusual scenario for a game and thus the first Brownie point for the game. Another one is the design of the board: the individual parts form concentric rings; on the outside the entry area, followed by four concentric rings towards the middle, separated into segments. The center is representing the Earth's core. The necessary drilling performance rises continually with drilling depth, normally none of the contestants can provide the necessary strength on his own and needs the help of the other players. So this game also offers a cooperative element, yet another advantage. If it is possible - and unfortunately it is not always possible - you will therefore „invite“ an opponent (a supposedly weaker one - unfortunately screens prevent exact knowledge about the strength of other players) to assist you.

On each segment the necessary drilling power is marked; when this is reached you draw a so-called Extraction card - it lists the resources you extracted and also - less fortunate - if there will be a mining accident.

The segment tile that was extracted is then

turned over which could result in acquisition of additional ores. So, it is essential to be involved in many extractions.

Resources are four different kinds of ore (colored wooden cubes): Zinc, copper, silver and gold, which also can be traded at the stock exchange (Buying and selling only, prices are fixed and do not change).

Each player - „Rockwell“ is designed for two to four players - has four groups of workers (small wooden cylinders) of strength 1 to 4, which are placed at the entrances at the start. From there they can be moved in four drilling rounds per round of the game one step (one of them four steps or each of them one step). Additional components are two

## Christoph Proksch und Uschi Vlk

*A not too complicated game with lots of options, very interactive, with the charm of a relative unused scenario, it is fun and offers high replay value.*

Management cubes (a bit larger) in the four player colors and also two Vice Presidents (wooden meeples) and an orange wooden marker to indicate the drilling rounds as well as a lot of cardboard tiles for money, insurance, protection and mining shaft and, at long last, the so-called Achievement tiles with prestige points in different denominations, they are the actual victory points.

In addition to the screen I mentioned („Paravent“) each player is given a double-sided company board, on which you indicate improvements that need to be paid for (Enhancement of the drilling power and the range of movement, better protection against mining accidents as well as mine-shafts - they extract additional ore from turned-over segment tiles, see above). This







board also offers space for the Achievement tiles - as soon as player has acquired a certain amount of them, the game ends. It also ends when a majority of players has reached the Earth's core with a drilling crew. A round in „Rockwell“ comprises three phases, represented by the individual boards I to III. On those you place the two Vice Presidents (VP) of each player, which marks the selection of action for the round. And lo and behold, in this game, too, we have a small worker placement mechanism, even if the workers are called Mr. Vice President here. Note the disproportion: Only two VP, but three options to choose from.

At the start of each round the first action is a secret auction (using money and/or ore) in order to determine the sequence of play for placing the vice presidents.

If you place one VP into the „control center“ - Board I - you fix the sequence of drilling, that is, the sequence of movement of the drilling crew cylinders; you also acquire the ability to bribe or to hire a subcontractor. Bribing means that you fetch a piece of an opponent for yourself after you have moved your own drilling crew. What a nice and happy coincidence when the enhanced drilling power now triggers an extraction.

A subcontractor, represented by a four-sided die, enhances your own drilling power, but costs a lot of money.

If a VP is placed at the stock exchange (Board II) you can buy or sell resources and money there. Unfortunately there is one place less at the stock exchange than there are players, which means that one player will not be able to acquire money or ore in this round.

With a VP in the „Workshop“ (Board III) you can acquire upgrades and also prestige points, that is, victory points, the price for which rises the later in the game you buy them. On this board there is room for all players, but unfortunately the fourth to arrive has only one option for an action, the third one has two and so on to the first one who has four options. You are never allowed to place more than one vice president on the same board.

When now also the sequence for the drilling rounds has been fixed, the three phases are implemented in sequence.

Phase I is the most important of the game: Each player moves his crew and extracts resources; the nearer to the Earth's core the higher the necessary drilling power. When it is reached or topped in a segment the drilling round is interrupted and an „extraction“ begins: The segment tile is turned over and a card is drawn from the respective stack (Power 3-10). Those „extraction cards“ show a number of different ore cubes which are taken from general stock and distributed in equal amounts to all players involved in the drilling, regardless of how much pow-



er each of them contributed. Surplus ore cubes, which are always happening, are giving to a player with "priority ranking" who is determined by the following three criteria (1>2>3). 1) The owner of a mining shaft; if he is involved in the drill he also gets one of the equal portions; if not, he only gets the surplus. 2) If there is no mining shaft on the segment the player with the highest drilling power contribution has priority ranking, and 3) in case of equal drilling power the player who triggered the extraction is considered to have priority ranking.

Extraction can also be triggered by bribery - the player to trigger it is the one did the bribing and not the one that was summoned - or also by taking on board a subcontractor.

When the extraction card shows a danger symbol, each player must discard ore cubes in relation to his drilling power, unfortunately the more valuable ones must go first (for instance, you extract 3 zinc, 1 silver, 1 gold and is involved in the extraction with a strength of two; he must discard two cubes and therefore only receives three cubes of zinc).

Cautious fellows can take out insurance against such bad luck before the first drilling: You can exchange any number of ore cubes for insurance tiles (1:1). For instance: You acquire two insurance tiles with two zinc cubes of value 800 and can avoid the loss of one gold and one silver cube of value 1800 by discarding those insurance tiles. It is convenient that those tiles can be kept for future rounds (not every extraction ends with a mining accident). On the other hand, I would like to direct your attention to a safety upgrade (must be paid for) which, if acquired, offers permanent protection in three levels: Loss of one cube, loss of three cubes or loss of all cubes. Unfortunately those and other improvements are only available in phase III when one drilling phase has already been played.

When the ore has been allocated the drilling phase is resumed. Then, as the finale of Phase I, owners of mining shafts on already revealed segment cases can mine the ores depicted there. A footnote: Shafts can also only be acquired in Phase III (a total of three), like all other improvements, so - to put it bluntly - you are relatively naked in the first round of the game. Advantages of mining shafts are: 1) Repeated revenue at the end of each drilling round. 2) Automatic advantage in extraction for the surplus ore cubes.

Phase II: Now each player, who has placed a VP here, may buy or sell ore, but not both, as each resource may only be traded once per round; you also cannot trade different kinds in combination. DO not forget, there is always one player who cannot participate

in Phase II.

So far so good - but here I must deviate a bit in order to clarify what is the real purpose of „Rockwell“: „Prestige points“, that is, victory points which you can accrue by reaching respective targets („Realizations“), the purpose is not to acquire money or resources. Money is necessary to acquire upgrades or to hire subcontractors; resources gain you money on the one hand but also prestige; one of the goals, for instance, is to own 8 zinc and 8 copper, because this allows you to place the corresponding Achievement tile on your own player board; you do not have to discard the ore cubes for this“ They can later be converted to money.

Those Achievement tiles have a ranking, the first player to achieve one will receive more prestige for meeting a target than the following players will receive for the same target. There are nine "Realizations" - those are depicted on the player boards, where you place the tiles that you acquired face-down to hide the number of prestige points on them. Other targets are, for instance, to own three drilling crews of strength 2 or to reach the Earth's core. There are nine such Achievement tiles; when a player has acquired a certain number the game ends at the end of the current round. Additional victory points can be bought in Phase III, albeit by discarding of resources. For this the principle of "first come, first served" is invoked. Wealth that you accumulate is not completely worthless, at the end of the game victory points are awarded for most money and for most ores, scored individually, in case of three players for instance 2 points for most gold, 1 point for the second biggest amount, nothing for the player in third place. Therefore, you should begin rather early to try to complete "Realizations" in order to collect prestige points, as there are usually only "peanuts" to be had at the end of the game.

- This winning mechanism enables you absolutely to catch up on fellow players who you believe to be far ahead. In one of my first games I thought my friend was too far in front to be caught - he had masses of money, resources and upgrades - so I tried to meet "easy" targets, and, lo and behold, in the end I was surprisingly ahead, albeit by a small margin. In the long run it is not a big catastrophe not to be involved in Phase II.

- Phase III. (called „industrial progress“): Now you can acquire mining shafts, improve drilling crews - drilling power and range - and enhance safety permanently. Do not forget - this is the moment to buy, albeit only a few, victory points by discarding ore.

- A game of „Rockwell“ takes about 120 to 150 minutes to play, once you have mastered the game. This is not too difficult, if you skip the pages 2 and 3 of the rules after

setting up the game - unless you love spotting puzzles: 36 numbers are distributed unsorted on pictures of the components that are much too small - and begin instantly with "A round of the game". From there on the rules are nicely worded and easily understood and illustrated with unequivocal examples. The terms used in the game, for instance Vice president, management and control cubes, mining shafts, etc., are explained well in the order of their appearance in the game. The rules take up, inclusive lots of pictures and examples, only seven complete pages, are very clear and very well structured so that there are no questions left unanswered.

This game is an interesting and rewarding addition to a games evening, a mixture of a bit of worker placement and a dash of - sometimes unwilling - cooperation. Tactic and strategy balance each other, maybe strategy is a touch more important. The absolutely original scenario and its felicitous graphic implementation must be applauded. Please note the small details - for instance, the number of players is indicated on each board by family pictures on the desk. ☑

Christoph Proksch

## INFORMATION

**Designer:** Bruno Crépeault

**Artist:** Yuio

**Price:** ca. 37 Euro

**Publisher:** Sit Down! 2013

[www.sitdown.be](http://www.sitdown.be)

**SPIELER:**  
2-4

**ALTER:**  
14+

**DAUER:**  
90+

## BEWERTUNG

Worker placement, area control  
Users: For experts  
Version: multi  
Rules: de en fr  
In-game text: no

### Comments:

Good mixture of different mechanisms \* In some phases lots of interaction \* Thrilling to the last minute \* Mistakes can be corrected

### Compares to:

Unique game, maybe a few similarities to Village

### Other editions:

Currently none



Meine Einstufung:



## ART NOUVEAU ARCHITECTURE

**BRUXELLES 1893****PAINTINGS, PALACES AND PERSONAL MONUMENT**

After Troyes (a French City), Tournay (a Belgian City) and Ginkgopolis (a Futuristic City) Pearl Games may be considered a Company really specialized in games about towns and BRUXELLES 1893 is not an exception. The graphics are again from Alexandre Roche and I like very much his style: with Bruxelles 1893 we appreciate even more this kind of graphic as the game is about the "Art Nouveau" (New Art) and is based on the works of the architect Victor Horta who, in 1893, used his personal and new style to design the "Maison Autrique" and the "Hotel Tassel" shortly followed by many other builders who appreciated this style.

Let's start saying that a couple of games is absolutely necessary to understand how to play BRUXELLES 1893 because there are

many different possibilities (and strategies), so please excuse me if sometimes I will bore you with a few details, but they are necessary to give you an understandable "picture" of the game before the end of those notes. Opening the box we find an unusual board composed of:

(1) - a "Bruxelles" board (300x420 mm) that includes the most important buildings of the town (Hotel de Ville, Palais Royal, Tribunal, Marché, Bourse, Parc and Grand Place) and some spaces that I will describe in detail. Around the board is printed the Victory Point (VP) track.

(2) - an "Art Nouveau" board composed of 6 stripes of hard cardboard: five of them have 5 images each (painter, merchant, storekeeper, builder and public person) while

the last one shows 5 places for the "Bonus cards". Those stripes are mixed and randomly posed on the table to form a variable board with the same dimensions of the first. The cards are always placed on the bottom. (see picture 1)

You also find some cubes (raw materials), coins (1 and 5 francs), cards (Public Persons, Bourse, Bonus), tiles (paintings in four colors and special paintings in black) and a few "special items" that we will discuss later. Your aim? As an Architect you have to purchase good paintings that you may sell in the

**Pietro Cremona**

*A very interesting game for regular and expert gamers: you have so many possibilities and so few opportunities that every move must be accurately programmed. Interaction is very high and dirty trick... are the norm.*

"Atelier" in order to make money to rent the most important Public Persons of the city. They will give support, favors, money, etc. to allow you to build palaces in the town and your personal wonderful "Edifice" ... and eventually win the game.



Bild 1 - Picture 1



### OK, WE ARRIVED IN BRUXELLES. WHAT NOW?

Each player receives a personal board, six tiles "Building", 7 colored wooden workers and 4 wooden discs. As you are a "newcomer" in this business you will also get the help of a rich Public Person of the city (Georges Brugmann) who may provide some money during the game. Place his "card" near your board in a vertical position (when you will use him or other Public Persons you will turn them at 90° to show that they cannot be used again in that turn. All Public Persons are turned back to vertical again and thus made available, at the beginning of each new turn).

On the bottom half of the Bruxelles' board are placed four Public Person cards (they are the VIP of the town and are available to support the players, if they take them), 5 tiles "Exposition" (to keep track of the passing turns), the Tile "Atelier" (used to calculate the value of each painting during sales), the "Compass" (that will determine the necessary materials for the new buildings) and the card deck "Bourse".

Five bonus cards are also displayed on the bottom stripe of the Art Nouveau board. The players place 2 of their workers on the Tribunal case and keep the remaining five. The first player takes the "bracket" and place it on the "Art Nouveau" board, following the coordinates, in order to limit the number of available cases. Then he also turns the first card of the Bourse deck: it will show a certain amount of "money" and two "coordinates".

"Compass"? "Bracket"? "Coordinates"? Are you still following? Let me explain that those "terms" are nicely used in this box, together with a couple of cardboard pieces, to give a nice "architectural touch": as an Engineer I used both of them in the old good days of the University, more as a remind of the old systems than for practical work: now computers, software programs and electronic machines have practically cancelled forever this items. But in 1993 the engineers needed them in order to be sure that a new building was erected safely and conform to the design. The "practical" use of the compass in the game is simply to indicate what is needed by the building under construction at that moment. The compass' two arms will move on 6 sectors and each sector indicate a component: wood, stone, iron, money (3 francs), a material at your choice (between the basic three) or... nothing. When you wish to erect a new building you must pay AT LEAST one cube (or money) corresponding to the sectors pointed by the arms of the compass. Example: you need 3 materials for your next building and the compass points on wood and money. You must pay at least 1 wood and 3 francs

and then you decide if the third material will be wood or 3 francs.

The "Art Nouveau" board is a sort of chessboard of 25 cases (5x5) separated by 4 horizontal lines (named 1 to 4) and 4 vertical lines (also named 1 to 4). The "coordinates" of the Bourse's card states which lines must be selected and use the "bracket" to fix them: for example if the card says "3-2" or "2-3" you have to position the bracket on the crossroad between the horizontal line 3 and vertical line 2 (or, at the first player's choice, horizontal 2 and vertical 3). Once positioned the bracket will clearly determine which cases will be available and which one are excluded for that turn.

The first player takes one of his workers and place it in one of the cases of the boards. Then he executes the generated action. All other players will follow in turn with one worker: then the first player will use a second worker and so on until all the workers will be on the boards.

On the ART NOUVEAU board you may do the following actions, provided that the selected cases are empty and you paid at least 1 Franc (place the betted money under your worker until the end of the round):

- On a case PAINTER you may randomly pick up a colored "painting" from the reserve
- On a case MERCHANT you may sell one of your paintings. You will move a special slider in the ATELIER and the final position of the color of painting that you are selling will tell you how many francs and/or VP you will gain.
- On a case STORE KEEPER you will take 2 cubes (materials) of your choice from the reserve
- On a case BUILDER you may erect one of your buildings. You have six "building" tiles on your personal board. The first two cost only 2 materials, the 3rd and 4th will cost 3 Materials and the last two will cost 4 materials. The color of the materials to be used are determined by the compass, as we have

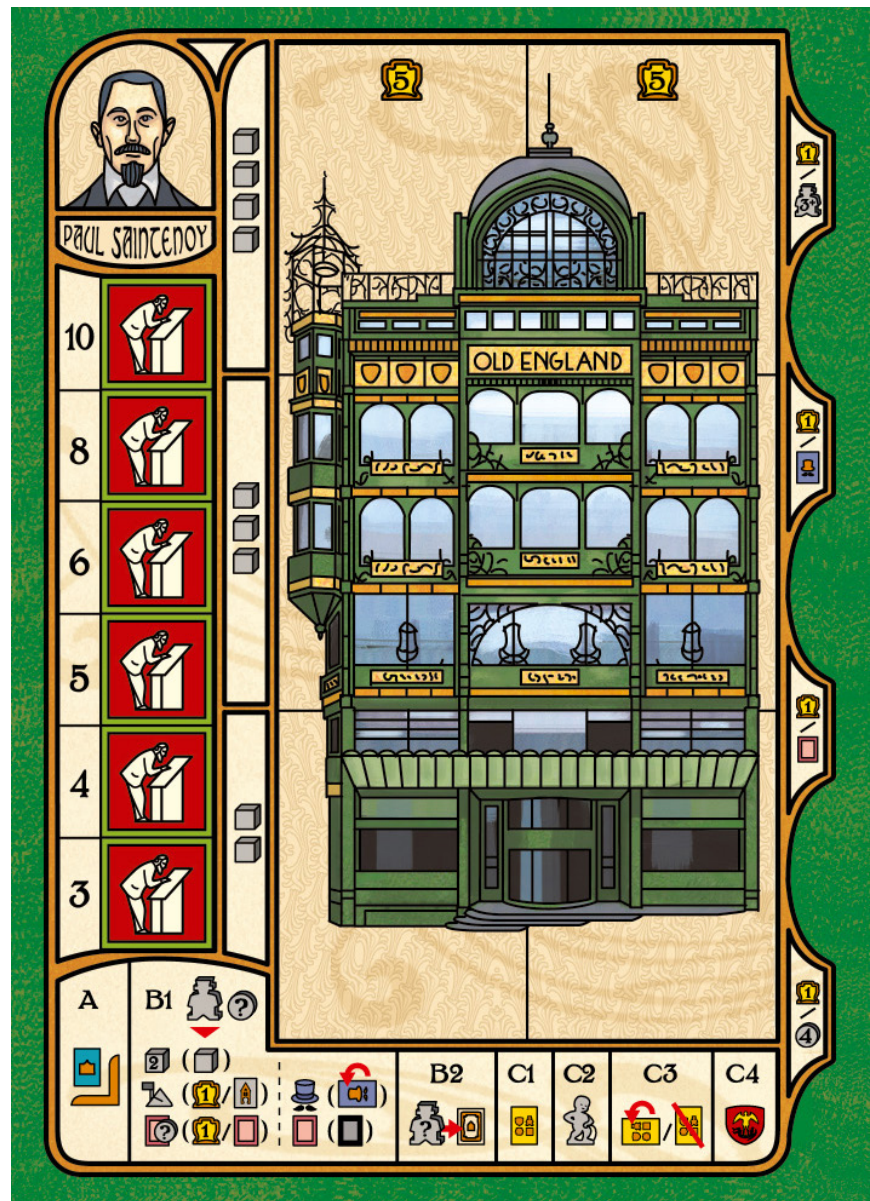


Bild 2 - Picture 2



seen. You pay the requested materials (or money) and you place your building on the Art Nouveau board, in an empty case, getting 5 VP. If you do not have the requested materials you may use the WHITE cubes instead (they are jokers) but you do not mark any VP.

- On a case PUBLIC PERSON you may rent one of the four cards that are displayed on the Bruxelles board. The right most card will cost 0 Franc, and the others 1-2-3. You have now to decide if you wish to use the “power” of this Public Person immediately (thus positioning the card horizontally near you board) or if you keep it for later use. There are different “powers” available and you have to select the ones that better follow your strategy: taking back one worker from the Tribunal case, advance on the Palais Royal, advance on the Hotel de Ville, improve your Architect ability (on your personal board), take cubes, take VPs.

On the BRUXELLES board you have the following possibilities:

- At the MARCHE you take 3 "white" cubes (to be used as Jolly materials, as we have seen)

- At the BOURSE you get the amount of money printed on the displayed Bourse card (4 to 8 francs)

- At the PARC you will make an "Art Nouveau" action without paying any money and even if all the cases are already occupied.

- At the GRAND PLACE you may use as many of your Public Persons as it is your influence on the Palais Royal (from 1 to 7). Of course the Public Persons already used before can-

not be used again. All your Public Persons will be overturned again at the end of each round so having the opportunity to use 3-4 cards each round is very important.

As you see, the Bruxelles actions seem more interesting than the others, but there is a penalty for the player/s with most workers on this board. One of their workers has to be sent to the Tribunal at the end of the turn, so you will have less actions available. When the cases in Bruxelles are occupied the following players may still use them, but they are obliged to place 2 or 3 workers all together in order to use that specific action. This increase the danger to be the one who will send a worker to Tribunal, but sometimes is absolutely necessary for your strategy.

When a player place a worker on a case that contain a building of an opponent he takes his action normally, then the owner of that color will have a special "free" action: if the building is in a painter space the player will take a BLACK painting; in a merchant space he will take 1 VP per painting in his possession; in a store-keeper space he will get a free cube; in a builder space 1 VP per building already placed and on the Public Person case you may activate a Public Person card still inactive. Those "free" actions are a good bonus and therefore each player must try to build 1-2 buildings in the first rounds in order to get their advantage as many times as possible.

## AFTER SO MUCH WORK IT IS TIME TO TAKES SOME REST AND BENEFITS

The round proceed in this way until the play-

ers, one after the other, pass their turn: the first to pass will receive the top most Exposition tiles that shows two miniaturized copies of the famous bronze fountain sculpture Manneken-Pis (a baby he urinates in the fountain basin) a symbol of Bruxelles popular as the Little Mermaid for Copenhagen.

The game pauses and the players look at the bets that they placed on the Art Nouveau board: the player who bet the most money on each column takes the bonus card placed on the bottom of that column. Each card is divided in three zones: on top you may have 0-1-2 Manneken-Pis icons; in the center you have the BONUS granted by the card; in the bottom part you have 0-1-2 VP multipliers. When a player gets a bonus card must decide if he wants to immediately use the "bonus" or if he prefers to keep the card on his personal board in order to increase his VP points at the game's end.

The available bonuses are similar to those of the Public Persons but they may be used only once: you may free 1 or 2 workers from the tribunal, advance 1 or 2 cases on the Hotel de Ville, advance 1 or 2 cases on the Palais Royal and/or advance 1 or 2 cases on your Architect ability. If you do not wish to get the “bonus” you keep the card and you place it under the right side of your personal board leaving only the bottom part of the card that shows 1 or 2 VP multiplier (more on this shortly).

The player with most Manneken-Pis icons (those printed on the bonus cards or the 2 of the Exposition tiles) will be the first player on the next round and receive a special disk





with the icon of the statue.

Now the players have to calculate the VP gained on the Art Nouveau board: each cross of vertical and horizontal lines has a "BLASON" (shield) of the Hotel de Ville. Therefore each shield is surrounded by 4 cases and the player who has the majority of workers will get as many VP as he has influence Points on the Hotel de Ville track (1 to 4 VP). This means, for example, that if you have 5 majorities in the available "shields" and your influence in the Hotel de Ville track reached 3 VP you will get 15 VP at the end of the round.

Once that the Round's VP have been assigned all the workers come back (but do not forget that the players that used the most workers in Bruxelles board must send one of them to the Tribunal) and a new round starts. At the end of the fifth round the game is over with a special VP count.

As we said before each player has his own "personal mini-board"

(see picture 2)

Each board is dedicated to a different Architect of that time and shows a special palace of this designer. Initially the palace is covered by six building tiles, but the main effort of each player should be to place all those tiles on the Art Nouveau board as soon as possible in order to immediately gain as many bonus actions as possible and also some VP (5 VP each when you build the final two tiles).

On the left side of the board there is the Architect's Ability track (6 cases): each case has a number (from 3 to 10) that will be multiplied by the number of erected buildings. If your Ability reached the case "8" and you build 5 tiles on the Art Nouveau board, for example, you will receive 40 VP. If you reach the last case and you build all the tiles you get 60 VP, and so on. Very important !!!

On the bottom of the board you have a summary of the possible actions that you may do on the boards.

On the right side you find FOUR places where you may add the bonus cards: each of them already has 1 VP multiplier, but adding more VP multipliers with the bonus cards you may quickly increase your points. When the games arrive to the end of the fifth round you make the usual VP calculation and then you add the special VP gained on your personal board as follows:

- The first place will give you 1 VP for each set of 4 Francs and for each VP symbol.
- The second will give 1 VP per symbol and per painting
- The third will give 1 VP per symbol and per Public Person in your possession
- The fourth will give 1 VP per symbol and per worker (with the exclusion of the first two)

Finally you subtract 5 VP for each Public

Person that you are not able to pay (oh, yes, those Public Persons want to be paid at the end of the game: the amount vary between 1 and 5 francs !) and the player with the Manneken-Pis disk will add 5 VP to his score. The player with most VP wins.

BRUXELLES is a demanding but rewarding strategy game: you have many possible actions to do but interaction is very high and you will be unable to get ALL THAT you wish. So usually the first turn is very important to decide your strategy.

In general we found that there are three main directions:

(a) - Buildings: you will try to build your six tiles as soon as possible, so your initial strategy will push you to search for as many materials as you can and for the MARCHE (in order to get white cubes). Then you will start to place your building in the middle of the Art Nouveau board where it is much more difficult to be "cut" by the placement of the "bracket" (the cases on top, bottom right and left are those more frequently excluded). Obviously you also need to get as many advances of your Architect's ability as you can in order to arrive to the top of your track: this means 70 VP assured (included the 5+5 VP of the last two tiles). Usually 2-3 players will be able to build all 6 tiles, but on our game a maximum of TWO succeeded in arriving also on top of the Architect's track.

(b) - Public Persons: you try to rent as many Public Persons as possible in order to get money and VP every turn. The most remarkable of them are therefore Maurice Maeterlin (who gives you 5 VP each time, that means 20-25 VP at the end of the game), Georges Brugmann (5 Francs per turn: it is free for all at the beginning of the game), Prince Albert (that increase by one case per turn your Influence on the Palais Royal track giving you the opportunity to use more and more Public Persons every turn), Charles Buls (increase by one case per turn your Influence on the Hotel de Ville) and possibly Emil Vandervelde (that take back from the Tribunal 1 worker per turn). In order to get more VP you have to place also 2-3 buildings on the board, obviously on the Public Person cases, in order to get 15-20 VP from the other players (each time that they use this case you get as many VP as you have Public Persons). Try also to win a few bets in order to place extra VP Multipliers on your personal board near the Public Person place.

(c) - Shields: this is a strategy that may surprise your opponents. You try to place most of your workers in the Art Nouveau board in a manner that will leave you have the majority of 4-5 shields every round. Of course you usually take Charles Buls and Emil Vandervelde and you visit the Bourse case in Bruxelles in order to get as much money as possible to strongly bet on the Art Nou-

veau board and to win the Bonus cards that will increase your Hotel de Ville track (or bring back more workers from the Tribunal). This strategy will grant 10-12 VP on the second turn, 12-15 VP on the third and 15 -20 VP on the last two turns.

Of course having a strategy does not means that you do not have to try to get extra VP with other "tactical" actions at the right moment: remember that the other players are always ready to occupy "that" space that you needed or to take "that" noble that you wished. Therefore if you decided a direction follow it straight ahead and place your workers on the right space since the beginning: then, if possible, you may try to get "something else" if the occasion arise to do it (a good painting sold at high price and for 6 VP, for example).

There are two big clubs in my area and therefore I was able to play BRUXELLES 1893 many times and with different partners. They were all very happy of the game and willing to play it again... next time.

But it is not a family game: it was created for regular and expert gamers and in my opinion the target was reached ☑

Pietro Cremona

## INFORMATION

**Designer:** Etienne Espreman

**Artist:** Alexandre Roche

**Price:** ca. 45 Euro

**Publisher:** Heidelberger Spielverlag / Pearl Games 2013

**SPIELER:**  
2-4

**ALTER:**  
13+

**DAUER:**  
120+

## BEWERTUNG

Worker placement, building

Users: For experts

Version: de

Rules: de en fr it

In-game text: no

**Comments:**

Very nice components \* Lots of intense interaction \* Good planning ahead is essential

**Compares to:**

All worker placement games with high interaction

**Other editions:**

Uplay.it, Z-Man Games





## ABRACA ... WHAT?

CAST SPELLS BLINDLY TO WIN THE BOOK

7+

Magicians use spells against each other in order to secure the antique book of spells at the top of the tower for themselves.

Each player is given six life markers, one it is placed at the scoring track. The spell stones are shuffled face down and each player draws five spell stones which he places in a way that he only sees their backside, which means that each magicians

knows the spells of all others. There are eight different spell stones in amounts of 1 to 8, so you a little information on what you might have yourself or even - with a bit of luck, if you see rare spells - on what you cannot have in any case. Four more spell stones are set aside face-down for mystic pieces.

If it is your turn you name a spell. If you have the piece for this spell

in front of yourself, you have successfully casted the spell and it is implemented - other players lose life points or you yourself gain life points or may look at a mystic stone. The spell is placed in the corresponding row of the score board and you may continue to cast spells, but must name a spell of the same or higher value. If you stop, you replenish your spells to five. For a spell cast in vain you lose life points. After each round of magic - someone is out of spells or no life points left - the winner moves three steps ahead, all other players move one step. If there is a sole loser without life points, he does not advance. For the basic mechanism Hanabi comes to mind, but mistakes do not have as dramatic consequences here and with each spell that you cast the guessing of course becomes easier. Nice logic exercise for families. ☑



### INFORMATION

PLAYERS:  
2-5

AGE:  
7+

TIME:  
30+

**Designer:** Gary Kim

**Artist:** Marie Cardouat

**Price:** ca. 24 Euro

**Publisher:** Korea Board Games 14

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

### EVALUATION

Deduction  
Users: For families  
Version: multi  
Rules: de en kr  
In-game text: no

#### Comments:

Familiar basic mechanism  
\* Nice components \*  
Mistakes have no dramatic consequences \* Short score track

#### Compares to:

Hanabi

#### Other editions:

Currently none, announced as Sim-sala ... bumm at Pegasus



## ADVENTURE TOURS

EXPLORER OR EQUIPMENT FOR EXPLORERS?

10+

As the leader of an expedition you must decide again and again if you want to provide better equipment or if you hire another adventurer, of course one with money, as participant in the expedition. The more of an asset the new adventurer will be the more demands he in his turn has about the equipment. You play a card from your hand and place it to the right side of

your personal board for equipment improvement or to the top of the board as a new member of the expedition. If you did play the card for equipment, you draw a card. If you play the card as an adventurer his demands on the equipment must be met from the equipment card in your display. Immediately after placing a new adventurer you can make use of his special abil-

ity, and you draw no new card for an adventurer you placed.

In the standard version the expeditions of all players are identical; in the expert version expeditions are different and come with special abilities, which you can use once per turn.

An expeditions ends instantly when a player has placed his last card and you earn money for the adventurers in your expedition. Should you have adventurers left in hand you pay 2 coins for each of them. You play three such expeditions, that is, rounds and win then with most money. The game was already published in 2010 as "Mai Star" and the topic of succeeding a Geisha, by the designers own company. In this edition the very good mechanism has been provided with a much better topic which lets the double options of using a card appear much more plausible. An absolutely nice family game with very nice components and well-written rules. ☑



### INFORMATION

PLAYERS:  
3-6

AGE:  
10+

TIME:  
45+

**Designer:** Seiji Kanai

**Artist:** Pätzke, Bressel, Schiller

**Price:** ca. 17 Euro

**Publisher:** Schmidt Spiele 2014

[www.schmidt-spiele.de](http://www.schmidt-spiele.de)

### EVALUATION

Set collecting  
Users: For families  
Version: multi  
Rules: de en fr it  
In-game text: no

#### Comments:

Beautiful components \*  
Topics and mechanisms are easily accessible \* Very good rules

#### Compares to:

Mai Star, Kanai Factory

#### Other editions:

Mai Star, Kanai Factory





# ALLE AUF KALLE

PUTTY IN THE PAIL



Kalle the Can in the design of Play-Doh cans is happy to be targeted with marbles formed from this Play-Doh. The game unit is assembled, it comprises three catapults and the can with a lid and arms, placed in the middle.

Each player chooses a putty catapult and his can of putty and begins the game by preparing ten lumps of putty in a suitable

size, the rules call it "marble-sized". Kalle is switched on and then - on a starting signal - all try simultaneously to roll their putty lumps into marbles and shoot them with their catapult into Kalle the Can. Kalle is rotating and you have the best chance for a hit if you wait with shooting your marble until you can see Kalle's eyes - because then the can is wide open and is



exactly positioned across from the catapult.

When you have used up the ammunition you prepared you are of course allowed to form additional marbles or to collect the marbles that did not score a hit and shoot them off again. If you are first to sink three marbles beneath Kalle's lid, you win.

Real game fun from Hasbro as kids know and love it - the putty itself is already a classic part of nurseries and the game very nicely combines some elements, which are familiar from other action games. The first thing children learn very quickly from Kalle is that blind and uncontrolled shooting-ahead at best results in a random hit and that it is much better to wait and concentrate until Kalle is in the right position. As in all those games it is less important who wins; much more important are the hits themselves. A high replay value comes with a good training for hand-eye coordination and a little patience. ☑

## INFORMATION

PLAYERS:  
2-3

AGE:  
4+

TIME:  
15+

**Designer:** not named

**Artist:** not named

**Price:** ca. 25 Euro

**Publisher:** Hasbro 2014

[www.hasbro.at](http://www.hasbro.at)

## EVALUATION

Dexterity

Users: For children

Version: de

Rules: de en

In-game text: no

**Comments:**

Good training for hand-eye-coordination \* Waiting for the best shooting position trains planning and patience \* Includes detailed instructions how to clean up the game

**Compares to:**

Looping Louie, Bravo Traube and other action games

**Other editions:**

Hasbro USA



# AUF ZACK!

SUM ALL STARFISH!



On 44 square tiles you can find 11 different images - ice-cream cones, starfish, ducks, seahorses, fish, clouds, whales, shells, turtles, pebbles and ships - in different numbers. Those tiles are shuffled face-down and then spread out on the table. Ten wooden discs carrying numbers 1 to 10 are randomly placed, number-side up, among the tiles. Then all players seat them-

selves - and this is important - in a way that all have the same easy access to this display in the middle. If it is your turn you use one hand to turn up two tiles - your other hand stays on the table, and all other players also have put their hands on the table. When those two tiles show different images, you turn them back over again. But if they show the same images, the stay open-



faced and all players, each one for himself, adds up the number of images on both tiles as fast as possible and then grabs the disc with the corresponding total, which can be maximum 10. There are also tiles featuring no image at all, they count for 0 and you can assign them to their group by their background color. If you are first to snatch the correct disc, you take the pair of cards and put the disc back among the tiles still on the table. When all tiles have been taken you win if you collected most tiles.

A simple game of arithmetic that impresses with very pretty components and extremely easy rules. The images are easy to distinguish and the background color is also clearly different. Besides quick mental arithmetic in the range from 1 to 10 you also train fast pattern and quantity recognition. If you have to painstakingly count one by one, you will be too slow. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
6+

TIME:  
20+

**Designer:** Becker, Schliemann

**Artist:** Johann Rüttinger

**Price:** ca. 18 Euro

**Publisher:** Drei Hasen i. d. A. 14

[www.hasehasehase.de](http://www.hasehasehase.de)

## EVALUATION

Learning, arithmetic

Users: For children

Version: multi

Rules: de es it nl

In-game text: no

**Comments:**

First edition 2003, Drei Magier Spiele \* Very pretty components \* Trains mental arithmetic and quick recognition of quantities

**Compares to:**

Auf Zack, Drei Magier Spiele

**Other editions:**

Currently none





## BANIA

**OIL, SILK OR SPICE FOR TENTS**

10↑

A market is springing up in India - the basic mechanics of the game is the use of commodities cards to buy and place tents for points.

From the 60 tent tiles in the bag you draw four and display them openly as your personal stock. In your turn you can at first, if possible, cash the elephant bonus - your elephant must be on a tent for you to get one of each type

of commodity available in this settlement. Then you can use commodities to buy tents from your own personal stock and place them. Commodities come from cards in your hand or from tents on the board. Tents you bought can be placed at your discretion on the board, their color indicates the commodity which this tent yields for any player, as long as there is an



empty adjacent case and the settlement is still open, that is, comprises less than seven tents. When your elephant is not in use you can now place him on a tent just placed, he remains there until the settlement is closed. Instead of doing this tent action you can roll dice for commodities supply, up to three times with setting aside and rolling again. If you manage to roll two corresponding halves of an elephant you cash the elephant bonus, when the elephant is placed, in addition to the commodities rolled.

When no tent can be placed anymore you score for majorities in commodities and receive 3 points if you placed the last tent. Whoever has the highest score, wins.

A very well-made and nicely revised new edition of Desert Bazaar; the fourth die, the elephant halves and the elephant itself five you more chances for suitable commodities, the mix of chance and planning works very nicely. ✓

### INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
30+

**Designer:** Brian Yu  
**Artist:** Miguel Coimbra  
**Price:** ca. 30 Euro  
**Publisher:** Mattel 2014  
[www.mattel.de](http://www.mattel.de)

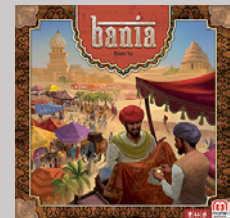
### EVALUATION

place, collect, roll dice  
Users: For families  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
New edition of Desert Bazaar, 2006 \* New rules details \* Good mix of luck and tactics \* Well-made family game

**Compares to:**  
Desert Bazaar, or simple resources management games

**Other editions:**  
Currently none



## BASARI

**JEWELS FOR VICTORY POINTS**

10↑

There are jewels in four colors - red, yellow, green and blue - and the value ranking of the jewels is according to this color sequence. You begin with three jewels of each color and three action cards for actions A, B and C. 39 bazaar cards are stacked face-down.

In a turn you are dealt one bazaar card which you display openly. Then each player chooses

an action card and then all action cards are revealed simultaneously. Now actions are implemented one after the other, in the sequence A, B and C. For action A You take the top card from the stack of bazaar cards and put it on top of yours, all available workers must be visible. For action B you score the victory points on your current bazaar card. For action C you



take the jewels marked on the card from stock. When two players choose the same action the core mechanism of the game comes into play - negotiations. The player who owns more red jewels makes an offer of jewels, minimum one of any color, the other can accept and relinquish the action or raise the bid either with more jewels or with jewels of higher value. When three or more players choose the same action there is no negotiation, the action is simply not taken. Several more of such rounds follow until someone owns 15 workers and the round ends. Now jewels are scored: 14, 12, 10 and 8 points for the majority in red, yellow, green or blue, and then discarding of half of the jewels back into stock.

In 1998 this was a board game, today the mechanism is still attractive and good - the card version makes the game more streamlined, and negotiation is more an auction in this fast, challenging and good game. ✓

### INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
30+

**Designer:** Reinhard Staupe  
**Artist:** Theurer, Freudenreich  
**Price:** ca. 8 Euro  
**Publisher:** nsv 2014  
[www.nsv.de](http://www.nsv.de)

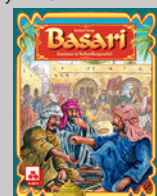
### EVALUATION

Negotiating, trading  
Users: For families  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Amazing card version \* Streamlined and simplified compared to the board game \* Rather more attractive than the board game \* Very good family game

**Compares to:**  
Basari board game, all games with negotiations on actions chosen by several players

**Other editions:**  
Currently none



# BLUEPRINTS

## BUILDING TO PLANS

You rival for prizes and awards for building projects and begin the game with a screen and score marker, 32 dice in four colors are put into a bag. Two - different! - dice are drawn and represent "coveted resources" used in scoring. You are randomly dealt a blueprint and place it behind your screen. Someone draws 8, 9 or 7 dice for 2, 3 or 4 players and rolls them as stock

of building resources.

You play in turn, beginning with the starting player, and take one die from stock and place it on your blue print - on empty cases or on top of a die with the same or a lower number of pips. Dice results and positions cannot be altered. Then you draw a new die, roll it and place it into stock. If you cannot use any of the dice in stock, you remove a die from

stock.

When each player has placed six dice, the round is scored: If your building corresponds exactly to the blueprint, you score 6 points, Then resources are scored by type and individual die: Orange as wood scores points for adjacent dice; black as stone scores for levels, green representing recycling scores for the number of dice and clear dice for glass score points equal to dice pips. Ties in the final total are resolved using the "coveted resources" dice and then prizes and awards are given, when parameters for them are met. After three rounds you win with most points from awards and prizes. Chance is governing the dealing of blueprints as well as colors and values of dice, but how I place my dice is my decision - do I go for a bonus for keeping to parameters or maybe try for a prize by deviating from them. A good game that is fun to play! ✓



## INFORMATION

PLAYERS:  
2-4

AGE:  
14+

TIME:  
30+

**Designer:** Yves Tourigny  
**Artist:** P. Guérin, C. Quilliams  
**Price:** ca. 22 Euro  
**Publisher:** Z-Man Games 2014  
[www.asmodee.de](http://www.asmodee.de)

## EVALUATION

Placement, dice  
Users: With friends  
Version: de  
Rules: de en fr jp  
In-game text: no

**Comments:**  
Z-Man (English), Hobby Japan, Filosofia

**Compares to:**  
Pueblo and other placement games with completion of parameters

**Other editions:**  
Z-Man (English), Hobby Japan, Filosofia



# BOXES

## BUY A COMPLETE CONTAINER!



Six containers with then boxes each are sold one by one. The boxes are represented by cards and marked on the back for "open" or "closed". On open box cards you find set cards in four colors and with values 50, 100, 150 and 200, as well as 20 cards of value 10. Closed box cards feature 14 cards of value 0, two gold bullions of value 500 and eight cards of value 250.

You begin with 3.400 ECU, open and closed boxes are shuffled separately and you lay out four closed and six open boxes, face-down, for the container of the round. In your turn you have 7 actions which you do all at one: Looking at a closed box card uses up two actions, looking at an open box card costs one action. Whoever holds the starting player marker - which is handed

on for each auction in clockwise direction - is the auctioneer and chooses open or secret auction. For an open auction the auctioneer makes the first bid and all then raise the bid in turn or pass. For a secret action you make one hidden offer. The highest bid wins the container, you pay and place the cards behind your screen. There is no change, if you cannot pay the exact amount. When all containers have been auctioned, you add remaining money and the value of your cards; complete sets bring you a bonus of 250. A set contains a minimum of three cards of one color, one card must be worth 250.

A cute game with, surprisingly, a lot of tactic despite the half-blind buying - with optimum use of actions you can look at 3 closed and one open box or at all six open ones. In later auctions a good card memory can help and also watching the bids of other players. ✓



## INFORMATION

PLAYERS:  
2-8

AGE:  
10+

TIME:  
30+

**Designer:** Benoît Remy  
**Artist:** A. Debrot, L. Fritsche  
**Price:** ca. 22 Euro  
**Publisher:** Art of Games 2014  
[www.artofgames.com](http://www.artofgames.com)

## EVALUATION

Auction game  
Users: With friends  
Version: multi  
Rules: de en fr nl  
In-game text: no

**Comments:**  
Tactical despite partial information \* Watching bids of others can help \* Good card memory is useful \* Plays quickly

**Compares to:**  
Auction games

**Other editions:**  
Currently none





## CIVILIZATION DAS BRETTSPIEL

### WEISHEIT UND KRIEGSKUNST ERWEITERUNG

Using diplomacy, war, economy and technology players lead their civilizations through the millennia from ancient times into the space age. You start with a small city and no inventions; build, expand, absorb smaller nations around you and finally have to face conflicts with other developing civilizations. You can achieve either a cultural or technological or economic or

military victory.

A round of the game consists of five phases – Start of the round, Trade, City Management, Movement and Research. Each phase is completed by all players in turn.

The expansion introduced six new civilizations - Aztecs, England, France, Japan, Mongolia and Zulu - including their own home boards, supplemented

by six new neutral boards, some of which are marked with relics. While relic markers are still in place you can neither build nor change the square by cultural events, technology or other effects. There are special rules for entering relic squares and also for their adjacent squares. Political possibilities now include social politics cards for long-term strategies. There are also new technology and cultural event cards, wonders, huts and markers for barbarian villages as well as markers for city states. Shipyard as a new building comes with a board for the market plan with room for shipyards. New unit cards replace those from the core game, they feature four different edges for different unit ranks. The race for space is now an achievable target for all civilizations.

A cornucopia of new components and possibilities, the new detailed rules provide options without end and the new civilizations promise challenging new interactions. ✓



## INFORMATION

PLAYERS:  
2-5

AGE:  
13+

TIME:  
120+

**Designer:** Kevin Wilson + Team  
**Artist:** Fahrenbach, Carey, FFG  
**Price:** ca. 25 Euro  
**Publisher:** Heidelberger 2014  
[www.heidelbaer.de](http://www.heidelbaer.de)

## EVALUATION

Development game  
Users: For experts  
Version: de  
Rules: de en fr jp pl  
In-game text: yes

### Comments:

Lots of new options \* Six new civilizations \* Highly challenging new details like relics and social politics

### Compares to:

Civilization and other development games

### Other editions:

Fantasy Flight, USA; Editions from Edge Entertainment, Galakta, and Hobby Japan are announced.



## CUBO

BUILD A SQUARE OF DICE

8+

Score points with dice: You hold four red and four blue dice and a white joker dice, two blue and two red dice sit in the middle of the table. The starting player turns over the tile of the round and rolls the four dice in the middle.

On a signal then all players roll their dice and can decide after each roll to either arrange their dice in a Cubo or to re-roll all

dice. To form a Cubo you place the white dice in the middle and arrange the eight colored dice around it so that a square is formed making up three horizontal and three vertical rows. Aim of the arrangement is to form as many straights and triplets in the rows as possible. If you have formed your Cubo, you cover it with your cover tile, call Cubo and take one die

from the middle. All other players now must stop to roll their dice and must form their Cubo. When all but one are done they count down from six, the last player must complete his Cubo within this period or forfeits scoring in this round.

Then you score your Cubo: Straights are worth the value of the highest die in it, triplets are worth the value of one die. Monochromatic results score double. Before you score your Cubo you may swap the die you took from the middle four for one die in your Cubo - not for the white joker die - and must place him in the same position. The white joker die adopts the color for a row, if necessary also two different ones in a scoring. Whoever achieves the highest total score after six rounds, wins the game.

This is a very nice version of the "roll dice for points" mechanism - very clever guys manage already - while rolling - to integrate in their minds the dice in the middle into the final result and to form a Cubo on time! ✓



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
25+

**Designer:** J. Gupta, J. Berger  
**Artist:** Claus Stephan  
**Price:** ca. 22 Euro  
**Publisher:** Queen Games 2014  
[www.queen-games.de](http://www.queen-games.de)

## EVALUATION

Dice  
Users: For families  
Version: de  
Rules: de  
In-game text: no

### Comments:

Good rules \* Fast reactions are necessary \* Dice exchange offers interesting options

### Compares to:

First game in this kind, in general all games for dice combinations

### Other editions:

Currently none



## DIE FRECHEN MÄUSE

BREAD, CHEESE AND CAT

5+

Cheese, sausages, bread and old bits of junk - the whole attic is littered with those things and mice try to salvage them for themselves. The chips for cheese, bread, sausages and junk are placed - backside up - on the spots marked in blue, the mice start on the suitcase spot and the cat on the cat head symbol.

Players take turns clockwise. You

roll and advance your mouse for a result of 1-4 for as many steps in any direction, but cannot pass over other mice and not end your move on a spot adjacent to the cat. The cat guards all six spots around her position. If you rolled the dice symbol you can choose the number of your steps. When your mouse reaches one of the item chips you pick it up. A bread chip can be



swapped immediately for a chip of another player or kept. If you roll the cat symbol, you may put the cat in another location and place her on a new spot in the middle of six spots. Should there be cats on the spots surrounding the cat's new position those mice are chased into mice holes in the corners of the board, the cat decides into which ones. At the end of such a cat turn the active player may move his mouse by one step. When only five chips are left on the board, you score three points for each cheese, two points for each sausage and one point for each bread. If you have collected most junk chips, you score six points. If there is a tie in the score, you win with most chips. A very nice game for children, all in all, with a familiar topic and basically familiar mechanisms. The cute effect comes from the cat mechanism with which you can aggravate your dear fellow players quite a bit! ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
15+

**Designer:** Peter Neugebauer

**Artist:** Johann Rüttinger

**Price:** ca. 19 Euro

**Publisher:** Noris Spiele 2014

[www.noris-spiele.de](http://www.noris-spiele.de)

### EVALUATION

Dice, collecting  
Users: For children  
Version: multi  
Rules: de en fr it  
In-game text: no

#### Comments:

Part of the "made from wood" series \* Nice components, in the style of the series \* Standard topic \* Nice mechanism for the cat

#### Compares to:

All collecting games with using dice and different values for things you collect

#### Other editions:

Currently none



## DIE VERRÜCKTEN EXPERIMENTE

DER MICROMINDS

REPAIR MISSIONS WITH A SMARTPHONE



7+

The space ship of the crazy Microminds has crashed and must be repaired in missions with the assistance of players and their smartphones. The necessary App is available for free download.

You set up the board, place your smartphone into the holder and start the App. Microminds guide you through the game. Components for the necessary repairs

on the ship are included in the game in the form of cardboard tiles.

A missions starts with the King of the Microminds. You move the smartphone to the king and he tells you the mission via phone camera. You find the corresponding components and load them up to the ship, that is, you move the phone to the corresponding position on the



board and scan the necessary components via phone camera. Three games for the smartphone enable you to process the repair components: Projektor - you must turn the scanned items into necessary resources, shoot at them with the projector cannon and then collect the necessary globes. Fluidator - The App indicates the necessary color and status of components, you must transport the appearing containers to the tank. Konstruktor - Microminds assemble a machine and you need to transport the Microminds to the correct positions by snipping them. Five modifiers for each game assist you in solving the missions. If is of course possible to play missions several times in order to improve your results. All in all, this offers a new way to play with interesting options from the combination of board game and smartphone. The Microminds are learning from mission to mission and so are the players, because missions are accompanied by information, available from a Micropedia. ☑

### INFORMATION

PLAYERS:  
1-2

AGE:  
7+

TIME:  
30+

**Designer:** not named

**Artist:** not named

**Price:** ca. 33 Euro

**Publisher:** Ravensburger 2014

[www.ravensburger.de](http://www.ravensburger.de)

### EVALUATION

Board game + App  
Users: For children  
Version: de  
Rules: de  
In-game text: yes

#### Comments:

Series Ravensburger Digital \* For use with smartphones only \* Has minimum demands on smartphone configuration \* Offline play after download

#### Compares to:

Other games in the Ravensburger Digital series

#### Other editions:

Currently none





## EAT ME IF YOU CAN!

SET A TRAP FOR THE WOLF!

6+

Little Red Ridinghood and the Pig family live in the village, are threatened by the Wolf and set traps for the wolf. In each round the characters are redistributed among players. You are one of the three pigs, a child, Red Ridinghood, Grandmother or Wolf. Depending on the number of players different characters are used, pigs, Wolf and Child are always in play.

The characters of the round are dealt face-down for the first round and then revealed. You take the house of your character and lay it out. Before the Wolf decides upon a victim, each player secretly chooses the option Sleep or Set a Trap and turns the arrow on his house accordingly, but secretly! Then the Wolf chooses his victim and places his marker in front of the



victim's house. Now the victim turns up his house. If he chose Sleep, the Wolf player scores according to the information on the house and the victim loses the same number of points. If the victim chose Set a Trap, the Wolf loses points and the victim gains them. Then all other players reveal their houses: Who chose Sleep wins the victory points on his own house. Whoever chose Set a Trap does not score, but also does not lose points. If you do not have victory points, you cannot lose some. If you lost the round, Wolf or Victim, redistributes characters for the next round, openly and at his choice.

When someone has ten or more points at the end of a round, the game ends and you win with most points. Ties are resolved by the Wolf/Victim scoring of the last round or for the player sitting next to the wolf in clockwise direction.

A nice bluff game for children with a familiar topic- cute, fast and well-made. ☑

### INFORMATION

PLAYERS:  
3-6

AGE:  
6+

TIME:  
10+

**Designer:** Jun'ichi Sato

**Artist:** J. Sato, M. Leyssenne

**Price:** ca. 15 Euro

**Publisher:** Iello / Purple Brain 14

[www.iello.fr](http://www.iello.fr)

### EVALUATION

Guessing game

Users: For children

Version: en

Rules: en fr

In-game text: no

**Comments:**

Standard topic for children

\* Short playing time \* Nice

bluffing mechanisms \* Very

attractive components

**Compares to:**

All bluff and guessing games for children

**Other editions:**

Currently none



## ENIGMA

SOLVED PUZZLES CLOSE CIRCUITS

8+

Plasma conduits and burner chambers - closing circuits by solving puzzles could activate an artificial intelligence. Puzzles are taken from four, basically standard, categories. You stack colored three-dimensional pieces made up from three, four or five cubes for color patterns, assemble tangrams, connect conduit parts or achieve balance on scales by placing pieces.

A starting card is laid out and the puzzle cards are stacked conduit side up, sorted by puzzle type. All players choose a puzzle, take the necessary components and place the puzzle, still face down, on the table. Then they are turned over and all try to solve their puzzle. The first player to be finished turns the timer - this sets the time for all others to solve their puzzle.



All that did solve the puzzle turn their card over to the conduit side and place it - beginning with the starting player and then in clockwise direction - into the conduit system, always at least one edge next to a tile already in place and with corresponding edges. Then you can place one of your engineers and put him on a conduit part on the tile you just placed, the conduit of this color must be free in total before you place your engineer. When the card closes conduits, you score for your engineers in those conduits and take them back. If someone reaches or tops 15 or more points, you win with most points.

Standard mechanisms, nicely packed and well combined; due to the visible conduits you can choose your puzzle quite nicely based upon some tactical considerations, provided the others do not interfere, they want to score, too! Each type of puzzle can only be chosen once per round! ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** Touko Takokallio

**Artist:** Viktor Boden

**Price:** ca. 28 Euro

**Publisher:** Zoch Verlag 2014

[www.zoch-verlag.com](http://www.zoch-verlag.com)

### EVALUATION

Puzzle solving

Users: For families

Version: de

Rules: cz de dk en fi fr pl sk

In-game text: no

**Comments:**

Nice mix of standard

mechanisms \* Very good

components \* Some of the

puzzles are rather tricky

**Compares to:**

Carcassonne for tile placement and scoring, all puzzle games

**Other editions:**

Z-Man Games, Filosofia, Competo



# ESPRESSO FISHING

COFFEE HELPS WITH FISHING

8+

Fishing is usually not very exciting, unless a fish is hooked! So all is well if you packed something to help against tiredness. Espresso help you avoid to fall asleep! The box with 29 fishes - 28 blue ones and one yellow - is placed for a pond in the middle and you have two chips for Espresso, that is, coffees. You roll three blue and two red dice and can re-roll each one one on his

own - then you can fish or pinch. To fish you need a minimum of one worm, hook and wave in your result - waves x hooks result in the number of rolls you can do with the white fishing die. A single wave is worth 1, a double wave 2 and a wave silhouette 0.5, if necessary the result is rounded down. Then you roll the white time as often as you are allowed and take one or



two fish for one or two fish symbols, provided there is worm on a red die, for worm on blue you take one fish for two fish on a die. If you roll the shoe, you get nothing, but may go on rolling if you have rolls left. The snooze symbol ends your turn, you lose remaining rolls. Unless you discarded an Espresso chip BEFORE you started rolling. The Espresso changes the snooze into a shoe. When you rolled two+three or a total of four or five identical symbols you may pinch one, two or three fishes from other players. Three identical symbols on blue and two identical ones on red earn you an Espresso or a move of a fish from layer to player, from the pond or back into the pond. Ties are decided by the yellow fish.

Risk pure - Neat gambling-when will you throw in the Espresso? Difficult, difficult, but fun! Real nice family entertainment for in-between! ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20+

**Designer:** Davide Rigolone

**Artist:** not named

**Price:** ca. 10 Euro

**Publisher:** Piatnik 2014

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

## EVALUATION

Roll dice, collect  
Users: For families  
Version: multi  
Rules: cz de en fr hu it nl pl sk  
In-game text: no

### Comments:

Nice, relatively fresh topic  
\* Good mix from risk and tactic \* Good rules \* Pretty components

### Compares to:

Dice games on combinations

### Other editions:

Currently none



# GLOOBZ

TRIANGULAR AND YELLOW

6+

Gloobz are little one-eyed beings, depicted on 56 Gloobz cards that show Gloobz in different colors and shapes. Gloobz figures come in white color and in shapes of triangle, circle and square, and there are also three color pot pieces in blue, yellow and red. Megagloobz is a special colored Gloobz for which there is a separate figurine. All figures are placed in a circle and all

cards are stacked.

You turn over a card. If you call "more Gloobz" when doing it, you grab figure and color pot that are depicted most often on the card. If you call "less Gloobz" you grab for the figure and color pot that are depicted the least or not at all. In case of a tie all colors and figures involved in the tie are valid. If you touch a figure you must take it. When



Megagloobz appears on a card, you only need to take this figure. In case of a magnifying glass appearing you must grab as many figures as you can. Remember: In case of ties you need to grab all figures involved. For each piece that you took and that is correct you advance one step, for each wrongly taken piece you lose a point.

In the "More" variant there is no announcement, you always grab figure and pot according to the majority on the card. In analogy you always grab the color and figure with the least frequency in case of the "Less" variant being played. The rules for Megagloobz and magnifying glass apply for both variants. When playing with younger children you can remove Megagloobz and magnifying glass cards or only play either with forms or colors.

An absolutely nice family game that trains reaction speed, pattern recognition and allocation of shapes, all with a lot of fun. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
6+

TIME:  
20+

**Designer:** Alexandre Droit

**Artist:** Maxim Cyr

**Price:** ca. 18 Euro

**Publisher:** Gigamic 2014

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

## EVALUATION

Reaction  
Users: For families  
Version: multi  
Rules: de en es fr it nl pt  
In-game text: no

### Comments:

Pretty figures \* Figures give a good grip \* Trains pattern recognition and reaction speed

### Compares to:

Jungle Speed and other reaction game with snatching pieces

### Other editions:

Currently none





## GUINNESS WORLD RECORDS

HOW BIG IS THE BIGGEST SAUNA?

8+

Hurra, hurra, Pi mal Daumen is back! No, of course not, and, yes it is! The game mechanism of Pi mal Daumen, which gave us lots of fun and pleasure a few years ago, is coming back in the guise of Guinness World Records. Nobody needs to know things, all can give more or less intelligent assessments on facts noted in the Guinness Book of Records. One player is quiz master, his left

neighbor is the candidate; he chooses one of the three cards on display. As the quiz master you read text and question, the candidate gives a guess. When this guess is outside the scale the quiz master answers with "0 points" and also with "too high" or "too low". When the value is within the scale you tell the candidate the points he scored and the candidate advances his



marker accordingly. When the result was 0 or not the highest possible score of 6, the next player may guess and move when his guess is better, until the highest score is achieved or until all have given one or two guesses. After 20 cards you win if you are furthest advanced on the scale.

The entertainment value is - as in the predecessor - in the questions; then it was questions like „how many kilometers of coast line are there on earth?“, in the new game it is „how many body modifications did Gabriela Peralta and her husband Hugo Peralta have in total?“ or „How long was the longest limousine?“ Sometimes additional information like „had 26 wheels“ in case of the limousine. Do you know how many seconds Zdenek Bradac took to sort a shuffled set of playing cards? 90 seconds? 0 points and too high! Unlimited fun and triggers for discussions, laughter, surprise or controversy - winning nearly takes second place! ☑

### INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
45+

**Designer:** Grzegorz Rejchtman  
**Artist:** Fine Tuning  
**Price:** ca. 30 Euro  
**Publisher:** Kosmos 2014  
[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

Guessing game  
Users: For families  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Game mechanism von Pi mal Daumen \* Questions only on topics of Guinness records \* Good rules \* Fantastic good fun

**Compares to:**  
Pi mal Daumen

**Other editions:**  
Currently none



## HENSSLERS KÜCHENRALLYE

KNOWLEDGE ON COOK AND KITCHEN



Famous cook Steffen Henssler is in his kitchen in the middle of the board. As a player you receive a recipe card and need to collect all the ingredients listed on it and take them to Steffen Henssler. This is also the spot where all four markers start the game, if there are more than four players you play in teams. The active player rolls the die: For a result of 1 to five you al-

ways move forward, always in clockwise direction, and can choose the direction at forks. When the turn ends on a taken spot you move forward to the next free spot. If you rolled Henssler, you can go to any spot, but at most to the next Henssler spot. On the spot you reached - usually an ingredient spot - you answer a question, either by choosing an answers from three



suggestions or by completing a statement. Event spots give you or cost you ingredients. On Henssler spots you can swap ingredients. If you have collected all five ingredients and have taken them with the exact dice result to the Henssler spot in the middle, you win the game. The variant "Second Chance" allows a second try for the right answer, for discarding an ingredient. How do you make a good meal? You take good ingredients, if possible regional and well-known, season them well and cook them to perfection. This is exactly how Steffen Henssler created this game - well-mixed standard mechanisms, seasoned with fun detail questions, attractively served and here we are with a good game. Not necessarily haute cuisine, but solid home cooking, that you can serve again and again. ☑

### INFORMATION

PLAYERS:  
2-8

AGE:  
14+

TIME:  
30+

**Designer:** S. Henssler, T. Bischoff  
**Artist:** M. K. / F. Tuning  
**Price:** ca. 23 Euro  
**Publisher:** Kosmos 2014  
[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

Quiz  
Users: With friends  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Attractive components  
\* Good mix of standard mechanisms \* Very interesting questions

**Compares to:**  
All quiz and knowledge games on special topics

**Other editions:**  
Currently none



# IVOR THE ENGINE

**SHEEP, COAL UND GOLD IN WALES**

8+

Once upon a time ... there was, somewhere in Wales, a railway company with an endless name - The Merioneth and Llantisilly Tail Traction Company Limited, and somewhere in the top left-hand corner of Wales there lived the rail engine of the same name, who, to her friends, was simply known as Ivor. In this game Ivor collects lost sheep and completes jobs for

his friends, based on the stories from the TV series.

In your turn you first take a sheep from your current location and might get bonus sheep under certain conditions. Then you have the option for a free move with your own car to a connected adjacent location, connection are single-track lines. You cannot stop at a location with an opposing car, but



you can pass through them. Additional moves can be made, but cost coal or cards featuring movement as a special action. Anytime in a turn you can spend one gold to buy two coal, but you can never buy gold with coal! If you are at a location and have the corresponding job card you can play it and earn sheep and maybe coal or gold. But you can only complete a job at a location that is free of sheep. Instead of completing a job you can use the job card for its special action. Then you take a card from the display and refill the display with a new card. If someone has collected 20 or 25 sheep you get, at the end of the round, sheep for gold and event cards and win with most sheep. Much easier than it sounds, a pretty family game, you move across the board and try to be where there are sheep, or none, if you want to do a job - nicely made, with pretty graphics and good components, just nice all-over! ✓

## INFORMATION

PLAYERS:  
3-5

AGE:  
8+

TIME:  
60+

**Designer:** Tony Boydell  
**Artist:** P. Firmin, K. Franz, C. Paull  
**Price:** ca. 30 Euro  
**Publisher:** Surprised Stare Games 14  
[www.surprisedstaregames.co.uk](http://www.surprisedstaregames.co.uk)

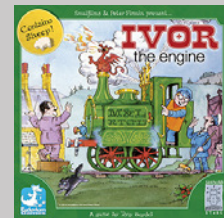
## EVALUATION

Collecting game  
Users: For families  
Version: en  
Rules: en  
In-game text: no

**Comments:**  
Based on the TV series by Peter Firmin \* Nice family game \* Some tactic is possible

**Compares to:**  
All movement and collecting games with location conditions

**Other editions:**  
Currently none



# MAMMUZ

**7 SABRE-TOOTH TIGERS IS NOT POSSIBLE!**

7+

In an Ice Age we look for squirrels, sabre-tooth tigers, mammoths and dinosaurs! There are 44 animal cards; the bigger the animals the fewer cards there are of them, from two for mammoths to nine for mice, plus six different types of dinosaurs. Depending on the number of players you play with different types of animals, but always with all of a kind, and then you add the

necessary number of dinosaurs. The starting player names an animal of the round and places 1-4 cards face down as his herd. He may cheat and lay down and mixture of animals. The other players in turn can enlarge the herd by laying down cards or doubt the previous player. If you doubt you check one and only one card in the cards of the previous player: If it is the animal



of the round, you take the complete herd, that is, all cards from all players. Is it not the animal of the round, the doubted player must pick up the complete herd. If you find a dinosaur, its action is implemented - you or the doubted player or a player of your choice take the herd or the herd is dealt out evenly to all players or the herd is placed in the middle and goes to the next player who must take a herd, or the complete herd is taken out of play. When at some point a player has all cards of one type of animal in hand, he shows them and this animal is extinct and taken out of play. When someone places his last card, the next player must doubt him. If he finds the correct animal, the doubted player has won. Cute and fun, a fast give-and-take involving a lot of bluff and a bit of probability calculation! Seven sabre-tooth tigers are just not in the cards! ✓

## INFORMATION

PLAYERS:  
3-7

AGE:  
7+

TIME:  
20+

**Designer:** Nikolay Pegasov  
**Artist:** I. Komarov, C. Fiore  
**Price:** ca. 8 Euro  
**Publisher:** Abacus Spiele 2015  
[www.abacusspiele.de](http://www.abacusspiele.de)

## EVALUATION

Bluff with cards  
Users: For families  
Version: multi  
Rules: de en  
In-game text: no

**Comments:**  
Cute topic \* Nice drawing \* Nice mix of mechanisms \* Super family game

**Compares to:**  
Bluff and other games with bluff statements

**Other editions:**  
Currently none





# MAUS UND MYSTIK

HERZ DES GLÜRM

7+

Using team spirit, courage and look, mouse adventurers pick their way through the interactive chapters of the story. There are special rules for individual chapters. A mouse can move, make an action and do Free Actions once per round. Movement, attack etc. are decided by dice roll; in many situations, cards of different kinds come into play. Opponents in en-

counters do the phases movement and attack. When the time marker on the board reaches the chapter's end before the mice have achieved the victory conditions, all lose together.

In the Heart of Glorm expansion, Vanestra, the evil enemy from the core game, has been defeated, but a new evil has infiltrated the palace walls and threatens Prince Collin, the place and



the town. You can play each chapter of the Story Book by itself or a few in sequence as a campaign. There are new rules for the Uhrwerksmörser as a new weapon and Burning as new negative effect. Neré is a new heroine which can also be used in chapters of core game and other expansion. This is supplemented by new Seach and Ability cards, for some of them there are special rules or conditions for use - Summoning Slugs, for instance, only works after Chapter 2; Heart Warming Potion can only be found under circumstances described in the Story Book, and so on. New opponents appear as version of opponents already known, corrupted by dark magic.

If you did have fun with the mouse heroes around Prince Collin in Maus und Mystik, you will be pleased with the continuation for the story, it is very atmospheric and introduces new well-working details and especially thrilling new chapters. You need the core game to play Heart of Glorm. ✓

## INFORMATION

PLAYERS:  
1-4

AGE:  
7+

TIME:  
90+

**Designer:** Jerry Hawthorne  
**Artist:** John Ariosa und Team  
**Price:** ca. 25 Euro  
**Publisher:** Heidelbergberger 2014  
[www.heidelberg.de](http://www.heidelberg.de)

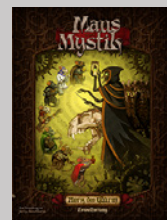
## EVALUATION

Fantasy, adventure  
Users: For families  
Version: de  
Rules: de en fr it  
In-game text: yes

**Comments:**  
Can only be played with the core game \* Chapters can be played individually or in series as a campaign \* Thrilling new stories and interesting new mechanisms

**Compares to:**  
Maus und Mystik

**Other editions:**  
Plaid Hat Games, Filosofia, Raven Distribution



# MENSCH ÄRGERE DICH NICHT

DAS KARTENSPIEL

8+

Rows of figure cards symbolize the path of the game pieces to the finish. There are 50 number cards 1 to 4 = Figures and 130 dice cards 1 to 6 = Dice. You play dice cards to collect figure cards for your own, ascending row of figures.

Figures are laid out in ascending order, sorted by colors, colors have no importance in the game after sorting. The dice

cards are shuffled and you begin with two randomly dealt dice cards.

In your turn you play a dice card = dice, take the figure card = figure of this value, place it into your row and draw one dice. For the first card of a row that you want to begin you may play two dice and add their value. You can have a maximum of three rows at any given time.



After the first card you add the value of the die you play to the value of the last figure in the row and add the figure card of this value from stock in the middle. If a figure is no longer available from the middle you may take it from another player; should it be available in one of your own rows you take it from there. To close a row for points you must place 40 as last figure and then the row scores one point per figure and per star on a figure; the points are noted and figures go back into the middle. If you acquire 30, 35 or 40 points in case of 4, 3 or 2 players, you win the game.

Nice, exceedingly nice! Stealing from other players may be helpful, but dice are - as in the board game - the deciding factor. Sometimes it helps to begin a new row in order to be able to draw two cards. ✓

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** W. Kramer, M. Kiesling  
**Artist:** Anne Pätzke  
**Price:** ca. 10 Euro  
**Publisher:** Schmidt Spiele 2014  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Card game  
Users: For families  
Version: de  
Rules: de fr nl  
In-game text: no

**Comments:**  
Different game than the one of the same name, published in 1999 \* Well-made implementation of the board game \* Simple rules

**Compares to:**  
Mensch ärgere dich nicht

**Other editions:**  
Dutch/French edition, titled 40!



# MONSTERWÄSCHE

SPOTTY MONSTERS ON THE LINE TO YOUR RIGHT!

7+

Monsters want to be rid of their rank aroma and hold a washing day - and of course they cause chaos of monstrous dimensions. Players must function as living laundry rack for the monsters. The elastic clothes line is knotted for a circle and held by all players at waist height, without using hands! Monsters are laid out within this circle, and also a golden clothes peg for each

round.

Each player has eight pegs of one color. All play at the same time and try to pick up a total of eight monsters from the middle of the circle and to hang them on the line to their left and right. You play several washing turns - in the first turn you try to find all monsters in the color of your own peg and in the second turn you look for monsters



in all colors but your own, and no color may be doubled. Those two spotting criteria alternate in all additional washing turns. In each turn you must hang star-patterned monsters to your left and spot-patterned monsters to your right.

If you are believe you to be first to have all monsters correctly hung, you stop the round and your monsters are checked. If you are correct you receive the golden peg. If you made a mistake you must discard a golden peg and the golden peg from the middle goes to the player who has most correct monsters on the line. In versions you can play sitting on a circle of chairs or hold the line at other parts of your body. A simpler way to play is to search only for monsters of your own color.

A cute version of an agility and movement game; movements must be judged carefully to keep the line in place; it is not as easy as it sounds, but great fun for children. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
7+

TIME:  
15+

**Designer:** Rémy Delivorias

**Artist:** Gabriela Silveira

**Price:** ca. 22 Euro

**Publisher:** Haba 2014

[www.haba.de](http://www.haba.de)

## EVALUATION

Agility, spotting

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

**Comments:**

Excellent components

\* Very good training for movement, balance and agility \* Variants mentioned

**Compares to:**

First game of its kind, all spotting games with a time element

**Other editions:**

Currently none



# NEHEMIAH

INFLUENCE FROM BUILDUNG ASSISTANCE

After the fall of Jerusalem and its wall Nehemiah is direction the rebuilding; players are leaders of Israelite tribes and support the rebuilding with manpower and resources for victory points from influence in temple, guard, wall or gate building.

The display of influence boards and work cards - those in four rows and four or five columns, depending the number of play-

ers - is laid out. A player turn consists of one of two possible actions - send a worker to work or activate a worker on a work card. To send a worker out to work you take him from your own stock behind your screen and place him on the top free card in a column. To activate a worker you lay him down, he is now exhausted, implement - optionally, your choice - the



action of the card and can then use the action(s) of one or several cards in the same column. To be able to do so the cards must be adjacent to the cards you just activated and the worker on it must be exhausted. When this is another player's worker you pay a coin to this player, if it is one of your own worker you pay one coin to the bank. When the bottom card of a column is used the action is completely implemented and then the whole column is replaced by new cards. Workers go back to their owners. When a column cannot be replaced due to lack of cards, the influence is scored.

This is one crafty mechanism! Do I want workers back I must eliminate a column, so should I send a worker on the bottom card? Or is it better to use the two workers above me and activate my worker? Unusual worker placement at its best, quick and very tactical, and there even is a challenging version with construction leaders. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
60+

**Designer:** Łukasz Woźniak

**Artist:** U. Michalska, P. D. Studio

**Price:** ca. 22 Euro

**Publisher:** Leonardo Games 2014

[www.gryleonardo.pl](http://www.gryleonardo.pl)

## EVALUATION

Worker placement

Users: With friends

Version: multi

Rules: en pl

In-game text: no

**Comments:**

Sophisticated tactical game

\* Good management of marker stock necessary

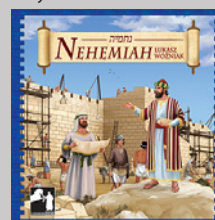
\* Interesting variant of worker placement \* Plays fast

**Compares to:**

Basically worker placement, albeit in a new version

**Other editions:**

Currently none





# NUMERABIS

ARITHMETIK AND MEMORY

8+

Based on arithmetic puzzles you need to find tiles, using memo and mental arithmetic, to correspond to the individual puzzles. 49 tiles are numbered from 1 to 49 and are laid out, well-shuffled and face-down, in a 7x7 grid. There are two dice. One of them indicates if you as active player play, or if all play or if you need to use three tiles for the solution of the calculation. The

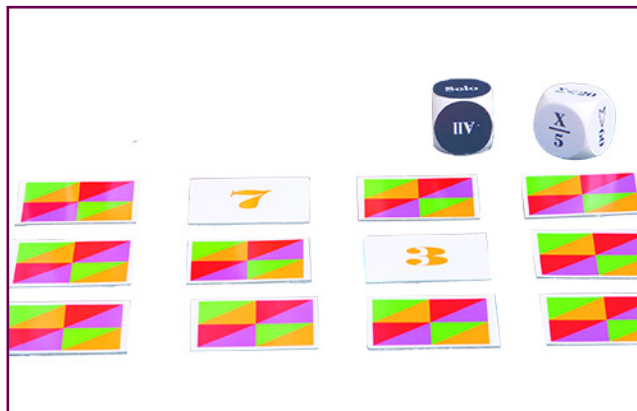
second die shows mathematical symbols, three for the number range of a correct solution (sum smaller than 20, sum bigger than sixty and sum smaller or equal to 5), and three for even numbers only or a result that can be divided by 5.

You roll both dice to determine calculation and variant of play. Then you turn over two tiles. If

the first one is one that makes a solution impossible, for instance a number bigger than 5 for the task of „sum smaller or equal to 5“, you may not reveal a second tile. In the solo version you try in turn to solve the task by turning up two tiles. When a player does not succeed, the tiles are turned over and the turn passes to the next player. For correct solutions you keep the tiles. In the open round for all the revealed tiles remain open, they may not be used by the next player. When all have turned over two tiles, the highest sum in case of correct solutions, or the smallest difference to 5, decide who takes his two tiles.

When all tiles have been taken or a solution is no longer possible, you win with most tiles.

Difficult, but not hard - difficult because of course the options get fewer with each correct solution. Nice arithmetic and memo training for all the family. ☑



## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20+

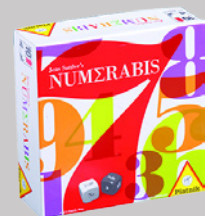
**Designer:** Jens Sattler  
**Artist:** not named  
**Price:** ca. 10 Euro  
**Publisher:** Piatnik 2014  
[www.piatnik.com](http://www.piatnik.com)

## EVALUATION

Memo, calculating  
Users: For families  
Version: multi  
Rules: cz de en fr hu it nl  
sk pl  
In-game text: no

**Comments:**  
Only seems to be difficult  
\* Each correct solution  
diminishes options \* Nice  
family game \* Good training  
for mental arithmetic

**Compares to:**  
Memo games with task solutions  
**Other editions:**  
Currently none



# OKLAHOMA BOOMERS

SETTLING IN THE PRAIRIE

It is the day after the Oklahoma Run, thousands claimed in the prairie and new cities sprung up overnight. Who managed to claim land begins to husband it, digs wells or fells trees.

You have three markers, called Boomers, and try to claim as much land with their help as you can and will win the game with the biggest total area. Three corner stones and the boomers are

placed on the board according to the rules template. One player then chooses his color, the other player begins the game.

In your turn you must move a Boomer and then place exactly two corner stones. A Boomer moves straight forward over any distance, but only over free cases. Then you place a corner stone on the crossing of the line along which your Boomer just

moved and the line along which an opposing Boomer would move towards your Boomer that you just moved. You may only place a corner stone, when all cases between Boomers and corner stones are empty. When, later in the game, you cannot place both corner stones, you only place one. Chains of corner stones demarcate areas. When such an area only holds Boomers of one player this player has acquired the area. Boomers within such an area are deemed to be exhausted and does no longer move. When all Boomers have acquired an area or when a player cannot move any of his boomers, you score cases in areas. Experienced players may place Boomers and corner stones at the start at their discretion in a given sequence.

The more often you play the more tactical finesses and options become clear in this fantastic game for two! And tactic steps up again when you chose the individual placement at the start of the game. ☑



## INFORMATION

PLAYERS:  
2

AGE:  
12+

TIME:  
30+

**Designer:** Martyn F  
**Artist:** Hans Krill  
**Price:** ca. 25 Euro  
**Publisher:** Emma Games 2014  
[www.muecke-spiele.de](http://www.muecke-spiele.de)

## EVALUATION

Placement game  
Users: With friends  
Version: multi  
Rules: de en nl  
In-game text: no

**Comments:**  
Attractive background  
story \* Beautiful components  
\* Sophisticated tactical possibilities

**Compares to:**  
In the widest possible  
sense Go for closing off areas, also  
Rosenkönig and other placement  
games for territories

**Other editions:**  
Currently none



## OWACON

OLD WORLD AND A CODE OF NINE

In a world without humans you are an automaton and only retain fragments of human willpower and will to survive. At the start two memory cards determine conditions and parameters for victory points, penalty points or loss of the game for each player. In several action rounds you collect items and willpower. The game is designed for exactly four play-

ers, in case of three players you need to add a Dummy player. After elaborate set-up preparations you play five rounds. In each of those rounds a player has up to three turns, in which he places one action marker and immediately implements the action. You can place the marker on locations of the current round or on locations of previous rounds. Actions of locations



relate to coins, books, statues or will power, but can also offer a glimpse into the memory cards of other players. When someone has complied with his two cards or five rounds have been played, the game is scored: All memory cards are revealed and scored in ascending order of their numbering; statues, books and legacies yield independent victory points, also without relating to memory cards.

A challenging game, a thrilling game with surprising effects, as a memory card, for instance, has the power to eliminate a player from the game, but only at the scoring stage. Here is when the element of chance come into play - will you manage to glimpse that card early? The excellent mix of mechanisms, which go very well with the topic, is fun and you want to play again. The expert version provides even more challenges with more memory cards and a rule that introduces a ninth memory card to the game. ☑

### INFORMATION

PLAYERS:  
3-4

AGE:  
10+

TIME:  
45+

**Designer:** BakaFire/Itou

**Artist:** Rei Konno

**Price:** ca. 28 Euro

**Publisher:** BakaFire Party/Japon Brand 14

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

### EVALUATION

Placement, collecting

Users: For experts

Version: multi

Rules: de en fr jp

In-game text: no

**Comments:**

High replay value \* Excellent mix of mechanisms \* Mechanisms and topic go well together

**Compares to:**

Worker placement games for action

**Other editions:**

Japanese edition



## PINTS OF BLOOD

WÄHLERISCHE RETTER, MÖRDERISCHE ZOMBIES

In the pub survivors are drink, in front of the pub Zombies are lurking. Survivors must survive the seemingly hopeless fight long enough for the rescuers to arrive. So you shove your buddies forward to defeat zombies and try to guess the conditions of rescuers before they arrive, because those nice chaps do not take anybody.

A turn of a player comprises pre-

pare for combat, fight zombies, a bus drive for new zombies as well as defeated zombies and resolving bites. For preparing combat you move buddies to the bar counter and take cards, roll dice for new zombies, weapons and extra hits and make use of combat dice and weapons cards.

The fight against zombies begins in the row where the bus stands and then the rows with buddies



are resolved one after the other. Fast Food zombies are defeated by one hit, Tough Zombies take two hits to be defeated. Defeated zombies bring you bags of crisps. Beer markers are paid for with bags with crisps and heal bites. When the last buddy is defeated, the zombies win.

After combat the bus moves; when there are Zombies in the bus, one zombie per row gets out. When the rescue card is drawn you are drawn if you comply with the parameters on this card - either most extra hits, discarded buddy card, drunk least bear, the fewest bites or more bags of crisps than cards in the 4th quarter. You can play in two levels of difficulty, Starter's Menu and hefty Main Course.

Tight and scary, more beer, please - you must roll well in order to win the at best semi-cooperative game semi-cooperative because all fight one after the other and can only discuss deployment of buddies or of dice. Friends of the genre will love it, components and black humor are convincing. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
14+

TIME:  
60+

**Designer:** Kinjiro

**Artist:** Mariusz Gandzel

**Price:** ca. 40 Euro

**Publisher:** HUCH! & friends 2014

[www.hutter-trade.com](http://www.hutter-trade.com)

### EVALUATION

Zombie, adventure

Users: For experts

Version: multi

Rules: de en

In-game text: no

**Comments:**

Attractive components

**Compares to:**

Other Zombie games

**Other editions:**

Eagle / Gryphon Games, announced





## QUANTO

COLLECT CARDS WITH SUMS

8+

There are nine times values 1 to 12, plus rainbow cards and joker as well as Quanto tiles of values 5-12.

You want to take your own Quanto stack or cards from the display for your own winning stack. In your turn you play one of four cards in hand and do an action, refill the display to four cards and refill your hand.

Possible action with the card you

played:

1. You place it on a card in the display and can then take cards from the display - single cards of the same value or several cards with a total equal to this value. All cards that you take are placed, together with the card you played, on your own winning stack.

2. You place the card on the table and add a card from the display.



Those two cards form a Quanto and you take the tile equal to the sum of the cards. Then you can add cards from the display to the Quanto, totaling the value of the Quanto, again a single card or several cards. You can only form a Quanto when the tile is available and can have only one Quanto laid out at any given time.

Or you add the Quanto sum again from the display to a Quanto or place the Quanto - after playing a card from hand in the Quanto value and the usual adding of cards from the display - to your winning stack and put the tile back.

3. Discard cards from your hand, resulting in a special action, if you discard a 1, 2 or 3. When nobody has cards in hand any longer, you win with most cards in your winning stack.

Nice for in-between, but you must get used to the many special cases for some card values, rainbow cards and jokers and the multitude of options cannot really be planned due to the chance factor in refilling hand and display. ☑

### INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
20+

**Designer:** Mike Fitzgerald

**Artist:** Christine Hoffmeyer

**Price:** ca. 10 Euro

**Publisher:** Amigo Spiele 2015

[www.amigo-spiele.de](http://www.amigo-spiele.de)

### EVALUATION

Cards, set collecting

Users: For families

Version: de

Rules: de

In-game text: no

**Comments:**

Revised edition of Sloop

\* Many special rules \*

Basically easy to play \*

Nice for in-between, rather chance-driven

**Compares to:**

Sloop, U.S. Game Systems

**Other editions:**

Currently none



## QUARTEX

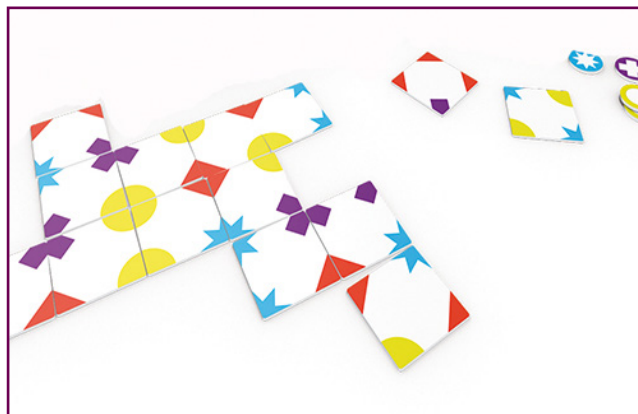
COMPLETE SYMBOLS!

8+

Complete symbols and earn chips! Double-sided tiles that you place show, in each corner, the quarter of one of four possible colored symbols, in different combinations on the various tiles. Depending on the number of players you take tiles out of play and set them aside openly, visible for all, to ensure that each player has the same number of chances to draw a tile. At the

start of the game you draw five tiles and place them behind your screen.

In your turn you add one of your five tiles to one or more already in place. All edges that touch tiles already in place must correspond. If you complete one or several symbols by placing a tile, you earn a chip of the corresponding color or colors. If you cannot place a tile, you show



your tiles. When another player finds a possibility, he indicates it to you and you (!) receive the resulting chip. If not, you keep drawing groups of five new tiles until you can place a tile. Until this happens the tile quintets stay out of the bag and are placed into the bag again when you succeed in placing a tile. Then you replenish your hand as usual. If you cannot place a tile and cannot re-draw any more you are out of the game. All tiles drawn so far go into bag and you draw five tiles for penalty points at the end of the game. When all are out of tiles or all are out of the game, you score for each as many games as there are still chips of that color in stock.

Attractive, felicitous variant of a well-known mechanics. As you can see, one can get out new variants from the best-known mechanisms - here is the sophisticated scoring mechanism that introduces quite some tactics. ☑

### INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
30+

**Designer:** Tim W. K. Brown

**Artist:** Oliver Freudenreich

**Price:** ca. 14 Euro

**Publisher:** Game Factory 2014

[www.gamefactory-spiele.de](http://www.gamefactory-spiele.de)

### EVALUATION

Tile placement

Users: For families

Version: multi

Rules: de en fr it

In-game text: no

**Comments:**

Basically standard mechanisms \*

\* Sophisticated scoring introduces tactic \*

\* Very attractive components

**Compares to:**

All placement games with corresponding borders

**Other editions:**

Currently none



# SAMSARA

CLEVER CHANGING OF TRACKS ON THE WAY TO THE FINISH!

On two long sides of the board you find two rows of cases, one with round, and the other with square cases. Two bow-shaped grooves connect the cases to form a closed track. On each longitudinal there is a target case, one round, one square one. In the middle there are six scoring spots, one set round, the other square, one for each player, and a middle spot as the

final finish spot.

The game comprises 12 marbles of one color and two dice, plus one scoring marker per player. The starting cases for the pieces are on the inner side of the double circular track, the target cases on the outside. Aim of the game is to reach your own target spot six times, score one step on the scoring track each time and thus reach the final fin-



ish spot first.

To achieve this target each player may move each marble, always in clockwise direction. You roll two dice and move each part result in any order, but completely, with the same or different marbles. You may jump over other marbles in such a move, the finishing spot for the move must be empty. For optimum positioning of a marble in front of your target case you can, at the end or at the start of your turn, change tracks. In order to to that both parts of the double case involved must be filled. This changing of tracks does cost movement points.

This sophisticated mechanism of switching tracks does not offer up all its possibilities at first glance - but soon you begin to recognize the tactical options for your own advancement or obstructing your opponent. Dice and track switching yield a nice combination of luck and tactics, which initiate another game quickly. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
10+

TIME:  
30+

**Designer:** Thomas Weber

**Artist:** not named

**Price:** ca. 48 Euro

**Publisher:** Gerhards Spiel und Design 14

[www.spiel-und-design.eu](http://www.spiel-und-design.eu)

## EVALUATION

Abstract placement

Users: With friends

Version: de

Rules: de

In-game text: no

**Comments:**

Very beautiful and valuable components \* Simple rules with sophisticated results \* Good mixture of chance and tactic

**Compares to:**

All abstract placement games for two players for reaching finish spots

**Other editions:**

Currently none



# SOQQUADRO

UPSTAIRS, DOWNSTAIRS  
AND IN EVERY NOOK AND CRANNY

8+

Movement though house or apartment is the order of the day, and you decide on the relaxed or extreme version and the corresponding side of the board.

Then you define the game parameters as exactly as possible - what are you allowed to enter, to open, to take. It is best to play standing up and use the chairs as an extension of the table.

Cards define items via colors, characteristics and starting letters. You draw cards, run away and search for a corresponding item, put it on the table and move your marker on the board - one step for a green item card, two for a yellow one and three steps for a red card. If you forget to advance in the heat of the battle, aah, race, you may not do so later. When a marker crosses



the mark of "Challenge" the game stops. A challenge card is drawn and all players search for the same object. Whoever finds it first may then advance his marker.

If your marker reaches or crosses 16, the game ends. Now all items are checked according to the cards and the score is controlled again. If you do not get approval from other players for an object you must move your marker backwards accordingly. If you are furthest ahead after this final check, you win the game.

A huge lot of fun, that demands some restrictions all the same - even if it was not explicitly included in „you cannot take it“ you should not necessarily drag the oven from the kitchen for a parameter of „black and warm“, because at the check the latest you will meet with disapproval, let alone the fact that it would take too much time. Witty, hectic and not really for flats of 80 m². But house rules can help, for instance run along one by one within a time limit. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
20+

**Designer:** Simone Luciani + Team

**Artist:** Erica De Giglio

**Price:** ca. 17 Euro

**Publisher:** Cranio Creations 2014

[www.craniocreations.it](http://www.craniocreations.it)

## EVALUATION

Movement and spotting

game

Users: For families

Version: en

Rules: en it

In-game text: yes

**Comments:**

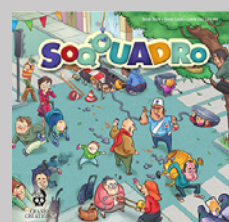
Hectic game \* Exact parameter definition is necessary \* Can be modified with house rules \* Fun to play

**Compares to:**

All spotting games featuring real items

**Other editions:**

Currently none





# TAL DER KÖNIGE

EQUIPMENT FOR ETERNITY

Egyptian noblemen prepare for burial and equip their graves. You take food, statues of servants, canopic jars, and statues of idols, household items and amulets. At the end you score those artifacts for victory points. You start with a set of ten starting cards for a draw pile and draw five cards from it. From the draw pile of cards for Stage II and Stage III you place six cards

open-faced into a pyramid-shaped display.

The active player plays cards from hand for one of three possible functions: Use the gold value and buy cards from the bottom row of the pyramid - cards from the pyramid slide down to fill the gaps. Or implement the action of the card - only if you are able to implement each action of the card. Or you can -



once per round - place a card into your grave. Cards in the grave are open, slightly fanned out and cannot be used anymore. Cards that you played and cards in hand that you did not use go to your own discard pile. Then - if so far no card was taken from the pyramid - you place one card from the pyramid into the grave yard - cards in the pyramid can slide down - and replace it with a card from the draw pile. Finally, you draw five cards from your own draw pile. When general draw pile and pyramid are empty, you win at the end of the round with most points in the grave.

Deck building as we know it and usually love it, really challenging; refreshingly new and attractive is the topic of the game. Dominion is clearly at the root, but the quickly changing pyramid for buying offers and the placing of cards into the grave as only method the generate points are individual, good and independent mechanisms. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
45+

**Designer:** Tom Cleaver  
**Artist:** Banu Andaru, Anja Pittner  
**Price:** ca. 10 Euro  
**Publisher:** Pegasus Spiele 2014  
[www.pegasus.de](http://www.pegasus.de)

## EVALUATION

deck building  
Users: With friends  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Core mechanisms from Dominion \* Very attractive additional mechanisms like grave and pyramid \* Changing pyramid makes long-term planning difficult

**Compares to:**  
Dominion and other deck building games

**Other editions:**  
Valley of the Kings, Alderac



# TAUSCH RAUSCH

1, 3 AND 4 IN RED FOR 2, 2, 3, MIXED

8+

Swapping card from your hand with cards from the table, as fast as you can, is the aim of the game, because you want to be first to achieve the completion of the fifth task and thus win the game.

Five market cards of values 1-2-2-2-3 are displayed in ascending order, and then you lay out, also openly, five of 24 task cards. 80 number cards of values from 1

to 10 and in four colors are shuffled and then you place a number cards openly next to each market card, always as many as the number on the market cards demands. Finally, each player is dealt five cards. You play in turn and can either swap cards or complete a task card.

If you want to swap you place one to three cards from hand and place them next to an

empty side of a market card corresponding to the number of cards and then take the cards from the other side of the market card. Then you draw exactly one card, so that you have one card more after each swap. If you implement a task you show all necessary cards from your hand, place them on an open stack and take the corresponding task card and set it aside, face down. The taken task card is replaced and you draw as many cards as you used from your hand to complete the task. If you complete your fifth task you win instantly.

Task cards, demand, for instance. Five even numbers or five odd ones or a series of cards of one color or cards of the same color with a given total value, and so on.

A nice quick game with simple rules and a high replay value, swapping is fun and if you can remember what others have just taken you can avoid to help them by discarding cards useful for them. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
25+

**Designer:** Rüdiger Dorn  
**Artist:** Stefan Lomp  
**Price:** ca. 12 Euro  
**Publisher:** Ravensburger 2015  
[www.ravensburger.de](http://www.ravensburger.de)

## EVALUATION

Card game  
Users: For families  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Series: Ravensburger Kartenspiele \* Plays quickly \* Good mix of chance and planning \* Simple rules \* Nice family game

**Compares to:**  
Rommé in the widest sense, all other games with swapping cards for parameter combinations

**Other editions:**  
Currently none



# TERRA

**HOW OLD**  
**IS THE WORLD'S HIGHEST TREE?**

10↑

Wonders of Mother Nature, forgotten empires, master pieces of architecture - based Each cards shows, in its top half, information for all players - the topic, a picture that relates to the target and some more or less concrete clues and Question 1 - which is always the number of regions in which the searched-for topic can be found - and Questions 2 and 3 - which

are always measurements that need to be assessed.

So, you see the top half of the current card. In turn each player places one assessment cube on free positions on the tracks or on the map of the world for answers on those questions: Number of regions for the topic or measurements to be assessed like year, number or else length or distance respectively.



Regions are of course independent from current country borders and ocean regions are marked by a frame around their name. You score for correct assessments and lose an assessment cubes for wrong assessments, but always have at least three such cubes at the start of a round. After a number of rounds that was agreed on at the start of the game you win with the highest score.

Fauna was already a fascination source of information, and Terra is even more so, because this time our whole world with all its marvels is the topic and one is often surprised how much or how little one knows and how far away one was from reality. The flair of the attractive design and the informative images are an additional plus. The bottom half of each card, by the way, give the answers to the questions. Cards come in four levels of difficulty, which you can mix together or play separately in a kind of learning curve. ✓

## INFORMATION

PLAYERS:  
**2-6**

AGE:  
**10+**

TIME:  
**60+**

**Designer:** Friedemann Friese  
**Artist:** Sabine Kondirolli  
**Price:** ca. 33 Euro  
**Publisher:** HUCH! & friends 2014  
[www.hutter-trade.com](http://www.hutter-trade.com)

## EVALUATION

Quiz, assessment  
Users: For families  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Excellent components and design \* Questions in four levels of difficulty \* Lots of information and knowledge

**Compares to:**  
Fauna and other assessment games

**Other editions:**  
Currently none



# URUK II

**DIE ENTWICKLUNG GEHT WEITER**

As in Uruk you develop in Uruk II your people in Mesopotamia, during five epochs over 10.00 years. Compared to Uruk improvements and enhancements have been added. At the start you have your own achievement #1, the game is prepared according to the rules template. You have three actions in your turn, in any order and frequency you choose from taking a card,

deploying a card or use a card in your own display. To take a card you choose one from the open display of Achievements or draw a card from the stack. New Achievements you place into your display, up to a maximum of five different ones, or replace an achievement already there. A new achievement may be a maximum of one level higher than the highest so far in the



display. To deploy an achievement you discard, the card you want to deploy inclusive, as many cards of the same color as correspond to the development stage of the card. If you did draw a Deity God card the card is implemented accordingly. You can use the ability of a card once in your turn. In addition to those three action you can - optionally - use a card with symbol "without action" and/or, also optionally, place a settlement marker. Settlement markers are paid for with resources that you collected with using cards in the display. When the settlements of epoch IV are built you win with most victory points from achievements plus settlements and resources.

Pure resources management, with a remarkable and total lack of confrontation and interaction, if you disregard the taking of a card that you would have liked yourself by someone else. Chance is introduced by cards you draw and by Deity cards. ✓

## INFORMATION

PLAYERS:  
**2-5**

AGE:  
**12+**

TIME:  
**60+**

**Designer:** H. and W. Kuhn  
**Artist:** Katharina Kubisch  
**Price:** ca. 25 Euro  
**Publisher:** DDD Verlag 2014  
[www.ddd-verlag.de](http://www.ddd-verlag.de)

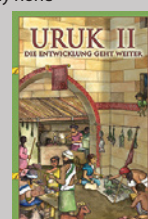
## EVALUATION

Resources management, development  
Users: With friends  
Version: multi  
Rules: de en  
In-game text: no

**Comments:**  
Chance comes only from drawing cards \* No interaction or confrontation \* The lure is in the optimum use of card functions and interactions

**Compares to:**  
Uruk

**Other editions:**  
Currently none





## VILLAINY

### SUPER VILLAIN VERSUS FANTASTIMAN

As an aspiring super villain you try to realize three villainous projects in order to triumph over the irritating super hero Fantastiman, who protects the town. Not an easy job for you - you must commit crimes, must act as your own alter ego and hire a team, whose special abilities are meant to ensure the success of the undertaking.

At the start of the game you

choose a villain and set up the control panel with position wheels for red= strength, green = charisma, blue = intellect, take starting villainous project and money. The project names roles that must be taken on by the different characters in your team.

In your turn you have a choice or three options: 1) Implement one of six actions - use an alias



to acquire money and abilities, hire henchmen, commit crimes to improve your values, implement a non-standard action start a conflict or buy a special ability or 2) deploy your team or 3) implement a villainous project in a given order, when all characters are fully developed. In order to develop your minion characters you must engage in conflicts and combats and commit crimes. When your team is ready for deployment according to the current villainous project you can use a turn to implement the project. If you have managed to implement three projects in ascending order, you can confront Fantastiman for the final show-down. If you defeat him you win.

The comic character of the illustrations is nicely implemented in the game, fun in playing is high and gaming experience is necessary, because possibilities and options are manifold. Topic and mechanisms are interacting very nicely so that you are very soon fully immersed in the game. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
90+

**Designer:** Nicholas Trahan

**Artist:** Jay Stephens, Ron Magin

**Price:** ca. 54 Euro

**Publisher:** Mayfair Games 2014

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

## EVALUATION

Development  
Users: With friends  
Version: en  
Rules: en  
In-game text: yes

### Comments:

Comic flair nicely implemented \* Topic and mechanism go well together \* Many strategic options \* Game experience necessary

### Compares to:

All development games with multiple targets

### Other editions:

Currently none



## VUDU'

### DON'T BEND YOUR ELLBOWS!

8+

Powerful curses, nasty ingredients, obscure magic. You want of course to be nastier and more evil than your opponents and to make life hell for your fellow magicians. At the start of the game you draw a curse card, one player is given the Voodoo doll and is the starting player. A turn comprises three steps: Collect ingredients, cast curses and do other actions and handing

on of the Voodoo doll. For ingredients you roll dice as often as you want, but must always set aside one die. Then you use those ingredient dice for actions and can also do the same action several times. Possible actions are: Draw a curse card or an artifact you're your hand, both costs you two random ingredient dice. Use an artifact - does not cost a die, you implement



the effect and discard the card, eventual conditions for use of the cards must be met. If you want to cast a curse your ingredient dice must show the ingredients as depicted on the curse card. Then you move your score marker accordingly and the victim of the curse must from now on implement the effects of the curse. Whoever breaks a curse by not adhering to it, is rid of the curse, but the player who cast the curse must notice the breaking and may move his score marker accordingly. When a score marker reaches the skull on the track, its owner draws a permanent curse and must adhere to it; if you break such a curse you incur penalty points. If you acquire 11 points, you win. So far so familiar, the fun is in the effects of the curses - from permanently crossed arms to speaking with a high voice you can find everything that is irritating and makes others roll over from laughing. An ideal party game! ☑

## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
30+

**Designer:** F. Giovio, M. Valtriani

**Artist:** Guido Gavarro

**Price:** ca. 15 Euro

**Publisher:** Nordlandssippe 2014

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

## EVALUATION

Dice game  
Users: For families  
Version: de  
Rules: de en it  
In-game text: yes

### Comments:

Ideal party game \* Breaking curses is a nice detail \* Basically standard mechanisms, but nicely combined

### Compares to:

All party games with behavior instructions

### Other editions:

Red Glove



# WAGGLE DANCE

BEES, NECTAR AND HONEY

8+

Colorful meadows, bees - no, this is not Biene Maja, but Waggle Dance! You are an overseer bee in the hive and want to produce as much honey as possible for winter. Action cards and nectar cubes are placed according to the template in the rules and each player begins with three empty combs and six dice of a color. The game is divided into day phases and night phases

that alternate and begins with a day phase. In a day phase you roll dice and then in turn place one worker bee = die on one of the action cards or on a comb tile. When all dice have been placed, you turn over the indicator to the night phase and each player implements the action cards in alphabetical order from A to G: Actions of the night phase are:



A - Take a comb tile; each player takes one comb tile for each worker bee and adds it to his comb instantly. B - Hatching, for each pair of bees on an egg tile you receive a new worker bee. C - Receive an egg; for each worker bee you get an egg marker. D - Receive nectar; nectar cubes are handed out according to majorities on the flowers and are instantly placed on comb tiles without egg marker. E - Trading; swap nectar or egg markers. F - Make honey; shift nectar, according to used pairs of worker bees. G move the Queen bee, she gives you special actions. Whoever has collected the necessary number of honey combs, wins.

Premium honey! Excellent quality. Worker placement where it makes sense and fits the topic, implemented harmoniously and instantly understandable and offering excellent rules for immediate access. Absolutely recommendable! And on top of all this it is fun! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
90+

**Designer:** Mike Nudd

**Artist:** not named

**Price:** ca. 30 Euro

**Publisher:** Grublin Games 2014

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

## EVALUATION

Worker placement

Users: For families

Version: multi

Rules: de en fr pl

In-game text: no

**Comments:**

Good components \*

Excellent, clear rules \* Topic

and mechanisms go wonderfully together \* Good

family game

**Compares to:**

Other worker placement games

**Other editions:**

Currently none



# WÜRFEL KUNG FU

FOUR DRAGONS DEFEAT ANY FIGHTER

6+

18 Kung Fu fighters must be defeated in the arena with the help of the symbol dice. Each card of a fighter shows his rank, symbols for his Kung Fu school and his strength - pupil, master or grand master - in the form of the picture size and the number of symbols. For fighters are on display and are turned over after some time for memorizing them.

Then the active player rolls all four dice, can re-roll dice, but must place at least one die on the arena after each roll. When all cases in the arena are filled, you reveal one of the cards - if your dice in the arena show the necessary symbols corresponding to the card you have defeated the fighter and you take his card, place a new card, show it to all players and turn it over.



The dragon symbol is a joker that can be used in two different ways: You can use one dragon only as a joker or try to roll four dragons. If you did roll four dragons you defeat any fighter, but must name his color and number of symbols correctly before turning his card up.

If you do not have the necessary symbols of the revealed card in the arena, you show the card again to all players and replace it face down. When someone acquires his fourth card, the round is played to the end. Then all count the symbols on the cards they won, each symbol is worth one point and you win the Kung Fu super Cup with most symbols.

A nice, attractive and simple dice game with basically well-known standard mechanisms, nicely varied by the memo component. That you do not have to choose a card before you begin to roll your dice leaves some room for choices in re-rolling. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
15+

**Designer:** Benjamin Schwer

**Artist:** Heinrich Drescher

**Price:** ca. 10 Euro

**Publisher:** Haba 2014

[www.haba.de](http://www.haba.de)

## EVALUATION

roll dice, memo

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

**Comments:**

Standard mechanisms

\* Nicely varied with the

memo aspect \* Good components

\* No interaction

**Compares to:**

Risiko Express and

other dice games for combinations

of symbols

**Other editions:**

Currently none





**AGRICOLA FRANKREICH DECK**

Publisher: Lookout Games  
Designer: Uwe Rosenberg



The Frankreich deck features all aspects of France, relating to the history, science, culture, politics and sports of the country, depicted in 60 cards each for Minor Improvements and Occupations. There are no special rules, you play by the rules for Agricola the core game; there are no restrictions for combinations, so you can use the cards in any way you like. Can also be played as a stand-alone deck.

Version: de \* Rules: de en \* In-game text: yes

Expansion for Agricola, for 1-5 players, ages 12+

**COPA BOHNENPOWER**

Publisher: Steffen Spiele  
Designers: Steffen Mühlhäuser, Fred Horn, Daniel Krieg



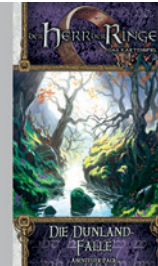
Six red beans expand all four games in Copa, depending on the game they are used differently, but do always change the basic rules. In Kala you can add the red bean to your sowing, but cannot put it into your own bowl and not into the last bowl of the move. In Ronda you can use the red bean to correct an uncovering mistake; in Hopper you place a red bean in any bowl if you remove a bowl from the game. In Da Capo you can take your red bean in your hand; if you show it you can take a bean from any hand and put it into any other hand, in both cases it may also be your own hand.

Version: multi \* Rules: de en es fr \* In-game text: no

Supplement for Copa for 2-5 players, ages 7+

**DER HERR DER RINGE DIE DUNLAND-FALLE**

Publisher: Heidelberger Spieleverlag  
Designer: Nate French



DER RINGMACHER DIE DUNLAND-FALLE is the first adventure pack = AP in the fourth plot cycle - Der Ringmacher - for the LCG Der Herr der Ringe, with a difficulty level of 7. To play you need the core game plus the expansion Die Stimme Isengarts. Heroes are tasked with a mission from Saruman, the need to find the secret smithy of Celebrimbor.

A new keyword, Heimlichkeit X, reduces the cost to play a card by the value of X, provided the threat level of the player is maximum 20.

Cards 1-24 in the Ringmaker cycle

Version: de \* Rules: de en \* In-game text: yes

Expansion for the LCG for 1-2 players, ages 13+

**DISNEY STAR WARS MEMORY**

Publisher: Ravensburger 2015  
Designer: Wilhelm Hurter



The well-known game mechanisms of memory are here used for a game featuring image from the Disney Star Wars license. 72 cards form 36 pairs and show images from the animated cartoon series. You decide on the layout for the cards - random or in a grid - and you play according to standard memory rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs.

Version: multi \* Rules: de en es fr it nl \* In-game text: no

Memo game for 2-8 players, ages 6+

**KENNST DU TIERE**

Publisher: Noris Spiele



Fun with Learning is the serial title for a series of educational games from Noris - also offered in a miniature format for carrying along and playing them everywhere. The components are always cards that must be sorted or arranged in the correct way, always in relation to the topic. Six different topics are currently available: Spaß an Zahlen - Kennst du die Uhr? - Kennst du die Tiere? - Spaß an Mengen und Zahlen - Spaß am ABC und Spaß an Mathe.

Kennst du Tiere demands sorting of animal by their size/weight in ascending order.

Version: de \* Rules: de \* In-game text: yes

Educational game for 1-4 players, ages 5+

**LOGICUS CARROTS**

Publisher: Huch & friends  
Designer: Reiner Knizia



Game of logic - Rabbit Jack and his friends want to eat carrots. Those carrots are strewn all over the meadow. In each of the puzzle you must split up the meadow in a way that gives one carrot to each rabbit. You must find out yourself which parts you need to use. The parts may not overlap and may not overreach the grid. 40 puzzles in four different levels of difficulty.

Version: multi \* Rules: de en fr nl \* In-game text: no

Logic game for 1 player, ages 7+

**MEINE ERSTEN SPIELE DREIKÄSEHOCH**

Publisher: Haba  
Designer: Anja Wrede



A first collection of games, comprising dice games, race games and games of movement and collecting on the topic of mice and cheese - in each variant three pieces of cheese must be collected. Kurvenreiche Käse-Sammelei is a dice game with color recognition.

Flinker Käse-Wettlauf, again with color recognition and free choice of destination.

Mi-Ma-Maus, laufe durch das Haus! is a cooperative collecting game, depending on the dice result the mouse of the team or the opposition mouse may move and maybe take cheese. Version: multi \* Rules: de en es fr it nl \* In-game text: no

Game collection for 1-3 players, ages 2+

**SHUFFLE CLUEDO**

Publisher: ASS Altenburger



Card game with app, based on a Hasbro game. From the Clue cards a case is assembled, the rest is displayed or dealt and you hold case cards for suspects, locations and weapons. The active player poses a question: In turn and in clockwise order he gets no help at all or is shown a Clue card. When nobody shows him a card, the card he asked for must be part of the case. If you think that you know all three cards in the case you can make an accusation - if you are correct, you win, otherwise you can only be questioned for the rest of the game. A variant for experienced players include one more weapon and two more rooms.

Version: de \* Rules: de \* In-game text: no

Detection game with app for 3-4 players, ages 8+

**TOP TRUMPS DISNEY FROZEN**

Publisher: Winning Moves 2013



Choosing your card's best attribute, beating (trumping) your opponent's card, and winning the cards played in the round - already a Classic! Cards are dealt evenly to all players. The active player chooses an attribute on his top card (no shuffling of the deck!) and calls out the corresponding value - all other players check their cards for the value of this attribute - the player with the highest value gets all cards of this round. In case of a tie cards go on the table and the winner of the next round receives those too. Theme set: Disney Frozen

Version: de \* Rules: de \* In-game text: yes

Card/Quiz game for 2 or more players, ages 8+



Foto: NEC - New Exhibitor Center - Foto der Spielwarenmesse

## IMPRESSUM

**Offenlegung nach dem Mediengesetz:** Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl. Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Österreich, Telefon 02216-7000, mail-to: [office@spielen.at](mailto:office@spielen.at), Internet: [www.spielejournal.at](http://www.spielejournal.at) - [www.gamesjournal.at](http://www.gamesjournal.at) - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

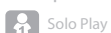
**Blattlinie:** Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.0

Copyright (c) 2015 by Spielen in Österreich - Die Spiele Collection, Spiele Kreis Wien, Österreichisches Spielefest, Spielefest, Wiener Spiele Akademie, Spiel der Spiele und zwei Spiele-Symbole sind eingetragene Warenzeichen.

**Ihre Email-Adresse:** Wir versenden oft an unsere Mitglieder, Abonnenten und Interessenten eine Erinnerung für Termine und sonstige Infos. Wenn Sie noch nie eine Email von uns erhalten haben, fehlt uns Ihre Email!

ÖFFENTLICHES MEDIUM  
Dieses Medium liest der  
**»OBSERVER«**  
Österreichs größter Medienbeobachter  
Tel.: (01) 213 22 0

Icon explanation



Solo Play



Two Players



Large Groups



8+ Recommended Minimum Age

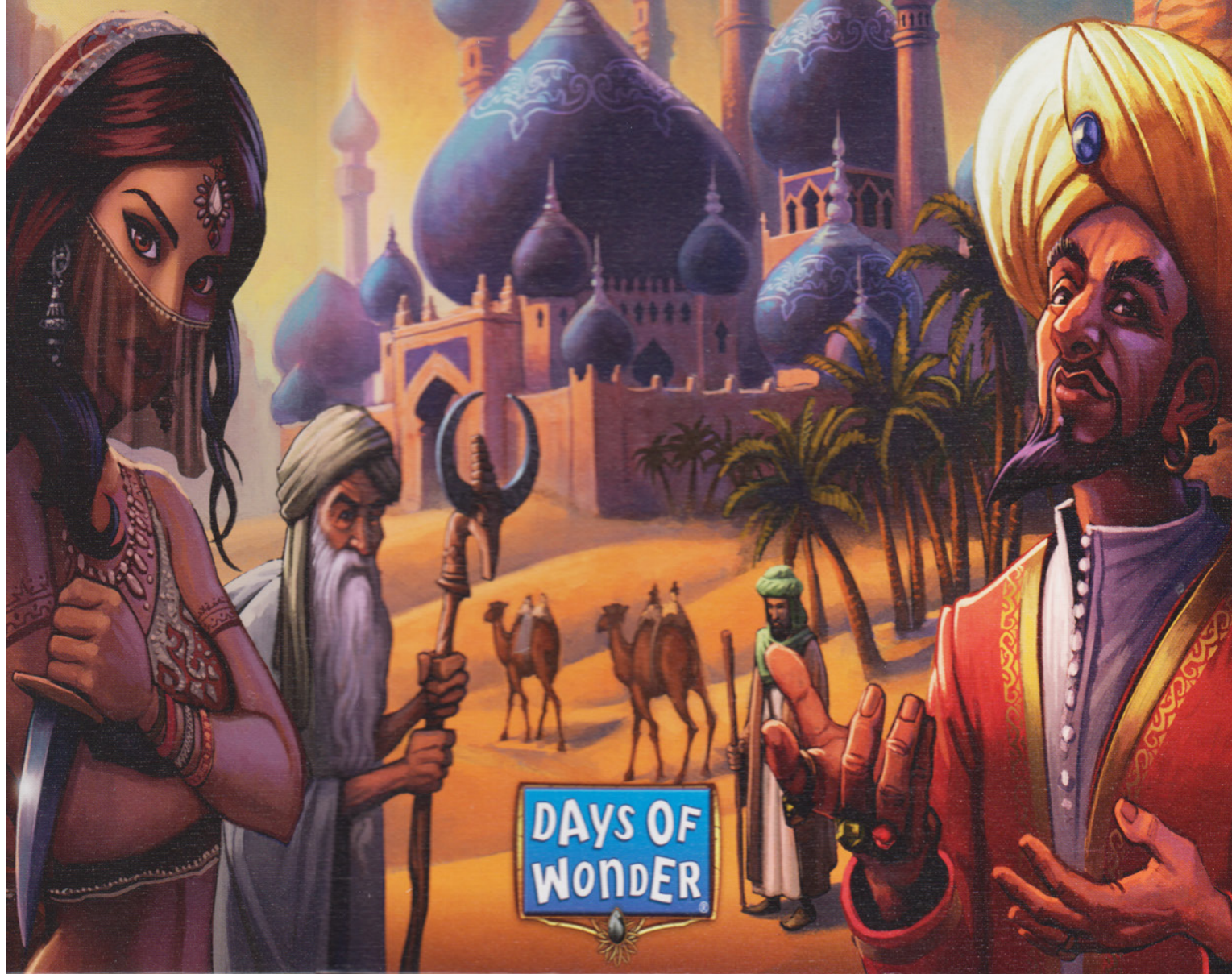
GABIS explanation on page 5



Bruno Cathala

# Five Tribes

*Die Dschinn von Nagala*



DAYS OF  
WONDER