

# win

THE GAMES JOURNAL  
[WWW.GAMESJOURNAL.AT](http://WWW.GAMESJOURNAL.AT)

ISSUE 489 - FEBRUARY 2016

ISSN 0257-361X

Volume 40

## Der magische Zwergenwald



**SPECIAL ISSUE NUREMBERG:** 659 NEW GAMES BY 332 DESIGNERS FROM 124 PUBLISHERS



EDITOR-IN-CHIEF DAGMAR DE CASSAN REPORTS ON THE 66th TOY FAIR NUREMBERG

# THE GAMES FROM NUREMBERG 2016



*This circuit of the halls at the International Toy fair is an appraisal of the new releases!*



Report on the 67. International Toy Fair - Spielwarenmesse Nürnberg by Dagmar de Cassan, assisted by Ferdinand de Cassan, Maria Schranz and Walter Schranz

The allocation of halls according to product groups remained unchanged; there were quite a few first-time exhibitors in Halls 10.0 and 10.1, some of them with opulent booths. Trends Gallery and NEC were again to be found in Hall 3A.

Publishers are listed alphabetically, and as usual I have not mentioned standard games like Lotto, Memo, and Domino unless they merit a special note. This also goes for new versions of educational games or series of games, etc.

**Company brands and small publishers represented by distributors** are listed under the brand name. Parallel multi-publications are usually described only once.

Curiosities, eye catchers and other interesting finds are mentioned in-between. This year I have - with very few exceptions - only listed and described a game once, even in case of simultaneous co-production by several companies. Other non-game-novelties are mentioned when especially interesting! Information on Kickstarter projects is only mentioned very rarely; in general Kickstarter projects are not listed.

Exhibitors without novelties are not mentioned.



The winners of **Toy Award 2016** were presented again at the eve of the Toy Fair, again chosen in four categories.



## **Baby&Infant category (0 to 2 years):**

Globber 5 in 1, GLOBBER TEMPLAR

The Globber 5 in 1 helps the very young find their feet and subsequently transforms

into a fully-fledged scooter with just a few adjustments. It can be easily converted in keeping with the child's age and abilities, helping to develop their motor skills. The jury was not only impressed by the design, but also how simply the product could be adjusted for the various stages, its high-quality finish and its value for money.



## **PreSchool category (3 to 5 years):**

Junior Kit, Revell

The Revell Junior Kit is the perfect entry point into model construction. Young constructors can choose from five assembly kits, including a police car, jeep and fire engine. Thanks to the screw mechanism (patent pending), the cars can be built using a screwdriver, no force required. And best of all, the models are so robust that they can even withstand high-speed chases in the child's room.



### SchoolKids category (6 to 10 years):

Bunch O Balloons, ZURU

If Bunch O Balloons are nearby, you had better find cover fast if you do not want to get wet! It takes less than 60 seconds to fill and seal 100 water balloons in one go, ready for throwing. The process is simple - just attach the product to the tap or garden hose, "load" with water, shake briefly and all of the water balloons tie at once. Let the water fight commence!



### Teenager&Family category (11 years and older):

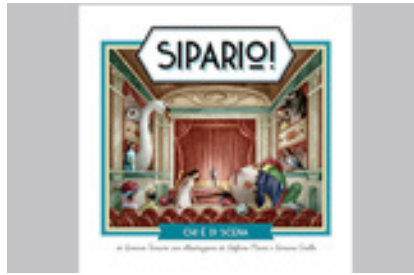
KosmoBits, KOSMOS Verlag

Thanks to KosmoBits, teenagers can learn to program through play. With a controller board and four sensor characters, they play through the app, level by level, solving programming puzzles. All with the aim of soon writing their own first programs for the four characters so that they can be used outside of the game. Countless interesting projects await here - from a light-sensitive drawer alarm system to an LED disco which responds to movement.



### 40 GB Progetti Ludico

**Sipario!** - Development game with cards by Simone Tansini for 2-5 players, ages 10+: In NEC the designer showed his game on



the topic of opera productions over one season. You play within a time frame or for achieving a given number of victory points.



### Abacusspiele

#### Family games:

**Game of Trains** - Sorting game with a railway topic by Alexey Konnov, Alexey Paltsev



and Anatoliy Shklyarov for 2-4 players, ages 8+: Each player operates his railway line, at the starts the cards are sorted in descending order and must be resorted into an ascending order in the course of the game. First published in 2015 by Brain Games.

**Micro Robots** - Placement game by Andreas Kuhnekath for 2 or more players play-



ers, ages 8+: Based on Ricochet Robot all players search simultaneously for the best path for the robot. The board shows 38 dice symbols in six colors, all six values for all colors. You roll a color and a number dice for the start and finish of the robot path. Each case reached with an orthogonal step must share either color or number with the previous case.

**Word Up** - Word game by Nikolay Pegasov for 2-10 players, ages 7+: You draw a card for a letter and for a category and name a word - for instant the shortest word for a



### 40 Years forWIN

Dagmar de Cassan, Editor-in-Chief

This issue of **WIN** is unique! A report on all games in Nuremberg that were on show there. The internet, of course, did know nearly everything before the Fair started, being filled with lots of lists and descriptions. But what was really there is noted only here. Wir are also completely neutral in the selection of companies, we simply list what we find. And sometimes there are a few golden eggs that only we did find.

Are those numbers really benchmarks for our games, and if so, what do they tell us?

#### Games:

622 (2013) - 694 (2014) - 603 (2015) - 659 (2016)

#### Designers:

269 (2013) - 344 (2014) - 315 (2015) - 332 (2016)

#### Publishers:

114 (2013) - 125 (2014) - 102 (2015) - 124 (2016)

The vintage of 2014 was evidently a special one and 2016 is close to getting near. If we can expect quiet times as can be supposed from the turn-over numbers announced by the industry will surely depend on the general economic development in Europe. Hopefully the first attempts at saving will not be made in games.

One fact remains - more designers add more flavor to the community, the concentration of publishers makes room for many new small publishers, see Kickstarter. The market is changing rapidly, surely to the advantage of gamers, as the quality increases and the new games raise our expectation. Our next stop will be Festival International des Jeux, in Cannes, only a few more days until we can browse in the halls.

I would be pleased if you encounter many games that interest you when you read this issue, and that the games will find their way onto your games table.

If you like our WIN: The German edition, too, is currently available for free download, see

<http://www.spielejournal.at>





drink with "R". Published 2015 as "Think it up!" from Hobby World.

#### Card games:

**Fliegen klatschen** – Card game by Christian



Heuser for 2-8 players, ages 6+: You turn up cards until five different flies are on display or a fly swapper appears – in this case you swap at color for which there is a majority of cards. New edition, first edition 2004.

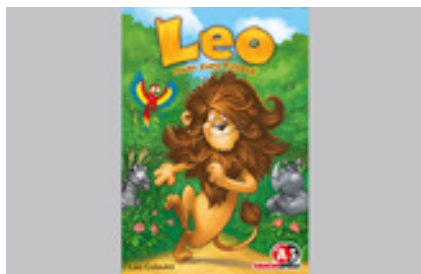
**Knatsch** – Dice and card game by Michael Schacht for 2-6 players, ages 8+: You use dice to build a castle or to win a tournament;



with cards you can influence dice. New edition, first edition 2000.

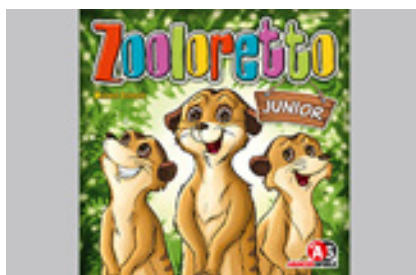
#### Games for children:

**Leo muss zum Friseur** – Card game by Leo Colovini for 2-5 players, ages 6+: The king



of the animals needs a haircut urgently, but the other animals slow him down with chatting; players help Leo to reach the hairdresser before the shop closes.

**Zooloretto Junior** – Placement game by Michael Schacht for 2-5 players, ages 7+:



New edition of Zooloretto Mini, with same small changes.

#### Expansions:

**Cacao Chocolat** – Expansion for Cacao by Phil Walker-Harding for 2-4 players, ages 8+:



Four modules, which can be used alone, together or in each combination: Chocolate – Huts – Irrigation – Cards

**Zooloretto Würfelspiel Affenstall** – Expansion for Zooloretto Dice game by Michael Schacht: A new score sheet with new



challenges. Catalogue edition #17, back side of catalogue Nürnberg 2016.

Abacusspiele is distributor for dvGiochi \* Rio Grande Games



**Abado** – Card game with a SciFi topic by Yannis Lidy and Dorian Berthelot for 2-6 players, ages 7+: To save the creations on planet Orania, the scientists need to successfully transplant Organs and body parts, players must avoid rejection of transplants.

**Canailles à la maison!** – Placement game for 1-4 players, ages 5+: Placers need to cor-

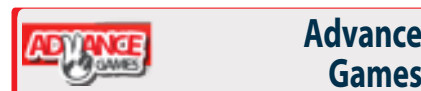


rectly arrange tiles in sequence – danger, accident and accident prevention. Topic of the game are accidents at home.

**Produits de la ferme** – Lotto for 3-6 players, ages 3+: The game features sources of



agricultural products and their production processes, for instance milk from cow to consumer.



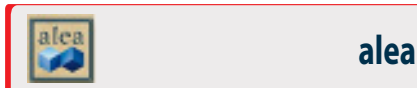
A company associated with Foxmind, many of the games are well-known and were published by various companies, for instance

**Kajunga** – Adventure game by Yair Einav for 3-5 players, ages 8+: You want to be the



first player to reach the treasure at the end of the track.



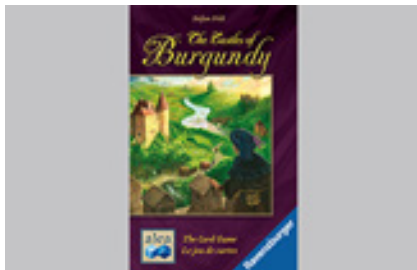


**Broom Service Das Kartenspiel:** Card game by Andreas Pelikan and Alexander Pfister for

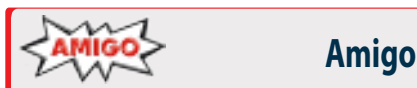


3-6 players, ages 8+: Card version of the award winning board game Broom Service; the central element of the game is the courageous/ cowardice mechanism from the board game.

**Die Burgen von Burgund Das Kartenspiel:**



Card game by Stefan Feld for 2-4 players, ages 12+: The princes in the Valley of the Loire trade, plan and build settlements and castles, make use of silver mines and cattle and many more features in order to achieve fame and wealth.



**Family games:**

**Dao** - Card game by Andy Hopwood for



2-6 players, ages 8+: You take card from the display or draw a card and put it into the display; when this raises the total value above 12, you take all cards. When the draw pile is empty you score one color in your cards for points, all other cards are worth 1 penalty point.



**Schnapp den Sack** – Reaction game by Wolfgang Kramer for 2-5 players, ages 8+: You use revealed cards and cards on display to achieve values stated on target tiles; if you can achieve the exact number of sack symbols as stated by the target tile by using a card from your own stack, you grab Zacki the Sack and demonstrate how the number is achieved.

**Speed Dice** - Dice game with letters by Haim Shafir for 2-4 players, ages 10+: All players



roll their eight letter dice simultaneously and then try to form a word or a crossword, using seven of the eight letters – each letter die must touch another die with at least one side. When you are done, you throw your eighth die into the bowl and win the round.

**Unter Spannung** – Card shedding game by Maureen Hiron for 2-4 players, ages 8+: The



be able to shed a suitable card you must either add the „middle value“ to the value of the top card or subtract the middle value – so you can place either a 2 or a 8 on a card of value 5 with a middle value of +/-3. If you are down to one card, you discard it face-down and win the game.

**Games for children:**

**Bauboom** - Building game by Arpad Fritsche for 2-4 players, ages 5+: Ants are working at their hills. The active player rolls dice and can use the result of one die or the sum of both dice to move his wheelbarrow. Building blocks are taken up or discarded following detailed rules; upon arrival at the starting



spot you empty your wheelbarrow and add the blocks to your hill.

**Flori Vielfraß** - Dice game by Bernhard Weber for 2-4 players, ages 4+: The caterpillars in the game gobble up food and grow multi-



colored and long. You roll three dice and may re-roll dice to achieve the colors of your own caterpillar. If you achieved the color of the currently last part of your caterpillar you place this part forward, directly behind the head of the caterpillar. If you are thus able to gobble up all parts of the caterpillar on the track, you win.

**Quiddler junior** – Letter and word game by Marsha J. Falco for 1-6 players, ages 8+: You draw a card. If you then can put down all



cards but one in your hand down as a word or words, you do this and discard the last card in your hand. If not, you only discard a card.

**Mini-Editionen**

Four games designed by Marsha J. Falco will be published as Mini editions in small tin boxes, partly abbreviated and simplified to





work as a travel game: **Five Crowns**, **Karma**, **Quiddler** and **Set**.

#### Collectible Card Games

**Force of Will Alice Zyklus Die Sieben Herrscher** – 105 new cards and the new card type Insignia, as well as new game mechanics.  
**Force of Will Alice Zyklus Wanderer im**



**Zwielicht** – 110 new cards as well as five new rulers: Alice, Dark Alice, Reflect/Refrain, Sylvia Gill Palarillas and Valentina, the expansion also features five new insignia.



#### My Little Pony Equestrian Odysseys Booster: German Edition

##### Anniversary editions:

On occasion of the 20 Years Anniversary of Der kleine Rabe Socke there is a limited



Anniversary Edition of **Kleiner Rabe Socke Halli Galli Junior**, including a little story booklet.

On occasion of the 20 Years Anniversary Wizard a limited Anniversary Edition of Wizard will be published, featuring an upgraded



graphic design as well as special cards.

Amigo is distributor for: Grubbe Media \* Horst Pöppel Spieleverlag \* Logis \* Spin Master (for specialty stores) \* Süddeutsche Zeitung



## Aporta Games

**Automania** by Kristian Amundsen Østby and Kenneth Minde for 2-4 players, ages



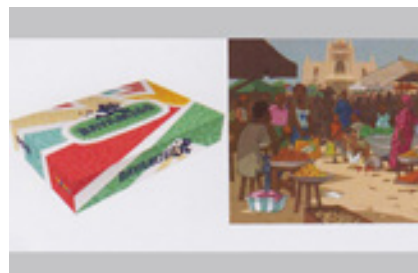
12+: Topic of the game is car production; in his factory each player has three production lines and can add machines to change the specification of cars; but production lines intersect and an added machine can thus change more than one type. Produced cards need to be sold; the better they correspond to market demands the more profit you earn. English edition 2015.



## Art of Games

A preview on four new games:

**Bayamigo** – Economics game by Ivan Djos-

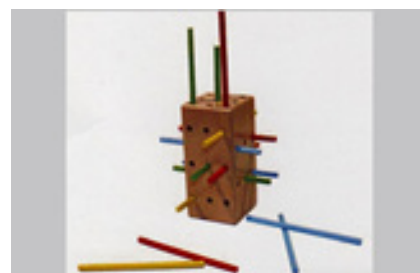


sa for 2-4 players, ages 10+, Topic are the African markets for fruits and vegetables.

**De la Pérouse** – Treasure hunt for 3-6 players, ages 10+.



**Fakir** – Abstract placement game for 2-4 players, ages 8+ - you need to be the last in



play who is able to place a stick.

**Lixso** – Letter placement game for 1, maybe



even 2 players, ages 6+



## Asmodee

#### Family:

**Pictopia Star Wars** – Cooperative quiz game for 2-6 players, ages 7+: 1000 ques-



tions on the topic of the Star Wars Universe need to be answered cooperatively, but each player tries to win individually.

#### Games for children:

**Dobble 123** – Reaction game with cards by Denis Blanchot for 2-5 players, ages 3+:



Numbers of 1 to 9 and shapes in different colors are featured, you always need to spot



the one symbol that is featured on both of the currently revealed cards.

Other editions of Dobble are announced, but still only in a provisional design stage:

**Dobble Cars** – Reaction game by Denis



Blanchot for 2-5 players, ages 4+, topic is Disney Pixar Cars.

**Dobble Dorie** – Reaction game by Denis Blanchot for 2-5 players, ages 4+, topic is



Disney Pixar Finding Dory.

**Dobble Star Wars** – Reaction game by Denis Blanchot for 2-5 players, ages 6+, topic is



Star Wars.

**Gobblet Mampfer** – Position game by Thierry Denoual for 2 players, ages 5+: Three



Gobblets of your own color need to be arranged in a row; but take care, larger Gobblets can swallow smaller gobblers, even those of an opponent. Coproduction with Blue Orange Games.

**Hahn im Korb** – Collecting game by Lionel Borg for 2-6 players, ages 7+: As a cock-



rel you are hunting for earth worms to be able to impress the most beautiful hens in the coop. Coproduction with Blue Orange Games, first edition Poulettes 2015 Blue Orange Games.

**Keksäää!** – Spotting and reaction game by Roberto Fraga for 2-5 players, ages 5+: As



a nice monster who loves dessert you can only eat one dessert per course. Three cards are laid out. A die determines the starting dessert and you follow the licorice line to the dessert at the other end and to the next card until you reach the final dessert on card #3. If you eat your fifth dessert you win. With Le Scorpion Masque. English edition 2015 Le Scorpion Masque / Iello.

**Monster unterm Bett** – Cooperative memo game by Antoine Bauza for 2-5 players, ages



3+: Ben is afraid of monsters under the bed, but each monster is afraid of a certain to and can thus be frightened and banished. New edition, 2009 as La Chasse au Monstres with Le Scorpion Masque, 2010 as Monster unterm Bett at Heidelberger Spieleverlag. Coproduction and distribution partners: Aporta Games \* Arcane Wonders \* Asterion \* Bombyx \* Cool Mini or not \* Days of Wonder \* Dujardin \* Gigamic \* Hazgaard Editions \* Hurrican \* La Haute Roche \* Lautapelit \* Li-

bellud \* Ludically \* Lui-Même \* Marabunta \* Moonster Games \* Pearl Games \* Pulsar Games \* Repos \* Space Cowboys \* Stone Blade \* Tactic \* Tiki Editions \* University Games \* Ystari



**Spielkarten!** Is the name for a new range of games for players aged 8 or more; players



can play altogether 10 different card games with each deck, always based on the respective license topic; each pack also comes with a collectible glitter card and a poster of the rules. The license topics are: Mia and Me, Star Wars Rebels, Minions, Sorgenfresser, DFB and Disney Die Eiskönigin. Shuffle is expanded with two titles:

**Shuffle Minions – Wer ist es:** As usual, you find out which character your opponent is



hiding by posing yes/no questions. Includes an app that provides additional ways to play. **Shuffle Twister:** You need to balance cards on your body and touch colors Includes an



app that provides additional ways to play. The series of new edition of Dominion games is continued, as already has been announced, with **Dominion Blütezeit** by





Donald X. Vaccarino.

Distribution partner for: Lookout Spiele and Rio Grande Games for German Editions of Dominion.



**Hobby** – Movement and assignment game for 1-4 players, ages 4+: Playing pieces are



one of two boxes features Catch Me / Turtle Island, the other Mariposa/Squiro.

**Catch me** for 2-4 players, ages 3+: Who gets his team to the target first?

**Mariposa** for 2-4 players, ages 4+: You collect butterflies according to color combinations.

**Squiro** for 2-4 players, ages 4+: Squirrels collect nuts, a mouse is stealing nuts and the owl gives information on the best hiding places of nuts in the tree tops.

**Turtle Island** for 2-6 players, ages 3+: The turtles want to reach the ocean as fast as possible.



**Bubble Pop** – Placement game by Grégory Oliver for 1-2 players, ages 7+: Animals need



to be saved by arranging marbles. When marbles are arranged correctly, you acquire points and special abilities. In case of a mistake you lose the game instantly. Distribution partner: Blackrock Games



moved; if they reach an image case you check if this image suits your own hobby. If it does, you add a new piece to your hobby puzzle.

**Read my Mind** – Educational game for 1-6 players, ages 5+: Applying concentration



and observation abilities, you pose suitable questions to guess animals, people, vehicles and other items correctly.

**Smart Builders** – Allocation game for 2-4 players, ages 3+: Tool chips are revealed and

#### Tabaluga Cooperation:

The package for this cooperation includes a hand puppet and two games:

**Right or Wrong?** – Decision making game for 1-6 players, ages 4+: 32 cards present different situations to the players and they



work out the correct behavior for each situation.

**Tabaluga Spieleset** – Two games for 2-4 players, ages 4+: **Wie fühlst Du Dich** -



**1,2,3...Stop** – Educational game for 2-4 players, ages 4+: The game trains behavior



in traffic situations, and also traffic signs and the differences between safe and dangerous.

**Cassado** – Dexterity game for 2-4 players, ages 5+: With the help of slides and marbles you try to get the wooden disc across the board into the opposite corner; each hit scores a point and you win with five points.

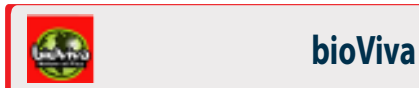


compared to images on parts of houses; in case of a correlation house parts are added, until finally a house is complete.

**Spiel-Ecke** – **Game corner** is an overall concept comprising a table and games. The table has room for placing a board and also storage room for the game components. The corner comes with four games, some of them are re-editions of Beleduc games;



Emotions are imitated as demanded by the templates, and **Wem hilfst Du?** – Dragon Tabaluga gives gifts to his friends in three versions of the game.



**bioViva**

**BioViva Le Jeu!** – Quiz and Information game for 2-6 players, ages 8+: Revised new



edition of the game on occasion of the 20 Years Anniversary of the company.

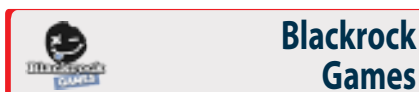


**Black'n'White Games**

**Mission to Mars 2049** – Development game by Dagnis Skurbe by 2-4 players, ages



9+: Starting at one of four camps you try, as a colonist on Mars, to find the necessary water by reaching the North Pole; colonists among them rival for resources and technology.



**Blackrock Games**

**Keskifé?** – Party game by Julien Sentis for 4-16 players, ages 8+: All players but one



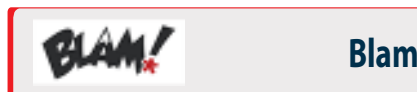
implement an action that only they have information on; the player without a clue must all the same imitate them successfully.

**Announced for autumn:**

**Booo!** – A game of ghosts by Christophe Gonthier for 1-6 players, ages 7+: In the

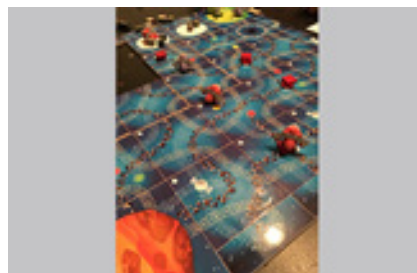


competition of ghost apprentices you need to frighten more visitors than the other apprentices.



**Blam**

**Spacesheep** – Satirical fantasy space game by Matthieu Lanvin for 2-4 players, ages 8+:



As Sheeponaut you fly across space and search for Grazeland. En route you find ancient technology and occupy planets. Distribution partner: Blackrock Games



**Blue Orange Europe**

**Brix** – Position game by Thierry Denoual and Charles Chevallier for 2 players, ages 7+: Tic



Tac Toe, played with double-sided pieces; one side shows a blue O, the other a red X, or there is a red O and a blue X and the rules provide various arrangements of the pieces for winning conditions.



**Fast Flip** – Reaction game for 2-8 players, ages 7+: Triangular cards are revealed and you need to find two corresponding cards first.

**Sixth** by Josef Dorsonczky for 2 players, ages 12+: In a game based on Chess the task is to assemble a King, that is a stack of six pieces



with your own piece on top; you place or move a piece; partial stacks can be moved like the corresponding piece. First edition as SixMaKing 2013 from Mind Fitness.

**Top That!** – Stacking game by Thierry Denoual for 2-4 players, ages 7+: You hold magical utensils and need to stack them according to a template card; items that are depicted on



the card in color need to be visible within the stack; grey items must be hidden within the stack and items marked with a star cannot carry another item inside themselves.

**Vikings on Board** – Charles Chevallier, Christine Dumas and Pascal Pelemans, for 2-4 play-



ers, ages 8+: The time for going out to loot



and plunder has come again and you want to board the best ship in the fjord with your clan; to do so you must influence preparations at the dock and bet on victorious clans.

**Vroom Vroom** – Race game for 2-4 players, ages 5+: Your own snail is supposed to win



the race.

Also announced is **Kingdomino**, a placement game for 2-4 players, ages 8+; You want



to connect as many landscape parts of the same type, but if you lack the suitable building fort hem, you do not score at all.



## Bombyx

**Fourberies** - Card game by Bruno Cathala



and Christian Martinez for 2-4 players, ages 10+: Animals as actors give performances and use all imaginable tricks to win the favor of the king. English edition announced as Histrio and German edition as Hoftheater, with Asmodee.

**Pingvasion** – Card game by Bruno Cathala and Matthieu Lanvin for 2-5 players, ages 7+: Penguins want to take over and rule the world. For your own tribe you want to win control over regions, over deserts, jungle or the North Pole. You draw cards, hand them on, play a card and score colors after eight



such rounds.



## Brain Games

**Fish off** – Snipping game by Brian Gomez for 2-4 players, ages 6+: Players in turn are



Penguin on Duty and try to catch all other penguins, who run through doors and try to catch fish. The game name was changed to Ice Cool after Nuremberg.



## Captain Macaque

**Cortex** – Educational game for 1-6 players, ages 6+. You must accomplish tasks in



eight categories – find duplicates, logical sequences, solve labyrinths, and so on.



## Clementoni

**Das Duell um die Geld** – Bluff and quiz game for 2-8 players, ages 12+: A question must be answered with a face-down number; hints five information if your number is correct. You bluff and use tactic in a mix of quiz and poker to stay in play the longest.



**Heimspiel** – Strategy game for 2-4 players, ages 12+: You coach a Bundesliga team, you



buy and train players in order to win the championship.

**Mit Galileo um die Welt** – Assessment game for 2-4 players, ages 8+: You



accompany journalists around the world and give assessments on various topics and place country flags that you win on your suitcase.



## Cocktail Games

**Djumble** – Spotting and reaction game by Nicolas Bourgoïn for 3-7 players, ages



8+: Cards featuring characteristics are on display and you try to be first to place your hand on a corresponding item with the house. Six versions.

**Gallina City** – Spotting game by Carlo A. Rossi for 2-6 players, ages 6+: You search for



identical images, based on descriptions by other players.

**Imagine** – Guessing game by Shingo Fujita, Motoyuki Ohki and Hiromi Oikawa for 3-8



players, ages 12+: More than a 1000 terms must be guessed, clues are laid out with 61 transparent cards. German edition with HUCH! & friends.

**Pizza Time** – Card placement game by Benoit Michaud for 2-6 players, ages 8+: You



place four cards next to each other to create pizzas according to orders, orders get more and more demanding over the course of the game.

**Twinz** – Word guessing game by Hervé Marly for 4-10 players, ages 12+: In coopera-



tion with your neighbor you need to get the other players to guess a word within five seconds and cannot give the same clue as

your neighbor if you want to score points. Distribution partner: Asmodee



**Cool Mini or Not**

**Zombicide Black Plague** – Fantasy miniatures game by Raphael Guiton, Jean-



Paptiiste Lullien and Nicolas Raoult for 1-6 players, ages 14+: A few survivors of the apocalypse confront the undead, in a medieval setting and armored with sword and crossbow. There are also additional new items like armory and also a new type of opponent: Necromancer

The Expansion **Zombicide Wulfsburg** for Black Plague introduces Zombie Wolves as a new type of opponent.

Also announced is **Masmorra Dungeons of Arcadia** by Daniel Alves, Patrick Matheus and Eurico Nunha Neto for 2-5 players, ages



13+: Dungeon Crawl, set in the universe of Arcadia Quest – Heroes explore three dungeon levels, the dungeon evolves in the course of the game and actions are determined by a pool of dice.

Distribution partner: Asmodee



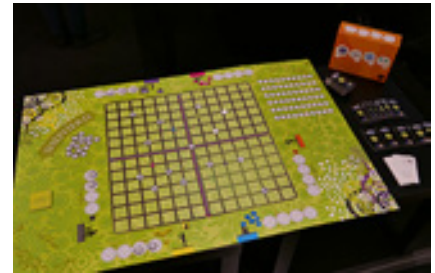
**Cool Tooool**

The Latvian company specializes in games for schools and businesses, besides Simmetrix that was already presented in 2014 they showed

**Mathrimino** – a game on algebra and on different intervals, suitable for up to eight players.

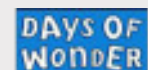


**Shepherd** for up to six players, on the topic of linear functions – you move dogs to herd



sheep, using rectangular, triangular or linear strategies.

On show there was also **Lab Cabinet**, a game on the topic of chemistry.



**Days of Wonder**

**Quadropolis** – Building and placement game by Francois Gandon for 2-4 players,



ages 8+: You build your own town, but are competing with other players for businesses, parks, public institutions and other municipal facilities, which you want to include in your town.

Distribution partner: Asmodee





## Desyllas Games

**Abla Ubla** – Party game on words by Mary Magkou for 4-12 players, ages 12+: Tribes



Abla and Ubla must overcome their communication problems – you write down words and describe them to your team members, but need to adhere to the current rules, for instance speaking through closed teeth.

**Emojito** – Party game by Urtis Sulinkas for 2-14 players, ages 7+ on the topic of emo-



tions: You try to express the emotions that are depicted on cards featuring images of living beings and items. You can play co-operatively or competitively and there are rules for experienced players.



## Die Spiegelburg

**Capt'n Sharky Wild im Westen** – Card game by Kai Haferkamp for 2-4 players,



ages 5+: Challenged by the Chief of the tribe, Capt'n Sharky must make use of his abilities.

**Möhrchen-Party** – Dice game for 2-4 players, ages 4+: Farmer Hubert is harvesting carrots and the rabbits want to steal some



for their party. When the farmer has to sneeze he is distracted and the rabbits are successfully pinching.



## Dino Toys

Besides a number of educational games and children games, based on standard mechanisms, there are various Czech editions of games from other companies:

**Bengal!** – Guessing game by Roberto Fraga for 2-8 players, ages 5+: Original edition



Joomba, Iello, 2012

There is also a new series of quiz games, in identical design, but featuring different topics:

**Speciál AZ Kvíz**, each of them for 2 players, ages 13+, and all based on a Czech TV Show,



the theme boxes feature Sports & Nature, Culture & Art as well as History & Geography and Science & Technology.



## Drei Hasen in der Abendsonne

**Gauner raus** – Deduction game by René Puttin for 2-4 players, ages 10+: Some villains have ensconced themselves in an abandoned factory building; players repre-



sent special units that round them up and take them away under arrest – 36 villains in six colors and values 1-6 in the hand of players are eliminated by results of rolling color and number dice.

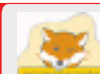


## Drei Magier Spiele

**Burg Flatterstein** – Race game by Guido Hoffmann for 2-4 players, ages 6+: A race



for the Magical Trophy in the uppermost corner of the castle; everywhere there are obstacles and surprises and only the bats know the way and assist the players in their race.



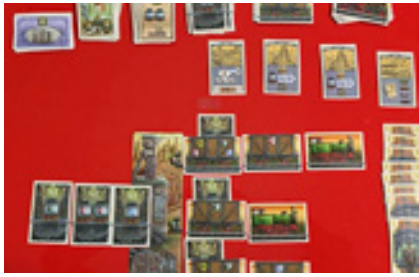
## eggertspiele

**Animals on Board** – Card game by Rolf zur Linde and Wolfgang Sentker for 2-4 players,



ages 8+. See Pegasus Spiele / Stronghold Games

**Glück auf Das große Kartenspiel** – Stand-alone sequel game for Glück auf! by Wolfgang Kramer and Michael Kiesling for 2-4 players, ages 10+: See Pegasus Spiele.



**Camel Up Cards** – Stand-alone sequel game for Camel Up by Steffen Bogen for 2-6



players, ages 8+. See Pegasus Spiele

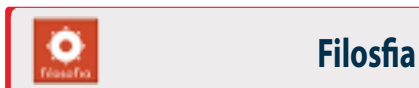
**Rokoko Schmuckkästchen** – Expansion for Rokoko by Louis and Stefan Malz for 2-5 players, ages 12+. See Pegasus Spiele



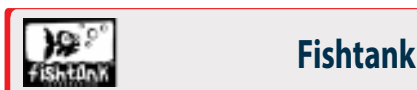
Distribution and Coproduction partner: Pegasus Spiele \* Stronghold Games



The new corporation includes publishers Filosofia, Pretzel Games, Plaid Hat Games and Z-Man Games, see individual publishers for games.



Company within the F2Z Entertainment group, publishing French editions of games from companies within the group and also from other companies.



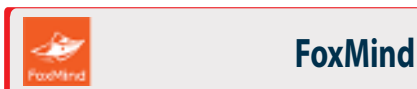
This Ravensburger brand has been revived for two games:

**Krazy Wordz Family Edition** – Party- and word game by Thomas Odenhoven, Dirk



Baumann and Matthias Schmidt for 3-7 players, ages 10+: A party game in which you make up fictitious answers from available letters and must then guess which of the words might be meant to be a name for a newly discovered planet.

**Krazy Wordz Nicht 100% jugendfrei** – Party- and word game by Thomas Odenhoven, Dirk Baumann and Matthias Schmidt for 3-7 players, ages 16+: You play in analogy to Krazy Wordz, but are now tasked with names of an erotic film or an establishment on Reeperbahn.



**Brain Flip** – Card game by Martin Nødergaard Andersen for 2.8 players, ages 5+:



One player draws a card; the other players try to guess the image on the card by posing questions, but the active player has to



give answers exactly opposite to the truth.  
**Get rich Quick** – Card game by Lenny for 3-5 players, ages 8+: You invest, found a start-up company or maybe even take on a job to get rich.

**Odd World** – Card game by Jack Degnan for 2-5 players, ages 8+: You collect planets, but



only score for an odd number of them.

**Pack 'n Go!** – Arrangement game by Jeppe Norsker for 1-4 players, ages 8+: you pack your suitcase as quickly as you can, accord-



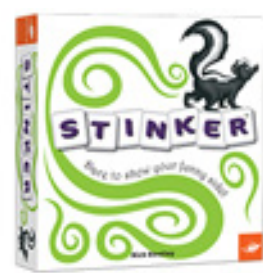
ing to a card template, the quickest player wins the card.

**Puppy Love** – Position game by Don Green for 2-6 players, ages 7+: Dogs are running about on the playground, players try to maneuver them into valuable scoring po-



sitions in relation to other dogs and water hydrants.

**Stinker** – Word and association game by Nick Bentley for 3-6 players, ages 8+: in analogy to Apples to Apples, one player scores





the answers of other players in relation to a cue word, answers are laid out with letters.

Distribution partner: Carletto



## Game Factory

The brand of Carletto for games had some interesting things to offer:

**Finger Tips** – Placement game for 1-5 players, ages 3+: Playing cards shaped like a



hand, each finger shows either one of 15 animals or one of 15 funny characters; you play one of three versions and must find corresponding pairs,

**Hoppy Floppys Möhrchenjagd** – Collecting game by Nancy Balter for 2-4 players,



ages 3+: Which carrots are collected by Bunny Hoppy Floppy, is determined by a spinner; players collect carrots by pushing the paws of the rabbit together and put carrots in their basket. Attractive, egg-shaped box.

**Logic Cards** – Logic game by Kristaps Auzāns for 1 players, ages 12+: 53 puzzles in five levels of difficulty – you need con-



tinue rows or patterns, relocate matches, cope with times of the day, all expressed by pictograms. Features an app for controlling

solutions.

**Logic Cards Kids** – Logic game by Kristaps Auzāns for 1 players, ages 6+: 53 puzzles in three levels of difficulty, suitable for children. Topic of the game are unsuitable or missing elements for rows or the choosing of the right answer from a selection. With app.

**Sleeping Queens** – Adventure game by Miranda, Madelaine, Denise and Max Ev-



arts for 2-5 players, ages 6+: The Queens in Slumberland must be woken up and then be well protected from dangers; dragon and magic wand help against knight or sleeping draughts.

**Speedy Words** – Letter rally by Treo Game Designers for 2-8 players, ages 8+: You need



to find a suitable term that fits the category displayed on the stack of cards and the letter of the same color on the card.

**Tripolo – 3 Gewinnt** – Card game on trip-lets by Maureen Hiron for 2-4 players, ages 6+: Circular cards show letters, colors and



items – you need to form rows of three with identical details in a grid of 3x3 cards.

Distribution partner Brain Box also has new releases:

**BrainBox Das Große Quiz** – Quiz game played within a time frame, for 1 or more players, ages 10+: In analogy to the BrainBox Theme Boxes this version also features



facts on a given topic that you can memorize in 10 seconds. You need to collect one card each of every color and get back to the starting spot first.

New Brain Box Theme Boxes are **BrainBox Erfindungen** and **BrainBox Städte der Welt** for players, ages 8+, **BrainBox Kleine Forscher** for players, ages 5+ and **BrainBox Auf dem Bauernhof** for players, ages 4+.

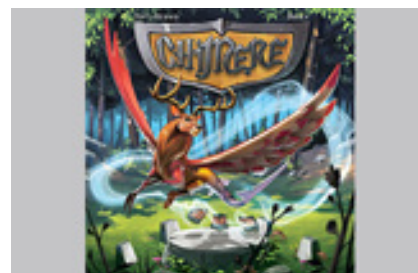


Carletto is distribution partner for Brainbox  
Foxmind



## Game Flow

**Chimère** – Placement and assembling game by Roméo Hennion for 2-5 players,



ages 8+: Using 120 tiles showing animal parts, you as a magician need to assemble creatures as powerful and fantastic as possible in order to win the tournament for „best magician of the realm“.



## Gen42 Games

**Tatsu** – Position game with dice by John Yi-anni for 2 players, ages 8+: Dice decide the movement of three different types of drag-



ons; when dragons encounter each other they move to the outer circle and influence other dragons, depending on types. English edition, German edition at HUCH! & friends.



**Gerhards  
Spiel und Design**

**90 Grad** – Position game by Gunnar Kuhlen-  
cord for 2 players, ages 10+: Each player has

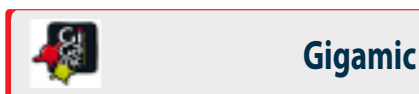


a winning ball and six marbles. Aim of the game is either to push the opposing winning ball off the board or move your own winning ball into the middle spot. A marble moves as many spots as there are marbles in the row, but rotated by 90 degrees in relation to the row.

**Tricky Trees** – Solitaire game by Frank Stark for 1 player, ages 6+: Three decidu-



ous threes and three conifer trees must be moved to the other side of the 10x10 game board within a maximum of 11 turns, of course adhering to the rules.



**Gigamic**

Gigamic classics are back, and in very classy design.

**Quarto deluxe** – Abstract position game by Blaise Muller for 2 players, ages 8+: You need



to arrange four pieces with identical characteristics in an a row, but your opponent determines the piece that you must move.

**Quoridor deluxe** – Abstract position game by Mirko Marchesi for 2-4 players, ages 8+:



Each player wants to be first to reach the opposite side of the board, the other players can place barricades.

Other new releases are:

**Focus** – Communication game on knowing each other, by Mathilde Spriet for 3-18 play-



ers, ages 16+: One player answers questions, the others need to find out on whose behalf he is answering.

**Karibou Camp** – Collecting game with cards by Jérémie Caplanne & Lionel Borg for 3-7



players, ages 8+: You collect quickly and as unobtrusively as possible sets of identical animals and try to signal your teammates

what you are collecting, of course without your opponents getting wise to what you do.

**Picmix** – Sorting game with cards by Sébastien Decad for 2-6 players, ages 6+: Symbols on cards must be sorted. You hold four cards



with a total of 16 symbols and need to lay cards on top of other cards that only the combination in demand is visible.

**Specific** – Knowledge game by Jean-Christoph Pellin and Christian Kruchten for 2-10 players, ages 6+: You roll dice and try to be the first to name an animal featuring the



characteristics demanded by the dice, for instance a flying omnivore.

**Wazabi** – Dice game by Guilhem Debricon for 2-6 players, ages 8+: New edition in a new box design; you need to get rid of your dice, but this gets more difficult with each dis-



carded die; cards and dice are discarded or handed to other players.

**Difference junior** – Spotting game by Christophe Boelinger for 2-6 players, ages





4+: Four images in a very colorful and very simple design are featured in this junior version, the differences are more easily discovered this way.

Distribution partner: Asmodee



**Gmeiner Verlag**

**Crime Master** – Crime game by Sonja Klein for 2 or more players, ages 14+: Crime scene:



Metropolis. One player is Crime Master, the other detectives and decide on team work or individual investigation; facts and details to investigate are given. The investigators in turn pose questions, answered by the Crime master with yes or no; no terminates the turn of an investigator. If you name a correct detail of the case you score a point.

**Die Villa des Paten** – Crime game for teams by Jörg Domberger for 2-4 players, ages 10+: The evidence is available, and now the



Godfather can be arrested, a task that needs a team of clever and resolute policemen.

**Mord in der Villa Mafiosa** – Crime game by Michaela Küpper and Marlies Müller for 5-8 players, ages 14+: This is a crime dinner game to solve the murder of the „Sauce



Pope“, recipes of the Mafiosi are included.

Distribution partner: Hutter Trade



**Goliath**

All games that were presented are a preview on the autumn releases:

**Gefragt Gejagt** – Quiz game based on the TV Show for 3-6 players, ages 8+: In analogy



to the show there is the Speed Guessing round, a round of individual duels against the Hunter and then the final round.

**The Eyez** – Spotting game for 2-5 players, ages 8+: Tiles showing identical pairs of eyes



must be found. All search simultaneously for those pairs, employing a memo mechanism. You cannot check a pair immediately, but only at the end of the game, and must accept penalty points for incorrect pairs.

**Games for children:**

**Fuchs Alarm!** – Collecting game with action for 2-4 players, ages 4+: The spinner



indicates how many chicken marbles a player must put into the pants of the fox. If there are too many in there the pants explode and you need to collect as many of the emerging chickens as possible and put them into your pen. If you fill your pen first, you win.

**Rappel Zappel** – Dexterity game for 2-4 players, ages 4+: He is back again, the wriggling centipede, he now turns and wobbles at the pressing of a button while players try to place marbles with tongs into the hands of Rappel Zappel. Whoever places his six marbles first, wins.



**Haba**

**Meine ersten Spiele**

**Auf, auf, kleiner Pinguin** – Movement & dice game for 2-3 players, ages 2+: Pen-



guins live on an island, but fish can only be found on the inland coast. Penguin babies are unable to swim and so the use stones, tree trunks and planks to fetch fish.

**Ene meine Muh, in welchem Haus wohnst du?** – Memo game by Miriam Koser for 1-3 players, ages 2+: The farm animals are playing hide & seek and must be found;



there are two game variants.

**Hanni Honigbiene** – Cooperative dice game by Tim Rogasch for 1-4 players, ages 2+: Hanni Honigbiene flies to various flowers and collects nectar; in the hive her



friends are waiting to turn the nectar into honey. Players help to fill the honey pot. If you throw a flower into the hive, honey comes out at the bottom of the hive.

**Nachtwächterbär** – Going-to-bed game by Markus Nikisch, Miriam Koser and Christiane Hüpper, for 1-3 players, ages 2+, using a night light for a playing piece.



Nachtwächterbär puts the animals to bed, but Rabbit, Owl and Mouse have lost their stuffed animals in the forest. The glowing Nachtwächterbär goes looking for them together with the players.

**Geschenkwerge** – Small games for gifts: **Logik-Labyrinth** – Placement game by Karen Hanke and Joyce Johnson for 2-4 players, ages 6+: The path through the labyrinth, if



you can find it, leads you to the treasure, but the treasure map is torn and must be reassembled.

**Plitsch-Platsch-Katapult** – Snipping game by Jakob Andrusch for 2-5 players, ages 5+: The water bombs should end on the rab-



bits, each hit scores points, maybe even extra points.



#### Mitbringspiel mini:

**Prinzessin Mina Juwelen-Memo** – Threading memo by Miriam Koser for 2-4 players, ages 4+: With good memory you manage to thread most pairs of jewels onto the amulet necklace.

**Tatü-Tata, die Feuerwehr ist da!** – Dexterity game by Reinhard Staupe for 2-4 players, ages 5+: To extinguish most fires and collect



the longest track of cards will make you win the game.

#### Mitbringspiel S:

**Das kleine Gespenst Wettlauf zur Burg Eulenstein** – Cooperative memo game by Kai Haferkamp and Markus Nikisch for



2-4 players, ages 4+: Das kleine Gespenst wakes up at midnight and is chased by the villagers of Eulenberg. Players help the little ghost to find its way back to the castle.

**Drache Donnerzahn** – Roll & move game by Felix Leicht for 2-4 players, ages 3+:



Strong wind hinders the dragons in their race to the volcano, they need to deviate and must also keep an eye on the fire crystals because not the fastest dragon will win, but the one who collects most crystals.

**Pustezauber** – Puffing game by Stefanie Schütz for 2-5 players, ages 4+: Animals have lost their partners, but the Magic Birds is in control, his colored feathers guide ani-



mals toward each other again. You need to blow the feathers towards the animals that must be found.

**Zum Kuckuck** – Dexterity game by Josep Maria Allué and Viktor Bautista i Roca for 2-5



players, ages 4+: You place wooden sticks to form a nest, place the eggs into the nest and put Kiki Kuckuck on top of it.

#### Mitbringspiele M:

**Rübenrallye** – Competitive assessment game by Sylvain Menager for 2-4 players,



ages 4+: To harvest the golden turnip the rabbits must construct a path, using planks and stones, and must correctly assess the necessary length of parts.

#### Große Spiele:

**Das kleine Gespenst Spuk auf Burg Eulenstein** – Memo game with a magnetic ef-



fect, by Kai Haferkamp and Markus Nikisch for 2-4 players, ages 5+: TO enable the Little



Ghost to play his favorite game, bowling with cannon balls, you need to find the cannon balls in the chests first.

**Die Helden von Kaskaria** – Tactical fantasy adventure by Benjamin Schwer for 2-4 play-



ers, ages 6+: The Kaskarians must appease their ancestors and win back the treasure of the forbearers and the magical amulet from the hideout of the trolls. To achieve this you need to make clever use of your action cards.

#### Lernspiele:

**Verführt noch mal! Buchstaben & Laute**



– Collection of educational games by Oliver Hoyer for 1-4 players, ages 5-8: The class lout has separated letters and shapes and players need to help by feeling for shapes and correctly assigning them to letters.

**Verführt noch mal! Zahlen & Mengen** – Educational game by Oliver Hoyer for 1-4



players, ages 5-8: Monsters need to feel for numbers for their nasty teacher, but claws of monsters are not well suited for this, so players need to help them.



## Hans im Glück

**Carcassonne Wirtshäuser and Kathedralen** – First expansion by Klaus-Jürgen Wrede



for 2-6 players, ages 8+: New edition

**Carcassonne Händler and Baumeister** – Second expansion by Klaus-Jürgen Wrede for 2-6 players, ages 8+: New edition



**Carcassonne Burgfräulein and Drache:** Third expansion by Klaus-Jürgen Wrede for 2-6 players, ages 8+: New edition



**Carcassonne Abtei and Bürgermeister** – Fifth expansion by Klaus-Jürgen Wrede for 2-6 players, ages 8+: New edition

**Dynasties** – Negotiation and development game by Matthias Cramer for 3-5 players,



ages 12+: With clever negotiating and decisions you must try to establish and repre-

sent your dynasty in Europe during Renaissance.

**Star Wars Carcassonne Erweiterung 1** by Klaus-Jürgen Wrede for 2-6 players, ages



8+: Comes with additional space and scoring cards as well as components for a sixth player.

**Stone Age junior** – Development game by Marco Teubner for 2-4 players, ages 5+:



Jono and Jada are at the brink of turning into settlers, they collect food and commodities, learn to trade and at the end build the first hut of their own.



## Hape

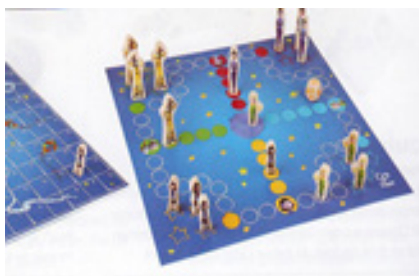
The company presents a line of games on „Der kleine Prinz“, besides classics like Memo and Domino there are:

**Der Kleine Prinz** – Magnetic game for 1 player, ages 2+: You use a stick to guide



guide magnetic balls galactic paths and connect friends in this way.

**Galaxie-Spiele-Sammlung** – 2 roll & move games for 2-4 players, ages 4+: A variant of „Mensch ärgere Dich nicht“ and a game of „Schlangen & Leitern“, featuring characters from „Der Kleine Prinz“.



**Memo-Rennen** – A movement and memo game for 2-4 players, ages 6+: You move



across the board in order to collect cards featuring items from the universe of "Der kleine Prinz".

**Planeten-Spiel** – Dice and Spotting game

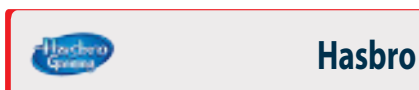


for 1 or more players, ages 4+: You search for characters that correspond to the dice result.

**Zeichne mir ein Schaf!** – Drawing and guessing game for 2-4 players, ages 6+:



Based on the game of the same name that is featured in the film, players draw images which the other players must guess.



A range, varied as usual and with varying dates of publication, containing new editions, relaunches and variants of standard

titles, but this year also new games, among them two designer games in the Preschool Range. Some of the new releases have only been announced by name, without further information, and many of the product images are not the final designs that will be published.

#### Pre-School

**Disney Die Eiskönigin Elsas Eisturm** – Dexterity game for 1 or more players, ages



5+: The tower for Elsa must be made as high as possible. The die determines, which block must be knocked out of the tower.

**Der magische Zwergenwald** – Movement game by Reiner Knizia for 2-4 players, ages 4+: The dwarves must be guided out of the



magic forest along an enchanted path.

**Honigklau im Bienenbau** – Dexterity game for 2-4 players, ages 4+: The bee is guarding the honey treasure; if you are



caught in stealing honeycombs, you are out of the game.



**Piñata Party** – Collecting game for 2-4 players, ages 4+: The Piñata is full with sweets or other surprises and you want to collect most. Yet, you need to press in a controlled way to avoid that all tumbles out and all player can make a grab.

**Yippie Yippie Yeti** – Race game by Frank Bebenroth for 2-4 players, ages 6+: All players vie for the best Yeti picture; you climb



the mountain with other climbers and can use avalanches to push other photographers off the mountain.

**Elefun**, the agility game, is being released anew, now 1-3 players, ages 3+, can catch butterflies, accompanied by sound effects.



The bestselling game of **Doktor Bibber** is released again in an open box so that you can try the game out.



#### Kids

**Bop it Moves!** – Reaction and movement game for 1 or more players, ages 8+: In ad-





dition to the basic commands of turn, pull or push there are ten more commands for movements and actions.

**Jenga Gold** – Dexterity game for 2 or more players, ages 6+: You play Jenga as usual, but when you pull out a block you take a look at the bottom of the block -if is a „real“



one, you keep it. When the tower topples you win with most „real“ ingots of gold.

**Simon Air** – Three-dimensional reaction game unit for 1-2 players, ages 8+. Actions are implemented by hands hovering above the lights and then move hands to and fro.



Three variants of the game.

### Family

**Das Spiel des Lebens** appears again in its fourth new edition, at the moment it is only known that a new wheel will be the central element of the game.

**Yo-Kai Watch Spiel des Lebens** for 2-4 players, ages 8+: Variant of Game of Life featuring the license topic of Yo-Kai Watch, rules and extras are adapted to the topic



and the game features two collectible medals.

In the Cluedo range **Star Wars Cluedo** for players, ages 8+, is announced, you need to find the thief of the plans for the new Death Star in the standard Cluedo way.

### Monopoly

Released only last year, **Monopoly World Here & Now** is being relaunched with a new edition again targeted at players of ages 8+.

The range of Monopoly Junior editions is expanded with **Yo-Kai Watch Monopoly Junior**, intended for 2-4 players, ages 5+, with components that have been adapted



accordingly, and also featuring a collectible medal.

**Monopoly Banking Ultra** for players of ages 8+ is featured as the highlight of the range, with electronically read banking cards and an electronic Ultra Banker for a game master. Rents in this edition fluctuate depending on area development There will be a special **Monopoly Banking Ultra Österreich-Ausgabe**.

### Strategy

**Magic: The Gathering Planeswalker** gets two expansions:

**Magic: The Gathering Battle for Zendikar** for 2-5 players, ages 10+: New Planeswalker figures, spell cards and army cards.



**Magic: The Gathering Arena Tears & Fears** for 2-5 players, ages 10+: Also introduces new figures, spell cards and army cards, and can be used as a stand-alone game or as an expansion for the core game.

**Risiko** is also released in a new edition, this time players of ages 10+ need to free



countries and continents from occupation armies, in the tradition of Napoleon.

**Risiko Europa**, on the other hand, is a new



variant, in which 2-4 players, ages 10+, govern their own realm and discover technologies like ship construction and agriculture.



**HCM Kinzel**

Distributor for Thinkfun



**Heidelberger Spieleverlag**

Once again I organize the presentation of the new releases into expansions for Living Card games, other expansions and coproductions with Fantasy Flight Games and then coproductions with other companies.

**Living Card Games and other expandable games:**

**Warhammer 40.000 Conquest Legionen der Toten:** Expansion by Brad Andres,



Nate French and Eric M. Lang: This deluxe expansion introduces the Necron faction, new warlords, units, supports and reinforcements as well as more cards for the other actions.

**Other FFG-Games:**

**Game of Thrones Das Trivia Spiel** – Quiz



game based on the TV series for 2-4 players, ages 18+: In a team you want to answer questions correctly and thereby win control over territories. The winner is the team that controls more locations.

**Runebound 3. Auflage** – Fantasy adventure game by Lukas Litzinger for 2-4 players, ages 14+: As a hero you fight the dangerous powers that threaten Terrinoth.



**Star Wars Rebellion** – Empire versus Rebels by Corey Konieczka and Steven Kimball for 2-4 players, ages 14+: In secret missions



you strive to achieve the goals of your own faction.

**Warhammer 40.000 Relic Hallen von Terra** – Expansion for Relic by Samuel Bailey and Tim Flanders for 2-6 players, ages 14+: axy Council of Elders. Suddenly, a space ship with ancient technology appears and a team made up from members of different races will explore it.



Back to the roots of mankind and to politics and negotiations with the leading individuals and institutions of the Empire. New maps for Terra and Mars as well as scenario sheets and new cards are included.



**Warhammer 40.000 Verbotene Welten** – Fantasy adventure by James Kniffen, Samuel W. Bailey and Corey Konieczka for 2-4 players, ages 14+: With mighty armies you fight for the Herkon Cluster.

**Warhammer Quest Abenteuerfantasiespiel** – Cooperative dungeon adventure by Brady and Adam Sadler for 1-4 players, ages 14+: As heroes of the Old World you fight



against attacking creatures and search their nest for the opponent that is behind those attacks.

**Coproductions with other publishers:**

**Galakta:**

**Andromeda** – SciFi game using dice, by Jan Zalewski for 2-4 players, ages 10+: Mankind is extinct, alien races from other galaxies live in the solar system, controlled by Gal-



**llo**

**Das Grimoire des Wahnsinns** – Cooperative deck building game by Maxime Ram-

bourg for 2-5 players, ages 10+: To open



the forbidden grimoire of spells was a huge mistake and you need to reseal the pages again, playing in one of three game modes. In each of six rounds one monster attacks with curses and you need to destroy

all curses before the page is turned over, or there will be a penalty. You only need to defeat the final monster in order for all players to win together.

**Indie Boards & Cards:**

**Flash Point – Feuer an Bord** – Expansion for Flash Point by Lutz Pietschker for 1-6



players, ages 10+: A double-sided board features two new maps, one for a ship 6x8 with engine room, cabins and heat-conducting steel walls, and one for 3x16 submarine without windows that could be safety exits.

**Roar-a-Saurus** by Jack Darwid for 2-5 play-



ers, ages 8+ offers battles between dinosaurs in two levels of difficulty, one is a fast dice game and the other features individually equipped dinosaurs.

**Mayday Games:**

**Müll-Party** – Stacking game with cards by



Shane Willis for 2-5 players, ages 8+: You stack garbage cards one by one onto the garbage can or stash them into your room. When your room is too full, you must clear it out and stack all cards from the room on the garbage can. If cards fall off, you take them. If you have too many cards, you are out of the game. German edition of Garbage Day, 2015.





**Müll-Party Büro and Familie** – Expansion for Müll-Party by Shane Willis for 2-6 players, ages 8+: New cards, also playable for six



now.

**Müll-Party Stink-Wohnheim:** – Expansion for Müll-Party by Shane Willis for 2-6 players, ages 8+: New cards, also playable for six now.



#### Plaid Hat Games

**Ashes: Aufstieg der Phönixmagier** – Card game by Isaac Vega for 2-4 players, ages 14+: Expandable card game. You are the savior of a civilization and get rid of plagues like chimeras. But now the phoenixborns want to absorb the ashes of other phoenixborns to become gods – and the War of Ashes is about to begin.

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HELVETIQ

Helvetiq

**Bandido / El Bandido** – Placement game by Martin Nedergaard Andersen for 1-4



players, ages 4+: A prisoner wants to escape through tunnels that begin underneath his cell. In the cooperative game you use cards jointly in order to stop him.

**Grand Tour Europe** – Geography game by Hadi Barkat and Sébastien Pauchon for 2-4



players, ages 10+: Country cards in hand are used to answer questions – there are speed and knowledge questions; correct answers enable you to move from country to country and to win playing pieces and victory points. **Grand Tour Switzerland** and **Grand Tour USA** in corresponding configuration are announced.

**MusicIQ** – Quiz game by Hadi Barkat and Sébastien Pauchon for 2-12 players, ages



15+: A mix of quiz and risk, played in two rounds, Round Two demands more memory than knowledge. Additional editions are announced: **AustriaIQ, BeerIQ, DeutschlandIQ, HollandIQ, QuebecIQ.**

**Roadkill** – Card game by Martin Nedergaard Andersen for 2-5 players, ages 7+: You own a road and need to have the fewest number of roadkill or lorry cards in hand at the end of the round.



**Something Else Instead** – This title heads a range of small boxes featuring cards on different topics, by Hadi Barkat and Norette



Emery-Bonnet, intended to trigger conversations, to divert your mind, to give you a break – topics are **Advice, Flirt, Brain Candy, Relax, Thought** and **Laugh**.

**Zen Master** – Matchbox Game by Reiner Knizia for 3-5 players, ages 8+: You want



to hold fewest matches; at the end of the round the players who played the highest and the lowest card do receive matches; one black and one white one cancel each other out. New edition by YinYang.

HOBBY WORLD

Hobby World

**Master of Orion** for 2-4 players – Board game version of the video game. No additional information at the moment.



**Spyfall 2** – Sequel game to Spyfall by Alex-  
andr Ushan for 3-8 players, ages 12+: There  
can now two spies be found at each loca-



tion and there are enough location cards  
for a maximum of twelve instead of eight  
cards.

**The Golden Sails** – Card game by Yuri  
Zuravlev for 2-4 players, ages 12+: In twelve

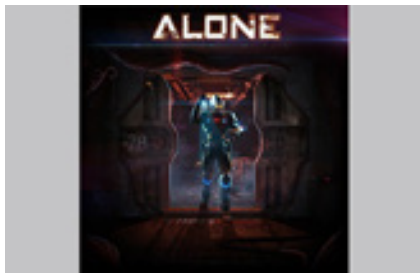


magical harbors you acquire unicorns,  
spells, jewels and phoenixes for sale in your  
home country, but you need to be flexible  
in your plans.



## Horrible Games

**Alone** by Lorenzo Silva and Andrea Crespi  
for 2-4 players, ages 13+: Dungeon Crawl –



One hero on his own against two or three  
evil ones; each hero only knows his section  
of the dungeon, the evil ones know all of it  
and want to hinder the hero in completing  
his mission.



## Huch & friends

**Games for families and adults:**

**Ankh** – Card game by Dave Grigger for 2-5  
players, ages 8+: The female pharaoh holds



court in the burial chamber and the mum-  
mies are besides themselves because the  
monarch dispenses favor and with it new  
life power.

**Chicken Wings** – Action game by Manfred



Reindl and Silke Briedl for 1-4 players, ages  
6+: Chickens flee the kitchen and use tools  
like stirring spoons for catapults in their at-  
tempts to reach landing sites of varying at-  
traction.

**Clonk!** – Collecting game for Michael



Xuereb for 2-4 players, ages 8+: In the  
cursed dwarf mine you encounter valuable  
crystals and dark dangers. Who will leave  
the mine with the most valuable load in his  
barrow?

**Imagine** – Guessing game by Shingo Fujita,



Motoyuki Ohki and Hiromi Oikawa for 3-8  
players, ages 12+: More than 1000 terms  
must be guessed; hints are placed with 61  
transparent cards. French edition at Iello.

**Skibe** – Ship building game by Arve D. Füh-  
ler for 3-5 players, ages 8+: You build ships



for Eric the Red - you equip them and take  
care of the victualling, that is, store food on  
them and then put as many clan members  
on board as you can. All clan chiefs then in-  
spect the ships.

**Tatsu** – Position game with dice by John Yi-



anni for 2 players, ages 8+: Dice decide the  
movement of three different types of drag-  
ons; when dragons encounter each other  
they move to the outer circle and influence  
other dragons, depending on types. English  
edition at Gen42.

**Terra on Tour** – Knowledge game by Fri-



edemann Frieze for 2-6 players, ages 10+:  
Based on the previous games of Terra and  
Fauna, you score for successful deductions  
and assessments, but this time you also  
need to assess your fellow players, that is,  
the answer of the starting player, in case he  
did not pass.





**Lifestyle:**

**Cards** by Mathias Spaan and René Hausteijn for 1 players, ages 16+: Puzzles and tasks must be mastered; you take as long as you want for one; each card influences the life of its player and you can only turn up a new card when the first one has been implemented.

**Klappe** – Party game by Yves Hirschfeld



and Fabien Bleuze for 3-10 players, ages 16+: Quick-witted answers to profound questions are on demand, but, on the other hand, it is not good to talk too much.

**Welt der 80er** – Quiz game for 2-5 play-



ers, ages 14+: A new release in the range of „Welt ...“ Games, this time the topic are the Eighties, played on a board in the shape of a gramophone record and featuring questions from seven categories.

**Games for children:**

**Family Flutter-By** – Dexterity game by Martin Nedergaard Andersen for 2-4 players, ages 5+: The Flutter-By family is flying across the meadow; players are searching for individual butterflies and must flip the board to discover them.

**Gigi Gnomo** – Action game by Marco Teubner for 2-4 players, ages 5+: When going for a walk players stumble across the family treasure of the gnomes, guarded and defended by Gigi Gnomo. She can bewitch a



player and force him to do strange things, sometimes even for the duration of the game.



**Jan & Henry Das Geräusche Spiele** by Nicola Schäfer for 2-4 players, ages 3+: The two meerkats are hearing noises; as one of them players either describe sounds and noises or imitate them, the others must guess.

**Jan & Henry Das Memo-Spiel** – Card game



for 2-4 players, ages 3+: In this memo game the two meerkats must be found, featured on the cards in varying situations.

**Rabatz** – Card game by Carlo A. Rossi for 2-4 players, ages 6+: Monsters are making mu-



sic and bring their instruments with them; players are conductors and play cards and pay attention which monsters have already performed where. When a monster trio is spotted, you must then find three identical instruments.

**Fun to go:**

Those games in special boxers are intended to be taken along on travels etc.

**Auto-Lotto** – Reaction game for 2-7 players, ages 6+: A vehicle, for instance a blue



bus, is named. Who is first to spot it?

**Fragen über Fragen** – Communication game by Ariel Laden for 2-7 players, ages 6+: I spy with my little eye, using cards; play-



ers must guess what is depicted on the card of the active player.

**Logicus:**

**Cobra Twist** – Placement games by Ariel Laden for 1 players, ages 7+: Cubes show



snakes heads, tails and straight or curved snake body parts and must be arranged according to the template to result in an unbroken, complete snake across board and cubes. New edition.

**Doctor Marbles** – Logic puzzle game by Thomas Sing for 1 or more players, ages



7+: By pouring marbles from one tube into another you need to achieve the template constellation with the fewest possible moves.

**Manifold** – Origami puzzle by Jérôme Morin-Drouin for 1 or more players, ages 6+: A



square piece of paper shows colored, black and white squares and must be folded in a way so that all black squares are on one side and all white ones on the other side.

#### Coproductions with other publishers:

Together with Kris Burm new editions of gifp project games will be released:

**Gipf** – Abstract position game by Kris Burm for 2 players, ages 9+: Each player must



place one piece per turn and push it into the playing area; if you have four pieces in a row you may take them back, adjacent pieces of your own or of your opponent are taken, too, those of the opponent are then out of play. If you cannot place a piece you lose. First game in the project.

**Yinsh** – Abstract placement game by Kris Burm for 2 players, ages 13+: Both players



start the game with five rings and must try to take three rings of their own off the board. If you achieve a row of five markers in your own color you may remove a ring. Fifth game in the project.

#### Autumn Preview:

**Rival Kings** – Conflict game by Adrien Adamescu for 2 players, ages 8+: you make use of personalities in order to hinder the



opposing family in making use of subjects and to build buildings, of course for your own fame and honor.

**Robbi, Tobbi and das Fliewatüüt** – Puzzle solving adventure game by Kai Haferkamp for 2-4 players, ages 6+: Robbi and Tobbi



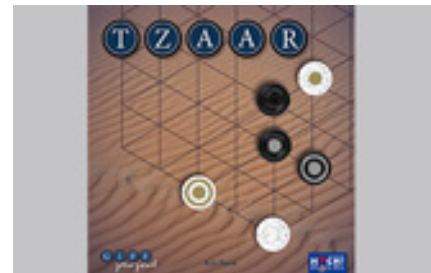
need help and support for their around-the-world trip and must solve tasks. The cockpit indicates how fast the Fliewatüüt can travel over water, over land and in the air.

**Touria** – Adventure game by Inka & Markus Brand and Michael Rieneck for 2-4 players, ages 10+: Prinzessin Tara von Touria wants



to get married and expects heroic deeds and precious gifts from her intended. The dancing towers show the way for heroes to encounters with dragons, gem mines and other types of good businesses.

**Tzaar** – Position game by Kris Burm for 2 players, ages 13+: 2007 published to replace Tamsk as the second game in the Gipf project; you hold three kinds of discs, called Tzaar, Tzarra and Tott, and must always have at least one piece on the board.



**Ulm** – Strategic sliding game by Günter Burkhardt for 2-4 players, ages 10+: In der pros-



perous city of Ulm the Minster is being built; as a player you try to increase your influence and use the hustle and bustle at the market and around the Minster.

**Zértz** – Abstract position game by Kris Burm for 2 players, ages 13+: Marbles are



placed into rings; the playing area is reducing during the game and you must defeat pieces and isolate pieces to secure combinations. Third game in the project.



This is the distribution section of HUCH! & friends, working as a distribution partner for Cocktail Games \* Gmeiner Verlag \* Mega-bleu \* Oberschwäbische Magnetspiele \* R & D Games \* The Creativity Hub



**Escape Room The Game** – Cooperative game, featuring an electronic game unit; you need to solve puzzles and receive cryptic clues from the unit. The task must be mastered in 60 minutes.

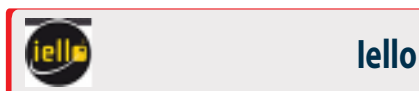




**Sjef Specht & Willie Worm** – Action game for 2 or more players, ages 4+: Sjef is hun-



gry and knocks at the tree with his peak. For whom will the worm jump out to feed Sjef?



**Creativity** – Game of explanations by Mark Ribeiro for 2-8 players, ages 12+: You choose



one of nine options to transmit a term, from sounds to posing trivia questions, and you score more points for more difficult methods.

French edition 2014, now edition in English.

**Happy Pigs** – Strategic development game by Kuraki Mura for 3-6 players, ages 8+: As a



pig farmer you want to breed healthy pigs, using feeding, breeding, buying and selling,

supported by vaccination, food additives and birth amulets, to make most profit at the end. 2013 at Swan Panasia.

**King of New York: Power Up** – Expansion by Richard Garfield for 2-6 players, ages



10+: New cards, a new challenger named „Sharky“ and the possibility to use the monsters from New York now also in Tokyo.

**Sea of Clouds** – Pirate game by Théo Rivière for 2-4 players, ages 10+: You are the



captain of a flying pirate ship, hire crew and want to have the best rum at the end. To achieve this you secure a share of the loot for yourself and are confronted with your left and right neighbors.

**Mini Games:**

**Candy Chaser** - Guessing game with dice by Masao Suganuma for 2-4 players, ages



10+: You try to illegally transport sweets and make the more expensive secretly; when one sweet has reached the finish you can give a guess on who did smuggle which color and give one of your cards to this player. When all have passed or accused you win with the most valuable sweet according to your order card. Already announced at Essen.



**Heroes to Rent** – Card game by Kuro for 3-5 players, ages 8+: After the French edition of Seventh Hero llo now publishes an English edition – whoever collects six of the seven heroes first, wins.

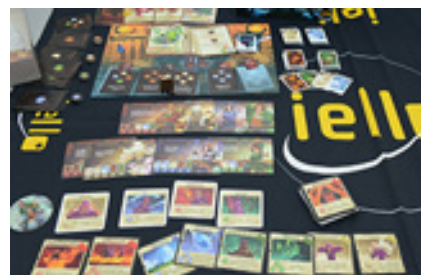


**Tem-Purr-A** – Card game by Kuraki Mura for 3-10 players, ages 8+: An eating competition is held in a snack bar in Taiwan, you must avoid being overfed and must play your cards cleverly to make sure that others are served. French edition: Wa-Chat-Bi. 2011 as Taiwan SnackBar in Essen, shown by Swan Panasia.



**Way up High** – Card game by David Short for 2-5 players, ages 13+: After a given number of rounds you need to have the most valuable train. You always add one car to the train and then hand on your hand of cards. If you have nothing suitable on hand, you can play a card face down for a Wild Card. 2014 as Yardmaster Express at Crash Games in Essen.

**Coproductions with other publishers:**



**Das Grimoire des Wahnsinns** – German edition of The Big Book of Madness, Iello 2015. With Heidelberger Spieleverlag.  
**Kenjin** – Combat simulation with cards



by Nicolas Sato for 2-4 players, ages 12+: You share a battle field with each of your neighbors and hold 13 cards of values 0 to 3. In a turn you place two cards into one or both battle fields. When all cards have been placed you win a battle field with the highest total of cards there; some cards are played open-faced, others face-down. Coproduction with Superludé, new edition 2016.

**Loot n Run** – Bluff game by Christian Lemay



for 2-6 players, ages 8+: Treasure hunt in the pyramid, but unfortunately our opponents have woken up mummies, werewolves and other such niceties and you can either grab booty, run away or wake up the guardians. With Le Scorpion Masqué.

**The Pied Piper** – Fairy tale game by Agnès



Largeaud for 2-5 players, ages 8+: When the rat pest gets too big, you send it along to your neighbor; when too many rats are in a house the inhabitants leave. With Purple Brain Creations. Series Tales & Games.

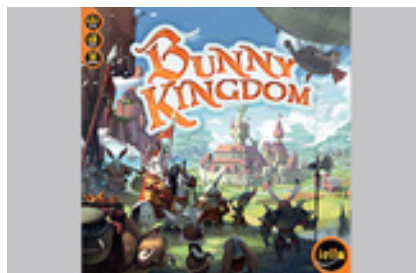
**World of Yo-Ho** – Hybrid game of board game and smart device for 2-4 players, ages 8+: As a pirate you frequent a parallel universe inhabited by intelligent animals and filled with magic, of course on the



search for fame and fortune. You put your smart phone on the board for a ship and choose an animal for a captain and also a ship. Then you play by moving the ship across the board. With Volumique. Already announced in 2015.

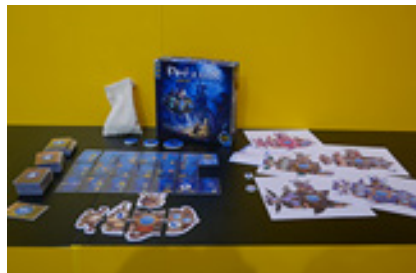
**Autumn Preview:**

**Bunny Kingdom** – Drafting board game by



Richard Garfield for 2-4 players, ages 12+: You play cards to place your rabbit warrens, draft those cards and use them also for resources and building of new cities.

**Oceanos** – Development game with cards by Antoine Bauza for 2-5 players, ages 8+:

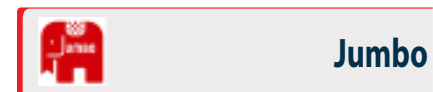


Cards on display represent what you have found and acquired under water; you upgrade your submarine with bases and get more cards for those upgrades.

And to wet our curiosity the catalog presents sketch designs or logos for several games on the last pages, for **Okami** by Bruno Cathala & Charles Chevallier, for **Schottentotten** by Reiner Knizia, for **Welcome Back to the**



**Dungeon** by Masato Uesugi and Antoine Bauza as well as for **Aladdin & the Magic Lamp**.



**Crazy Cuckoo** – Action game for 2-4 players, ages 3+: The Cuckoo revolves and



pushes fledglings out of the nest; for each chick you lose you discard a card and win if you are last to still have a fledgling card.

**Pisa** – Balance game for 2-4 players, ages 4+: You roll for the level on which the tourist must be placed; tourists that fall off must



be taken; if you are first to have placed all tourists, you win. New edition, first edition Jumbo 1985.

**Travel games:**

For all of the standard titles in the program there are travel editions, nicely packed -

**Stratego**, **Pim Pam Pet**, **Schach & Dame**, **Gänsepiel/Schlangen & Leitern**, **Ludo**, **Backgammon/Solitaire** and **Rummikub**



**Card games:**

For some of the standard titles in the program there are now also card games:

**Rubik's Karten** – Collecting game for 2-4 players, ages 8+: Each player tries to complete the six sides in one color – you





need to use your cards cleverly and try to guess the intentions of other players.

**Spiel des Wissens Karten** – Quiz game for 2-4 players, ages 8+; correct answers earn



you planet cards. You win with four planet cards and a correct answer to the final question.

**Wer wird Millionär Karten** – Quiz game for 3-5 players, ages 12: You are either quiz



master or one of the candidates and play with original questions and the original rules of the TV show.

Educational Tam Tam games:

In uniform boxes and design the range features games on the topics of **Addieren**, **Die ersten englischen Wörter**, **Einmaleins**,



**Erste Wörter lesen, Lesen Niveau 1, Lesen Niveau 2.**



**Pat & Mat** – Dice game with a board, for 2-4 players, ages 6+: Using the right tools,



which you acquire by rolling dice, you assist Pat and Mat to complete tasks.

**Penoza** – Game based on the Dutch Crime



TV Show for 2-4 players, ages 12+: You set up your own drugs empire and launder money, and need to beware of investigations and false statements of your „allies“.



**Games for children:**

**Connis erste Spiele** – Collection of games featuring classics for children, for 2-4 play-



ers, ages 3+, including two classic roll & move games, one cooperative placement game and one memo game.

**Die Drei ??? Kids Gespensterjagd** – Cooperative memo game by Inka and Markus Brand for 2-4 players, ages 6+: Tiles featuring disguises are revealed for the ghost hunt, scary characters are encountered.



**Dschungelbände** – Memo and sliding game with dice, by Stefan Dorra and Man-



fred Reindl for 2-4 players, ages 5+: The dice determines the wanted animal. You slide an animal tile into one of the river tracks and check how many of the wanted animal appear and then move your marker accordingly.

**Glupschgeister** – Dice game with an enlargement effect by Jens-Peter Schliemann



and Bernhard Weber for 2-4 players, ages 5+: The ghost of the Kraken is moved by dice roll and determines the currently wanted Glupschgeister friend. All players place their star on a cover. Then all covers are opened and you can fish for ghosts in the holes.

**Family games:**

**Alles im Eimer** – Card game by Stefan Dorra for 2-6 players, ages 8+: you play ani-



mal cards to overthrow the pail pyramids of other players; if you manage to knock out

a pile down low in the pyramid the whole pyramid can topple. You must always play one to three cards of the same color and a total value higher than the total played by the previous player or lose a pile of the color. New edition featuring 3D pails.

**Europa** – Geography game by Günter Burkhardt for 2-5 players, ages 10+: Where is the Kola Peninsula? You use betting cubes



to pin down a location on the map within diminishing sections of the map. You need not use all cubes to score, but you do not score if one cube out of those you used is wrongly placed. New edition, first edition 2009.

**Imhotep** – Building and transport game for 2-4 players, ages 10+: As an Egyptian builder you try to transport building blocks



to one of the monuments, using a boat, and can use the options of acquiring new blocks, load blocks onto a boat or move a boat to a monument.

**Kerala** – Placement game by Kirsten Hiese for 2-5 players, ages 8+: Elephant festival – each player uses his own display and aims



to acquire a minimum of one elephant in each of the colors, whereby the tiles of a color must be connected in the display.

**Pentago Jubiläum** – Position game by Thomas Flodén for 2 players, ages 8+: Arrange five of your own marbles in a row and you win the game, but the board is made



up of rotating squares with nine cases each, and after each placement a square is rotated.

**Schmuggler** – Dice and dough-sculpturing game by Klaus and Benjamin Teuber for 2-4 players, ages 8+: Smuggled goods must be



hid in dough balls and the balls must fit exactly into a hole in the fence, determined by dice roll. Owners of larger marbles may control smaller ones and if you guess the good correctly you can take it.

**Superhelden** – Deck building game by Matt Hyra and Ben Stoll for 2-5 players, ages 8+: As one of the super heroes you



fight against super villains; beginning with a starter deck that contains a few basic abilities you expand your deck with cards of ever increasing power and win at the end with most victory points in your deck of cards.

**Catan:**

**Catan Big Box** – Combination box for Catan by Klaus Teuber for 3-6 players, ages 10+: This box features the basic game, the



expansion for a fifth and sixth player as well as the scenarios „Beste Freunde“ and „Die Helfer“ plus two country boards for Germany and Mallorca.

**Catan Das Duell** – Card version of Catan, by Klaus Teuber for 2 players, ages 10+. You



place cards into your principality, and buy new cards with raw materials that you acquire by dice roll. This edition features an introductory game, three theme sets and an explanation app. New edition of Die Siedler von Catan Das Kartenspiel.

**Party games:**

**Happy Birthday** – Card game by Amy and Brian Weinstock for 3-8 players, ages 8+. As



the birthday boy or girl of the round you receive cards as gifts, evaluate them and choose the best and the worst gift, the donors score points for their gifts.

**Card games:**

**Drecksau sauschön** – Expansion for the card game, by Frank Bebenroth for 2-4 play-



ers, ages 7+: With this expansion you can decide if you want to win with beautiful washed pigs or with died-in-the-mud dirty pigs.

**Halt mal kurz** – Card game by Marc-Uwe Kling for 3-5 players, ages 8+: A kangaroo game on the topic of card shedding, disturbed by meetings of the full membership, not-to-do lists and other problems.

There are two additions to the range of





**Knobelei aus Metall** – Logic puzzle for 1 player, ages 8+: 6 metal brain teasers to crack

which photo is suitable for which page?  
**Mitbringspiele** – Bring-along games on



**Knüpfstern** – Not a game, but means of activity for 1 player, ages 6+: Series Mein erstes Basteln

**Ubongo junior** – Placement game by Grze-



**books:**

**Die drei !!! Geheimnis der alten Villa** – Kim, Franzi and Marie have to discover the diamond treasure before Master Thief Antoine

Quartet/Trump card games:

**Was ist Was? Starke Autos** for 2 players, ages 8+



**Was ist was? Sterne and Planeten** for 2 players, ages 8+



gorz Rejchtman for 1-4 players, ages 5+: In two levels of difficulty the animal tiles must be placed as fast as possible on the task card.

**Mitbringspiele** – Bring-along game on license topics:

**Barbie** – Collecting game for 2-4 players,



picks it up and disappears with it.

**Vom kleinen Maulwurf** – Memo game for 2-4 players, ages 3+: Searching for pairs, featuring animals from the classic book for children.



**Mitbringspiele / Bring-along games:**

**Eye Know** – Picture quiz by Paul Berton and George Sinclair for 2-4 players, ages 12+: 100



ages 5+: For a short holiday of Barbie players are tasked with assembling a perfect outfit for Barbie before Barbie's friends arrive.

**Hot Wheels Track Attack** – Race game for 2-4 players, ages 6+: The track is individually



dren. Series My first Games.

**Mitbringspiele** - Bring-along games in series:

**Scout Mein erstes Taschengeld** – Educational game for 2-4 players, ages 6+: Players



new picture cards for a bring-along version of the game or for an addition to the „big“ game.



assembled and you need the luck of the roll to be first to pass the finish line.

**Monster High** - Spotting game for 2-4 players, ages 6+: Photo session for an Album, but

can decide on what they spend their money and what they save it for.

**Was ist Was Fußball** – Knowledge game by Kai Haferkamp for 2-4 players, ages 5+. Ten topic cards on training, equipment and other topics in Soccer, you search for the cor-



responding image tiles.



## Kukuryku

Besides a number of variants of standard mechanisms like Lotto, Domino and others there are also:

**At Home / Zuhause** – Placement and sorting game for 1-4 players, ages 3+, similar



to Lotto; each player has his board, assigns cards from a display to it and justifies his choice.

**Dwarfs / Zwerge** – Educational game on colors and patterns for 1-4 players, ages 4+:



Game collections featuring dwarf brothers, topic are sets.

**Ecohero / Ökohelden** – Educational game on sorting of garbage; players collect gar-



bage from the board and put it into the suitable containers.

**Good Food Game / Mahlzeit** for 2-8 players, ages 5+: Information on healthy food,



players try to complete five dishes.

**Shopping / Einkäufe** – Placement and sorting game for 1-4 players, ages 3+, same mechanisms as At Home.



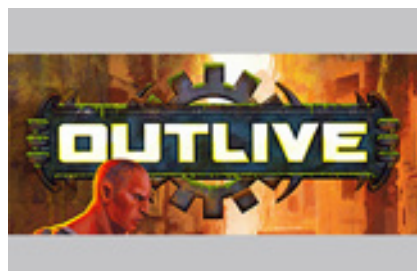
## La Boite de Jeux

**10 to Kill** – Deduction game by Benoit Bannier for 2-4 players, ages 14+: You need eliminate targets, hide in a crowd of sus-



pects and avoid the police while trying to find out who the real culprits might be.

**Outlive** – Worker placement game by Gregory Olivier for 2-4 players, ages 14+: Worker placement in a post-apocalyptic setting; the survivors of the apocalypse have six days to



acquire and assemble resources and equipment and to join the last convoy.



## Le Scorpion Masque

**Maudite Momie** – Bluff game by Christian Lemay for 2-6 players, ages 8+: French



edition of Loot n Run, siehe lello.

Distribution and coproduction partner: Asmodee



## Libellud

**Loony Quest Versunkene Stadt** – Drawing game by Laurent Escoffier for 2-5 play-



ers, ages 8+: The evil brother of King Fedor has imprisoned players in the cargo bay of the pirate ship and they need to master five new worlds, new tasks and the pyramid in order to save the kingdom.

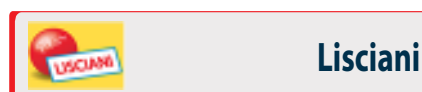
**Mysterium Verborgene Zeichen** – Expansion for Mysterium by Oleksandr Nevskiy and Oleg Sidorenko for 2-7 players, ages



10+: The ghost cannot find peace, because new suspects, objects and locations are appearing, and the spiritualists must deal with



those visions.



**Lisciani**

The Italian publisher mostly offers educational games for preschool children, experimental boxes and creative games, all with standard mechanisms, in German and Italian. A new feature in the program is the **Carotina Series**, for instance **Carotina Baby Tower**, a stacking game for children ages 1+, offering three different



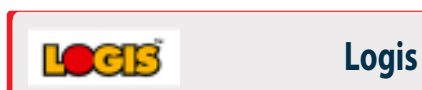
ways to play.

The ECUSYSTEM series of educational games has been structured in a way that all games fit together and work as an integrated learning system, for instance **Lerntafel Lesen and Schreiben** for children, ages 3+, assembling of puzzles teach-



es the corresponding words.

Distribution: Piatnik



**Logis**

**Freddy's Farben** – Educational game by Anja Wrede on colors and topics, for 2-6



players, ages 5+: You collect cards and memorize the color of animals; Freddy the Chameleon has several colors – the correct color piece must be drawn from the bag.



**Lookout Spiele**

**Agricola** – New edition by Uwe Rosenberg for 1-4 players, ages 12+: The game comes



in three versions: The basic game was revised and comprises an extended card deck featuring the favorite cards from the original game and all the expansions for it.

**Agricola Family Edition** by Uwe Rosenberg for 2-4 players, offers a simplified ver-



sion for beginners or younger players, it works without cards.

**Expeditionen / Costa Rica** – Risk-taking game in the jungles of Costa Rica by Mat-



thew Dunstan and Brett J. Gilbert for 2-6 players, ages 8+: You want to collect sets of exotic animals, either as many as possible of one kind or one of each kind, but of course no mosquitos. One player turns up tiles, the others decide if they leave and take their animals with them or if they go on.

**Kampf um den Olymp** – Card game by Matthias Cramer for 2 players, ages 12+:



Each player has six slots to put cards in – three for military, two for control of power discs and one for controlling resources. You play as many cards as you want and pay the price with other cards. You can win with military or by having filled all six slots at the start of your turn.

**Oh my Goods!** – Development game by Alexander Pfister for 2-4 players, ages 10+:



Production chains deliver goods and victory points. Cards are used for resources, building or goods. You produce according to a card with the worker next to it and the chosen way to work. Necessary resources must be present in the market or are added from your hand. Eight buildings trigger the end of the game and you add victory points from buildings, helpers, goods and coins. New edition, first edition Royal Goods, Austrian Games Museum 2015

**Autumn Preview:**

**Agricola 5-6 Spieler Erweiterung** – Wooden components for two more players, and also additional selected cards.

**Agricola Karten Decks** – Collections of revised cards.



**Die Kolonisten** – Development game by Tim Puls for 2-4 players, ages 12+: As mayor of a village you must ensure full employment.


**Mage Company**

**Carrotia** – Cooperative collecting game by Malte Kühle for 1-6 players, ages 10+:



Carrots are necessary to feed the colony – players lay out labyrinths, the Boss Rabbit must reach the exit with a given number of movements, collect carrots on the way and avoid birds of prey.

**Raid & Trade: War on the Streets** – Expansion for Raid & Trade by Charalampos



Tsakiris for 3-5 players, ages 12+: Out of the wastelands far away from the Golden City comes a new type of survivors, but also gangs and rebels have congregated there.

**The Cohort** – Party game with cards by Jeremie Kletzke 2-6 players, ages 8+: Caesar



deploys his legions; the cohorts in those legions comprise seven different units. You draw two cards and hand on one, the other one can be used to create a cohort. As long as a cohort is incomplete it exercises negative influence on the owner.


**Mattel**

**Sail away** – Collecting game with a pirate topic by Marc André: As merchants of dubious reputation you hurry to load your ships and then sail while using pirates and other means in order to obstruct your opponents.


**Mayfair Games**

**Agricola** – New edition by Uwe Rosenberg for 1-4 players, ages 12+: The game comes



in three versions: The basic game was revised and comprises an extended card deck featuring the favorite cards from the original game and all the expansions for it.

**Agricola Family Edition** by Uwe Rosenberg for 2-4 Spieler, offers a simplified version for beginners or younger players, it works without cards.

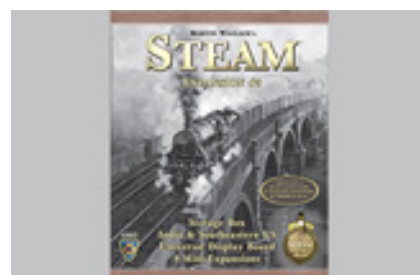
**Agricola 5-6 Player Extension** – Wooden components for two more players, and also additional selected cards.

**Fight for Olympus** – Card game by Mat-



thias Cramer for 2 players, ages 12+: Each player has six slots to put cards in – three for military, two for control of power discs and on for controlling resources. You play as many cards as you want and pay the price with other cards. You can win with military or by having filled all six slots at the start of your turn.

**Steam Expansion #5** – Expansion by Morgan Dontanville for 2-5 players, ages 12+: New maps for India and the South Western



parts of USA, plus a box to store all expansions as well as some mini expansions that can be combined with all other expansions.

**Autumn Preview:**

**Victorians** – Development game by Tim Puls for 2-4 players, ages 12+: As mayor of a village you must ensure full employment.


**Megableu**

Announced by Hutter Trade for autumn:

**5 Seconds** – Word game for 3- players, ages 8+: Three valid answers must be given within five seconds in order to move one step



forward. If you do not manage this, the next player can try, but of course cannot use any of your answers.

**Alien Mission** – Spotting game with a game unit for 1 or more players, ages 6+:



Aliens must be found, they can only be spotted with the Alien-Vision goggles and must be rendered incapable with infrared waves.



TIPP-KICK

Mieg

**Tipp-Kick WM Classics 4 Sterne-Edition**

– Expansion for Tipp-Kick, one player from each of the World Championships of 1954, 1974, 1990, 2014

**Tipp-Kick VfB Klassik Edition Metallbox** – Special edition for 2 players.



Morning Family

Distribution for Captain Macaque \* Mad Cave Bird Games Old Chap \* Morning players \* Stonemeier Games



Morning Players

**Hope** – SciFi-Spiel by Olivier Grégoire for 2-4 players, ages 13+: Players travel to other



galaxies to forestall the collapsing of the universe.



Moses

**Black Stories Scary Music Edition** – Collection of puzzles by Matthias Leo Webel



for 2 or more players, ages 12+: Macabre stories from the universe of music, across all rhythms and styles of music.

**Das Film Quiz** with text by Anke Küpper for 2 or more players, ages 12+: 111 cards carry



666 questions on the topic.

**Das Fußball-Quiz** for 2 players with 150 questions on 50 cards, with current information on the European Championship 2016.



**Das Glücksquiz** for 2 players, ages 18+, featuring 100 questions on everything that



you should know about luck.

**Der Reise-Regen-Rucksitz-Koffer** – Game collections for travelling by Nicola Berger



for 1-4 players, ages 6+: 50 ideas for games while travelling or for rainy holiday days.

**Der Wettkampf der Burgbaumeister** – Card game by Dominique Ehrhard for 2-4



players, ages 6+: You build a wall, beginning with a starting card; face down wall parts are revealed and placed according to the rules correctly in ascending order or put back face-down. Gaps are allowed, special cards influence the placement of wall parts.

**Die Jagd nach dem verschollenen Schatz**

– Stamp game for making yourself by Anja-Dreier-Brückner and Liesbeth Bos for 2-4 players, ages 6+: You use the stamps to create a treasure map on a piece of paper and must then secure as many treasures as possible with your pirate stamp, the die decides

**C'est mon Fort** – Memo game with strategic elements, by Dominique Ehrhard for 2-4



players, ages 6+

**J'ai mon voyage** – Position game by Guillaume Fournier for 2-4 players, ages 8+: You

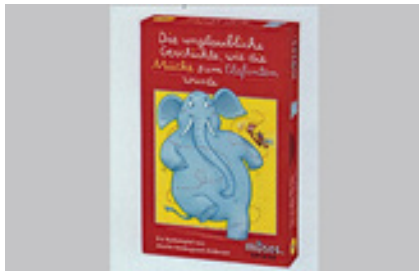


need to save animals during two missions.



if you hide treasures or pick them up.

**Die unglaubliche Geschichte wie die Mücke zum Elefanten wurde** – Card game by Martin Nedergaard Andersen for 2-5 players, ages 6+: Cards must be suitably placed so that the mosquito is transformed



step by step into the elephant; if the fly swatter hits, you have to start again.

**Junior Fußball Quiz** – Stories and questions by Valentin Verthé for 2 or more players, ages 8+: One card is revealed, depending on the card one player or all players can answer, the correct answer earns you the



card.

**Magische Geschichtenwürfel Märchen** and **Piraten** – Eight dice show images, which you can use to tell stories on the given topic. When the Red Die is put to use,



it gives super powers to the main character of the story.

**Mr Lister's Quiz Shootout** – Quiz game for 3-12 players, ages 14+: Question and answer game; if you find an answer you survive; if you find a Golden Answer you reach



the Shootout. First edition from Big Potato, 2015.

**Tatort Das Fan-Quiz** – A series of quiz games for 2 or more players on the crime scenes of Munich, Münster and Cologne; the cards describe a scene and then ask a



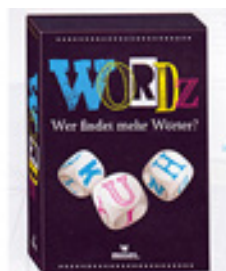
question.

**True Stories 2** by Reinhard Staupe for players, ages 12+: 300 question cards tell a crazy story or provide crazy facts and to keep everything from being kept simple there are



three untrue spectacular versions for each story, too. Can be played as a stand-alone or used as an expansion for True Stories 1.

**Wordz** – Word spotting game by Tom Werneck for 2-10 players, ages 8+: Letter dice are rolled and set out in a circle on the board, in any order. The aim of the game is



to find most words using letters that are directly connected by lines on the board.

**Clever gifts:**

**100% Wein** – Facts on wine by Christoph Raffelt, 200 questions are accompanied by accessories for wine.



**110% Querdenken** – Collection of puzzles by Georg Schumacher for 1 player, ages



12+: A collection of extraordinary puzzles, for their solution you do not need knowledge but the ability to think around corners.

**Die große Craft Beer Box** – All about Craft Beers by Christoph Raffelt, including 100 quiz cards on the topic.



Noris

**Die Höhle der Löwen** – Game based on the





TV Show, for 3-6 players, ages 12+: You present your business idea and the other players decide if they want to get in with you and how much they want to invest.

The range of children games is expanded with **Ausgefuchst!**, a reaction game by Thilo Hutzler for 2-4 players, ages 4+: Chickens are sitting on their poles, chicken tiles are



laid out face-down among them. Players know need to find the chickens fitting their templates as fast as they can. If you cause a chicken to fall off its pole, all other players can make a grab for it and use it for a joker in their row of chickens.

The range of children games featuring license topics is extended with many titles featuring standard mechanisms like memo, domino, etc. A novelty is

**Safiras Wettlauf in Tarakona** – Race game for 2-4 players, ages 3+: In different levels of



difficulty each player tries to be the first to get his own dragon across the finish line.

The topic of shadows from Silhouette is implemented again in four new titles:

**Silhouette Pocket** – Expansion for Silhouette by Horst Pöppel for 2 or more players,



ages 8+: 24 new tiles, for use as an independent game for travels or as an expansion for the basic game.

**Silhouette Card game** by Horst Pöppel for 2-8 players, ages 8+: In this version for trav-



els the silhouettes are depicted on cards, you need to combine two of them for a new word.

**Silhouette Dice game** – Variant of Silhouette by Horst Pöppel for 2-6 players, ages 8+:

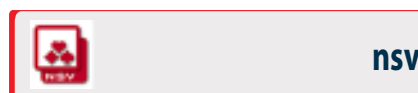


Dice determine the shadow contours which need to be combined into a new word.

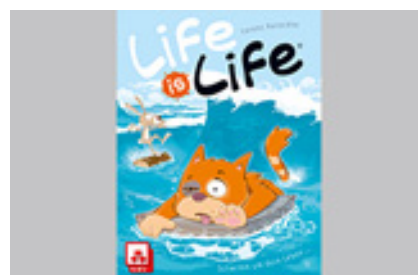
**Silhouette Junior** – Word and memo game by Horst Pöppel for 1 or more players, ages



3+: 60 tiles show a symbol. Symbols on tiles with the same color can be combined into terms. Each tile is present twice in the game, so you can also play a memo game with the shadows.



**Life is Life** – Card game by Lorenz Kutschke for 3-5 players, ages 8+: Ten animals in varying numbers are depicted on ten cards in hand – you always either swap a display of four cards from a display for four cards from your hand or knock and announce the end of the round; now majorities are scored and you lose no, one or two life points.

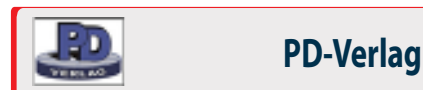


**Gobb'it** – Card collecting game for 3-8 players, ages 7+, by Paul-Adrien Tournier,



Jean-Baptiste Fremaux & Thomas Luzurier: Three animals in the food chain are hunted by players. Yellow snake eats yellow chameleon eats yellow mosquito. If you are first to hit the card, you eat it or protect it if it is your own card. New edition in a different box, first edition 2013.

Distribution: Morning Family



**Steam Ship Company** – Economics game by Mac Gerdt for 2-6 players, ages 12+: The



game was already on show 2014 in Essen and is now scheduled for 2016. You invest in Steam Ship companies and also own coal mines, iron foundries and railway companies.



## Pearl Games

Published in 2010 and new released again from Pearl Games with Asmodee:

**Troyes** – Development game by Sébastien Dujardin, Xavier Georges and Alain Orban



for 2-4 players, ages 12+: 400 years of building history for the cathedral of Troyes and at the same time the history of one of the most important medieval towns. Players represent a famous citizen of the town and influence nobility, clerics and farmers to decide the fate and fortunes of Troyes.

**Deus Die Erweiterung** has been mentioned in some reports, but there is no information yet.



## Pegasus Spiele

**Games for children:**

**Piratissimo** – Collecting game by Manfred Ludwig for 2-4 players, ages 6+: You move



your ship and can, depending on the island you reached, load treasures or swap or handle the tornado. New edition, first edition from Selecta.

**Rettet den Märchenschatz** – Memo and collecting game by Kai Haferkamp



for 2-4 players, ages 5+: The pages of the last book of fairy tales must be found and reassembled; to do so you shift garden tiles and may move one step for halves that are found.

**Family Games:**

**Animals on Board** – Card game by Rolf zur Linde and Wolfgang Sentker for 2-4 players,



ages 8+: You want to get as many animals as possible into your arch, but Noah has put a ban on pairs; you lose animal pairs at the end of the game; more than two animals are not a pair and are allowed and valuable, too. With eggertspiele.

**Asterix & Obelix Das große Abenteuer** – Travel and collecting game by Michael



Rieneck for 2-4 players, ages 8+: Crisscrossing France, you follow the heroes, lambast Romans and collect provisions and tools.

**Asterix & Obelix: Das kooperative Kartenspiel** by Lukas Zach and Michael Palm for 2-4 players, ages 8+: Gaul is threat-



ened, only Asterix, Obelix, Miraculix and Idefix can save it, but only if they cooperatively ration the magic potions cleverly and use their abilities.

**Camel Up Cards** – Stand-alone sequel to Camel Up by Steffen Bogen for 2-6 players, ages 8+. Again camels race each other and players put bets on the camels; camels are



moved with cards which you can partially determine yourself at the start of a leg.

**Dr. Eureka** – Shunting game by Roberto Fraga for 2-4 players, ages 6+: Mixing marbles is achieved by transferring them from



one tube into the other and you try to complete experiment templates in this way, faster than the other players. First edition 2015, Blue Orange Games.

**Lichterfest** – Placement and set collecting game by Christopher Chung for 2-4 players, ages 8+: Previous to the Harvest festival



artisans are decorating the lake; lanterns are laid out and each player receives cards in the color next to him. You aim for sets of cards. First edition Foxtrot Games, 2015.

**Yeti** – Dice game by Benjamin Schwer for 2-5 players, ages 8+: As a climber following the tracks of Yeti you hire Sherpas with rolling dice and set up tents to be able to remain on the mountain; equipment costs money and the higher up on the 3D board you find yeti tracks the more valuable is





your find.

#### Card and logic games for all the family:

**Brains Schatzkarte** – Logic and puzzle game by Reiner Knizia for 1 player, ages 8+: As in the first game of the series you must again lay out path tiles to meet the



conditions of each individual puzzle.

**Bücherwurm** – Word searching game by Michael Palm and Lukas Zach for 2 or more players, ages 8+: Starting letters on cards and a category for which you find suitable words; the first player to start suitable terms



with each card in his hand, wins.

**Elements** – Bluff game by Team Saien for 2 players, ages 8+: You can choose to place a card of value 1-6 from your hand on the table or take a 6 from your hand out of play. If you correctly announce to top the opposing value of display plus hand card



and at the same time stay below the cards in middle, you win the round. New edition of Khmer, Japan, 2010.

**MindMaze Verzwickte Rätsel Geschichten for junge Detektive** – Collection of puzzles by Timofey Bokarev for 2 or more players, ages 8+: This collection is intended to suit younger players, with topics and levels of difficulty adjusted accordingly.



**MindMaze Verzwickte Rätsel Mix** – Collection of puzzles by Timofey Bokarev for 2 or more players, ages 8+: This collections offers a mix of a total of 44 puzzles gleaned



from the first four editions; you can play it also in a competitive mode with a point scoring.

**Port Royal Unterwegs** – Version of Port Royal by Alexander Pfister for 2-4 players, ages 8+: Using streamlined mechanisms you play Port Royal in a bring-along size or



you use this sequel game as an expansion for Port Royal itself.

**Stadt Land Anders** – Term-finding game by Peter Neugebauer for 2 or more players, ages 8+: Many new categories as well as



challenging search criteria like number of syllables, color or gender make the search difficult; a new scoring system rewards creativity and original thinking.

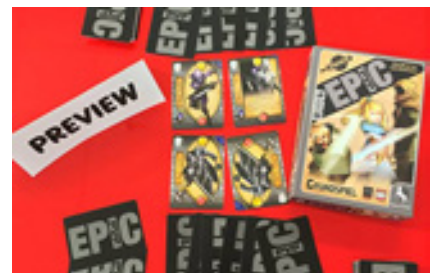
#### Fungames:

**Dungeon Roll 2. Edition** – Dice game by Chris Darden for 1-4 players, ages 8+: The



second edition comes with Dungeon Roll Booster **Neue Helden**.

**Epic PvP** – Card duel by Ryan Miller and Luke Peterschmidt for 2-4 players, ages 12+:



Dwarves, Goblins, High Elves and Humans locked in a conflict. You assemble your deck by combining a character and a race.

**Junta Las Cartas** – Satirical card game by Johannes Krenner, Christoph Reiser and Sebastian Resl: Travel and speed version



of the classic came. Who, as president, manages best to reroute foreign aid to his own bank account?

The series of Smash Up editions is continued with **Smash Up Die Unverzichtbaren**, a card game by Paul Peterson for 2 or 4 players, ages 12+: The four decks in this



game were determined by a world-wide

poll among players – Sharks, Super Heroes, Greek Myth and Dragons. With Alderac Entertainment.

**Werwölfe unterwegs** – Card game by Ted Alspach for 5-18 players, ages 8+: A streamlined version of the deduction and



communication party game. It can be used as a stand-alone game for traveling or as an expansion for Werewolves. Features five new characters and an expansion booster.

**Yomi** – Card game by David Sirlin for 2 players, ages 8+: Card adaptation of console games, for instance Streetfighter. You try to predict moves and play the necessary card



combinations to put your opponent out of action. Includes pre-fabricated decks. There is the Starter Set Grave & Jana and also four individual decks for Grave, Jaina, DeGrey and Rook. A Starter Set DeGrey & Rook has been announced. The game was already announced at Nuremberg 2015.

**Zombie Würfel deluxe** by Steve Jackson for 2 or more players, ages 12+: if you need more horror than normal dice results on their own, you use Zombie dice and



can now command Zombie dice deluxe with dice cup and scoring pad. This is supplemented by an expansion called **Zombie Würfel 3: Schulbus**. Both games were already announced on occasion of Nuremberg 2015.

#### 8-Bit:

**Boss Monster** – Satirical card game by Johnny & Chris O'Neil for 2-4 players, ages 10+: In a Retro 8-Bit design setting you expand your dungeon, including riches



and traps, in order to attract heroes and eliminate them, if possible. Many allegations to console games, comics and films.

#### Munchkin:

New in the range of Munchkin editions is **Munchkin Steampunk**, by Steve Jackson as usual and for 3-6 players, ages 12+, featuring 168 cards for the topic.

This is supplemented by a series of combo packs, made up from two



earlier packs: **Munchkin 3+4** including Beschwörungsfehler and Rasende Rösser, **Munchkin 5+6** including Wirre Waldläufer and Durchgeknallte Dungeons, **Munchkin 7+8** including Mit beiden Händen schummeln plus Echsenmenschen & Zentauren and also **Munchkin Legenden 1+2** and **Munchkin Apokalypse 1+2**, each made up from the basic game and one



expansion.

#### Connoisseur games:

**Die Zwerge Saga-Erweiterung** by Michael Palm and Lukas Zach for 2-5 players, ages 10+: Announced in the list of new releases, but not featured in the catalogue – an expansion for Die Zwerge, featuring a new character, new missions, two new boards



and figurines to replace dice.

**Glück auf Das große Card game** – Stand-alone sequel to Glück auf! by Wolfgang Kramer and Michael Kiesling for 2-4 players, ages 10+: The topics of mining coal and selling it as well as the mechanisms have



been adapted and supplemented with new ideas. With eggertspiele.

**Imperial Settlers Die Atlanter** – Expansion by Ignacy Trzewiczek for 1-4 players, ages 10+: A new factions, the Atlantians, commanding special technology to transform buildings or special abilities. With Portal



Games.

**Istanbul Brief & Siegel** – Expansion for Istanbul by Rüdiger Don for 2-5 players, ages 10+: Five new locations to acquire rubies, and as a postman you receive seals for which a secret society pays with rubies;



a partner can act independently and in the auction house and at the kiosk all players participate in actions.



**Rokoko Schmuckkästchen** – Expansions for Rokoko by Louis and Stefan Malz for 2-5 players, ages 12+: After clothes the High Society now also needs jewelry; to fulfill their expectations you need specialized



apprentices who in turn have conditions of their own and can also pass exams for achieving fellow and master status. With eggertspiele.

**Shadowrun Schattenland** – Narrative game for 3-6 players, ages 12+: Based on the roleplaying game, you decide in this tabletop narration game on exploring, fighting enemies or other options, in



various scenarios.

#### **Golem Arcana**

Besides a few new figurines there is an expansion called **Golem Arcana: Durani** by Seth Johnson, Michael Mulvihill and Jordan Weisman, including three Golems, 4 TDI Relic cards and the TDI character cards for the Golems.



**Golem Arcana: Online-Mehrspieler-Erweiterung** by Jordan K. Weisman, Michael Mulvihill and Seth Johnson for 2 or more players, ages 8+: Comes with components for up to two opponents. Already announced at Essen 2015.

#### **Krosmaster**

As an expansion for the fantasy miniatures game by Nicolas Degouy and Édouard Guiton a **Krosmaster Dofus Booster**



**Display 4** has been announced.

#### **Expert games**

**Mage Wars Academy Grundspiel** by Bryan Pope for 2 players, ages 14+: Introductory game into the universe of Mage Wars Arena, without a game board and with explicitly streamlined mechanisms for a shorter



playing time. Compatible with Mage Wars Arena. With Arcane Wonders.

Already announced in 2015 and now updated: **Mage Wars Arena Die Flammenschmiede** by Bryan Pope for 2 players, ages 14+: Expansion featuring 158 spell cards as well as two Mage cards



together with Mage ability cards.

**Roll for the Galaxy** – Dice game by Wei-Hwa Huang and Tom Lehmann for 2-5 players, ages 12+: You set up a galactic empire; dice represent population with which you develop new technologies, settle



new worlds and ship goods around. With Rio Grande Games.

**Roll for the Galaxy Der große Traum** – Expansion by Wei-Hwa Huang and Tom Lehmann for 2-5 players, ages 12+: The



expansion introduces new leader and entrepreneur dice, optional goals for experienced players as well as alternate home worlds and factions.

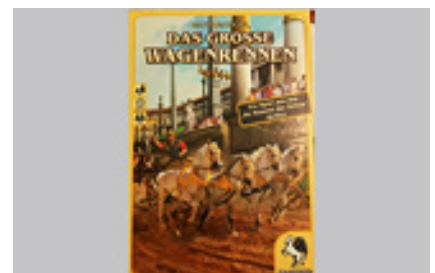
#### **Autumn preview:**

**Brains Make me Smile** – Logic and puzzle game by Reiner Knizia for 1 players, ages 8+:



The third game of the series uses Smileys; you place markers to make all faces smile with a given number of markers.

**Das große Wagenrennen** – Race game with dice by Matt Leacock for 2-6 players,



ages 8+: You roll dice and use dice to advance, make repairs on the run and to deflect dangers.

**Emoji** – Question and answer game by Peter Neugebauer for 1 or more players, ages 8+: Using Smiley symbols, so-called Emojis, puzzles and questions are posed, in various levels of difficulty and varying game modes.



**Gierige gierige Goblins** – Bluff game by Richard Garfield for 2-4 players, ages 8+: You



are the Chief of a Goblin clan, draw mine tiles and place them face-down on a section of the mine. You can lay claim to those section any time by placing goblins there and thus block the section for additional mine tiles. With Alderac Entertainment.

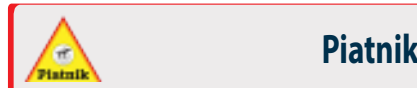
Pegasus is cooperation and distribution partner for eggertspiele \* Hall Games \* and acts as distribution partner for import game, among others, for Alderac \* Arcane Wonders \* Avalon Hill \* Bezier Games \* Buitenspeelen \* Catalyst Games Labs \* Cryptozoic Games \* Matagot \* Portal Publishing \* Rebel.pl \* Rio Grande Games \* Selecta \* Steve Jackson Games \* Stronghold Games \* Tasty Minstrel Games \* Twilight Creations \* White Goblin Games \* WizKids



A new exhibitor from Turkey showed jigsaw puzzles under the label Anatolian and also an extensive range of standard educational games for children under the label of Kirkpabuc, for instance **Missing Object My Home**, a spotting game on missing items on pictures featuring the topic of At Home,



or **Schatten and Spuren**, an educational game on shape and tracks of animals.



**Activity Krazy Kritzel** – Creative communication game by Pamela J. Free,



Garrett J. Donner & Michael S. Steer for 3-10 players, ages 8+: In this version you have the proverbial plank at your head, but for finding a solution instead of being thick. You have to draw the term that must be guessed as a mirror-image on the board that you have fastened to your forehead.

**Bison** – Position game by Alex Randolph for 2 players, ages 7+: Chief and dogs must stop



the herd of buffalos before it crosses the river and reaches the village. New edition of Prärie and Buffalo.



**Cool am Pool** – Position game on deck chairs at the pool by Hartwig Jakubik for 2-4 players, ages 8+: Deck chairs must be first claimed by covering them with towels and then placing tourists in your own color there.



**MonStars** – Placement and speed game by Jonathan Larkin for 2-4 players, ages 6+: Candidates for the Jury Award for the best monster styling must be recreated by placing cards on top of each other.



**Schattenmeister** – Observation and combination game by Wolfgang Warsch for 3-6 players, ages 8+: Shadow images overlap each other and let you see only details; players must unravel the construct



and split it into its components.

**Splatto** – Race game by Garret J. Donner and Michael S. Steer for 2-4 players, ages 6+:





One card is turned up and can be sufficient to flatten the opposition, in the true sense of the word. So move the dough figurine to the finish quickly before it is stamped on.

**Wiener Walzer** – Position game by Reiner Knizia for 2-5 players, ages 8+: Opernball and Philharmonikerball – players immerse themselves into a world of ballroom, guest lists and buffet.



Mentioned again, but already published last year:

**Agent Undercover** by Alexandr Ushan for 3-8 players, ages 12+: As a spy in a party game you are the only one of the group to hold the Spy card, all others have the same location cards and ask questions to find out who is the spy. The spy does not know the location and must learn it. You score depending on whether you are unmasked or if you guess your location. German edition



of Spyfall, Hobby World.

#### Family card games:

**Flanderanti** – Card game by Richard de Rijk for 3-5 players, ages 8+: Each thief wants to steal most money, but the police has their eyes on the most greedy culprit – who can



escape with most money, deploying bluff and tactics?

**Fruit Mix** – Card game by Péter Szöllösi for 2-8 players, ages 6+: Cards for various types

of fruit are numbered for each type, and you need to collect as many complete sets



as possible.

**Gockola** – Card game by Chislaine van den Bulk, Kristel Kloijer and Kathalijn Vergeer for 2-4 players, ages 6+: In den stables of Bauer Hans quiet only reigns while only one male is in a stable with one female, but beware of a second male arriving in the stable.

#### Compact games for the family



**Presto! Presto!** – Placement and association game by Bernhard Lach and Uwe Rapp for 2-6 players, ages 7+: You draw cards from a pile, think up a term suiting the image and deploy the cards in sequence on the table.

#### Compact games for children:

**Muckinos** – Race game by Manfred Ludwig



for 2-4 players, ages 5+: Players race each other through the magical forest but must be very careful not to wake up the Muckinos, because if that happens the Muckinos get angry and will send you back



to the start.

**Spooky Woolly** – Reaction game by Reiner Knizia for 2-6 players, ages 5+: Ghost children romp about in the attics and tear their ghost wrap because they get caught everywhere – players need to catch the ghosts and repair the damage in the ghost wraps.



**Till Eulenspiegel** – Collecting game featuring shoes, by Reinhard and Erwin Pichler for 2-4 players, ages 4+: Four or five pairs of shoes must be collected in order to win, in various game modes.

#### Games for Children:

**Die Omama im Apfelbaum** – Cooperative



game by Andrea Kattinig and Klemens Franz for 2-6 players, ages 8+: A narrative memo and dexterity game based on the children book by Mira Lobe, featuring Andi who first has no grandma and then has two of them, one of them up in the apple tree.

**Karawanix** – Language and observation



game by Robert Bayer, Elisabeth Draxler, Herta Strehl and Sonja Trausmuth for 2-6 players, ages 5+: A caravan is crossing the desert and needs to employ team spirit, language and perception.

Piatnik is distributor in Austria for Abacusspiele \* Lisciani \* Mind Challenge Games \* Queen Games.



## Plaid Hat Games

**Dead of Winter The Long Night:** Expansion by Isaac Vega & Jon Gilmour for 2-5 players,



ages 10+: Stand-alone expansion for Dead of Winter.

**SeaFall** – 4x Spiel by Rob Daviau for 3-5 players, ages 14+: A world is emerging



from ist Dark Ages and is discovering technologies for seafaring. SeaFall develops in analogy to Risk Legacy and Pandemic Legacy, individually with each game played. With Ironwall Games.



## PlayLand

The same procedure as every year – A catalogue with pictures of games, most of them educational games, and no information on the website, I randomly pick out two examples:

**Mega-City** – A business game for 2-4 players, ages 8+



**Mr. & Mrs.** – Party game for 2-4 players, ages 8+



## Portal Games

**51<sup>st</sup> State: Master Set** – Card game by Ignacy Trzewiczek for 1-4 players, ages 14+:



New edition of the series of 51<sup>st</sup> State, as one of four powers you create a new state.

**First Martians: Adventure on the Red Planet** – SciFi-Spiel by Ignacy Trzewiczek



for 1-4 players, ages 10+: Based on the mechanisms from Robinson Crusoe, topic of the game is colonization of Mars, in three variants with integrated app.

**Cry Havoc** by Michał Oracz, Grant Rodiek



and Michał Walczak, is announced, an asymmetrical card game for 2-4 players, ages 10: A conflict game on control of areas.



## Pretzel Games

**Junk Art** – Building game for 2-4 players, ages 8+ by Jay Cormier and Sen-Foong



Lim: The game features cards and wooden components which represents waste or blocks. In several versions you are meant to use cards to construct works of arts with those waste blocks.



## Purple Brain Créations

**Le Joueur de Flûte** – Fairy tale game by Agnès Largeaud for 2-5 players, ages 8+:



When the rats get too much you send them over to your neighbor; if there are too many rats in a house, ist inmates leave. English edition as The Piep Piper published by Iello.



## Queen Games

**London Markets** – Economics game by Michael Schacht for 3-4 players, ages 10+:



New revised edition of Dschunke; if you are most clever in handling the markets you will



make most profit.

**Mighty Monsters** – Card game by Desnet Amare for 3-6 players, ages 8+: Monsters



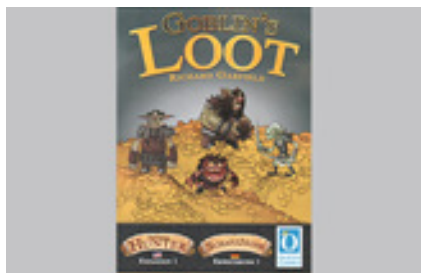
are moving within the castle, overpower guards, collect treasures and want to defeat the king, while the king creates new rules.

**Risky Adventure** – Dice game by Anthony Rubbo for 2-4 players, ages 8+: On an



expedition you search for rare treasures on so far undiscovered worlds, but you must mark what you will find beforehand.

**Schatzjäger Goblin's Loot** – Expansion 1 by Richard Garfield for 2-6 players, ages



8+: The goblins are back and have brought along treasures, which you really do not want to find in your guise as adventurer.

**World Monuments** – Building game by Piero Cioni for 2-4 players, ages 8+: Players choose a building jointly and construct it



from the foundations up - Capitol, Notre Dame, Petersdom or Taj Mahal, but only one player can win the game with most points, when the building is complete.

**Games for children:**

**Geisterburg** – Spotting game by



Wolfgang Dirscherl and Janet Kneisel using magnetism, for 2-4 players, ages 6+: A ghost is led on a treasure hunt by other ghosts – one player is blindfolded and looks for treasures in the castle with a magnetic stick, the other players offer hints on finding treasures and avoiding of adult ghosts.

**Super-Vampire** – Collecting game by Johannes Berger and Julien Gupta for 2-4



players, ages 6+: Evil Dr. Garlic has strewn garlic all over the crypt and vampires need to collect each of the cloves before sunrise and take them to their garlic-eating Gorloc pets in the tower.



## Raspberry Games

Exhibitor in NEC, with one real novelty and a total of three games, two of them for adults only.

**Battle in the Bed** – Erotic game for 2 players, ages 18+: Standard mechanisms



and a clearly suggestive topic.

**Die Partykracher** – Party game for 4-8 players, ages 18+: Beer mugs for playing



pieces, 61 party cards and 23 courage cards which you can include in the game, but need not do so.

**Survivory** – Cooperative trivia game for



2-6 players, ages 14+: At first you learn facts on the topic of survival while collecting the necessary equipment for the current scenario – electricity cut in winter, lost in a jungle or Zombie outbreak – and then you cooperate to survive. New release 2016.

## Ravensburger

Again there is a large range of games, which I will present sorted into product groups, in analogy to the grouping in the company catalog. The autumn previews are listed separately. Quite a few images of games do not show the final design for release.

**tip-toi:**

We begin with the two new games:

**Die verrückte Wettermaschine** by Kai Haferkamp for 2-4 players ages 4-7: Spinner and sliding track need to work as a weather



machine, but the machine must first be filled with knowledge on the topic of

weather by the assistants, embodied by the players, in various game versions.

**Wir spielen Schule** by Marco Teubner and Heinrich Glumpler for 3-4 players, ages 5-7: The pen enables children to experience a



full day in school; there are tasks on seven different topics, tales about breaks and basic knowledge.

In the series **tiptoi Wissen & Quizzen** there are two new titles, each box comprises information plus a quiz game and a card game:

**Die Musikinstrumente** for 1-6 players, ages 6-10, including the card game „Peter Pech“.



**Unsere Hunde** for 1-6 players, ages 6-10, with the card game „Rita Rommé“



The series of educational games named **Mein Lern-Spiel-Abenteuer** is extended with **Vorschulwissen** for children of ages



4-6.

The series **Lern mit mir!** is expanded to with the volumes of **Deutsch 2. Klasse** and



**Mathe 2. Klasse.**



The series **Wieso? Weshalb? Warum?**, using the tiptoi pen, is expanded with volume 19 **Entdecke den Regenwald**, intended for children of ages 4-7.



The range of animal figurines is extended with **Spielfiguren Amerika** for players of ages 4-7, including a total of eight animals living on land, in water and in the air.



**Erster Kartenspaß**

The Maja license is added to with **Maja Schwarze Thekla**, a variant of Old Maids, for any number of players, ages 3-7.

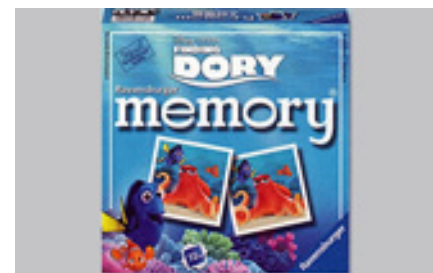


The range of Wickie license games is extended with **Wickie Mau Mau** for 2-4 players, ages 4-7.



**memory**

**Disney Pixar Finding Dory memory** – Memo game by William H. Hurter for 2-8



players, ages 4+: 72 cards with images from the new Disney film.

**Disney Pixar The Good Dinosaur memory** – Memo game by William H. Hurter featuring



Arlo & Spot for 2-8 players, ages 4+

**Fireman Sam My first memory** – Memo





game by William H. Hurter for 2-4 players, ages 2½+, with 24 cards made from extra thick cardboard.

**The Secret Life of Pets memory** – Memo game by William H. Hurter for 2-8 players,



ages 4+, featuring 72 cards on the daily life of the animal film heroes.

### Lustige Kinderspiele

**Das verdrehte Labyrinth** – Maze with a



rotating mechanism by Michael Feldkötter for 2-4 players, ages 6+. The game combines the mechanism of Kakerlakak and Das verrückte Labyrinth, you find your path by rotating the magical hedges and need to be first to leave the maze.

**Monkey Beach** – Tactile game by Forrest Pruzan Creative for 2-4 players, ages 3-7:



In the bag sitting on the cloth game board treasures are hidden that you need to find by touching and get out of the bag before the volcano erupts.



### License topics:

**Disney Pixar Finding Dory Mein magisches Wettlaufspiel** – Movement game by Forrest Pruzan Creative for 2-4 players, ages 3+: A spinner determines movement; if you end up on certain cases a part of the board can rotate and change the positions of players. If you are first to take Dory to the Seetangwald, you win.

**Dragons Junior Labyrinth** – Sliding game by Max J. Kobbert for 2-4 players, ages 4-8:



You must find the dragon riders and their dragons, as always you need to slide tiles to forge your path.

### Mauseschlau & Bärenstark

**Meeresabenteuer** – Knowledge game by Ingeborg Ahrenkiel for 2-4 players, ages 6+:



Mouse and Bear want to salvage treasure from the bottom of the ocean; with correct answers for Mauseshlau and suitable actions for Bärenstark the treasure hunt can be successful.

**Wickie Sagaland** – Memo and spotting game by Alex Randolph and Michel



Matschoss for 2-4 players, ages 6+: The ship cannot leave the harbor without Vikings, Wickie and Ylvi go looking for them and find them underneath the trees in the forest. Version of Sagaland.



### Mitbringspiele:

**Sau-Bande** – Reaction game, based on the board game; mud balls on cards are slung to and fro; when Mama Pig puts a stop to this a go-and-wash chip is handed to whoever is holding the mud ball at this time.



**Schwarzer Peter** – Card game for 2-6 Spieler van 3-8 Jahren: New edition for the old classic game.



**Sound Quartett** – Quartet/Happy families game for 3-5 players, ages 5+, albeit featuring asking for cards not with words, but with the respective animal sounds.

### License topics:



**Disney Pixar The Good Dinosaur Abenteuer am Dino-Fluss** – Collection of games by Reiner Knizia for 2-4 players, ages 5+: Arlo & Spot travel along the river back home; each segment of the river offers a thrilling game – you need luck, dexterity and memory.



### Disney Pixar Finding Dory Wo seid ihr?

- Collecting game by Thilo Hutzler for 2-4 players, ages 5+: Dory's friends are hiding beneath the colorful shells. You need luck in rolling dice and memory to find the friends.

### Maja Honig-Wettlauf



Günter Burkhardt for 2-5 players, ages 4+: Pairs race for the Corn Poppy Meadow, the winner of the race receives honey, but you need luck in rolling dice and also tactic to cope with the interrupting maneuvers from Spider Thekla.

### Sponge Bob Doppelpack



colored dice by Reiner Knizia for 2-4 players, ages 5+: You roll dice and try to collect Sponge Bob and his friends in pairs, and take the characters away from each other. When all pairs have been joined, you win with most of them.

### Star Wars VII Allianz der Rebellen



Reaction game by Reiner Knizia for 2-4 players, ages 7+. Already announced in

Nuremberg in 2015; you need to assemble the optimum team of rebels in order to win against the Empire.

### The Secret Life of Pets Pachisi



move game for 2-4 players, ages 6+: As usual you need to try to be first to get all your pieces into the finish area and it can happen that you are sent back to the starting case.

### Wickie Schatz Ahoi!



Aktion by Reiner Knizia for 2-4 players, ages 5+: It takes the will to take risks and also luck in rolling dice to loot jewelry, diamonds, gold coins and commodities together with Wickie and his Strong Men.

### Spielend Erstes Lernen:

Komm, wir kaufen ein! – Assignment



game by Inka and Markus Brand for 1-4 players, ages 2+: Shopping trolleys and supermarkets, you need to find the shelves for milk or bananas, put the merchandise into the trolley and pay at the cashier. A first game featuring rules to find the merchandise is included.

### Spielend Neues lernen:

**Burg Mengenstein** – Educational game for recognizing and comparing of amounts, by Wolfgang Dirscherl for 2-4 players, ages 4-7. Dice are falling out of the Dice Tower and need to be sorted by images and colors, and to make the knight move you need to



snip cleverly.

**Errate die Berufe** – Action game by Gunter Baars for 2-4 players, ages 5-10:



One player presents a profession by doing a pantomime, typical movements for 20 professions are depicted, and you also need to assign items.

### Family games:

**Dawak** – Party game by Alexandre Droit for 3-7 players, ages 10+: The title tells you



all – **Das-Alles-Wisser-Alles-Könerquiz** confronts players with funny questions and even funnier tasks, if you react quickly you manage for instance to grab enough items that are not blue.

**Legends** – Movement and position game by Christian Fiore and Knut Happel for 2-4

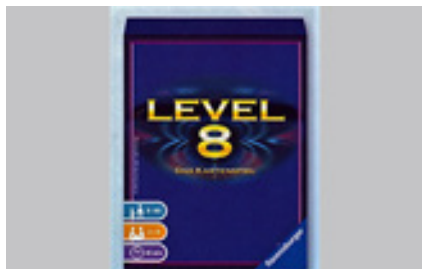


players, ages 9+: Members of the Club of Adventurers have bet, in analogy to Phileas Fogg: Within 75 weeks they want to visit as many legendary locations as possible and bring home information. If you have



collected enough information in the form of cards you place it as a diary at the location. In four meetings in between travels the acquired knowledge is scored, but only at five legendary locations.

**Level 8** – Card collecting game for 2-6



players, ages 8+: In eight levels you collect increasingly difficult card combinations; the new editions comes with indicator cards for the levels.

**Level 8 Master** – Card collecting game for



2-6 players, ages 10+: In the master version of the game new levels and action cards are added.

**Level 8 Das Brettspiel** by Susanne



Armbruster for 2-6 players, ages 8+: The game board introduces action cases to the game where you can swap cards from your hand or look for a certain number and even pinch a card from another player.

If you like a sports topic, you can try yet another version of a memory game:



**memory Die Nationalmannschaft** – Spotting game by William Hurter for 2-6 players, ages 4+, featuring 24 pairs of images showing the stars of the German national Soccer team.

A surprise on the topic of memory is offered by

**Die Entdecker: Memory Das Brettspiel** –



Memo and placement game for 2-4 players, ages 7+, by Wolfgang Kramer and Michael Kiesling: The game board shows the land of Merkuria with its types of landscape, covered with 30 face-down pairs of pictures. In turn players reveal images in the standard memory way, pick up pairs and must put them back in time, open-faced, onto suitable spots on the board. You need to take care to have enough room to place several tiles, because only then you receive large tree pieces as a reward which you need to win the game with the highest tree. And another classic game is given a board game version:



**Kuhhandel** – Auction game by Max Kirps, based on the card game of the same name, for 2-4 players, ages 10+: Ten different auctions are available, you can now haggle at the market about the value of the animals or receive new money from the piggy bank. A tombola is offering the enticing chance on the egg-laying wooly milk-providing pig. And whoever is first to own a pair of animals, receive the cute babies, too.

**Ravensburger Kartenspiele:**

The complete range of Ravensburger Kartenspiele is relaunched; packages have been made smaller and the information on number of players, suitable age and playing time is now depicted on the cover of the box.

A new release is **DREI!** – Card shedding game with a riling element, by Janet Kneisel for 3-4 players, ages 8+: You try to get rid



of your cards, to lay out triplets and to give away cards.

**Die flotten Kleinen:**

A new series of game, of the same box size as the new boxes in the range of Ravensburger Kartenspiele, starting with two games:

**Kribbeln** – Dice game for 2-5 players, ages



8+ by Thomas Sing: You have three tries in order to achieve the color combination currently in demand, with the highest possible number of points.

**Werwölfe-Vollmondnacht** – Bluff- and role



playing game by Ted Alspach and Akihisa Okui for 3-10 players, ages 9+: German edition of One Night Ultimate Werewolf. In one day and one night phase humans need to identify one werewolf in order to win. A free app is included in the game, it takes on the role of game master and thus enables all players to participate in the game.

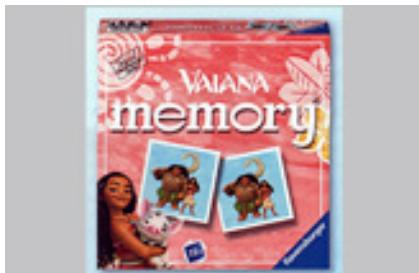
**Autumn preview:**

**Das verrückte Labyrinth** – Sliding game by Max J. Kobbert for 2-4 players, ages 7+: A



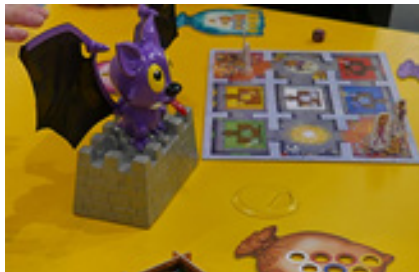
new edition will be published on occasion of the 30 Years Anniversary, a version that can be played in the dark because it glows in the dark.

**Disney Vaiana memory** -Memo game by



William H. Hurter for 2-8 players, ages 4+: 72 depict images from the film Vaiana.

**Flippi Flatter** – Collecting and 3D Action



game for 2-4 players, ages 4+: The hungry bat needs to be fed and in return gives out gems. If you overfeed the bat, you lose a gem and are frightened by fluttering bat wings.

**Flotti Karotti** – Action and movement game for 4-8 players. Players jump around



tiles, guided by Karotti. You memorize where Karotti's friends are and when Karotti jumps you need to catch it.

**Make 'n' Break Architect** – Dexterity game by Jean-Claude Pellin, Dennis Kirps and Christian Kruchten, based on the game idea



by Andrew & Jack Lawson: In this version you do not need to combine building blocks correctly. The means of construction this time is a folding yardstick with colored segments. You need to twist and fold those segments into the image depicted on the card.

**Star Wars Das große Lichtschwert-Duell**

– Reaction game by Frank Bebenroth for 2-4 players, ages 6+: If you hold the cards

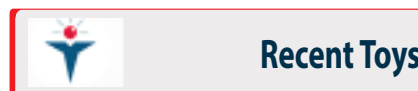


currently on demand you can challenge other players to a duel: When sound and light stop you win the duel if you are quicker to pull your sword out of duel station. The winner of the duel gets the cards from his opponent.

**Star Wars Riesen Bilder-Rallye** – Spotting and racing game by Forrest-Pruzan Creative



for 1-6 players, ages 4+: In analogy to Disney Riesen-Bilder Rallye you need to find the plans for the Death Star on twelve different planets.



Recent Toys

**Brainstring Houdini** – Logic puzzle for 1 player, ages 7+: By pulling at the knobs outside the casing the strings inside move and you should move them in a way that frees Houdini.



**Ghost Cube** – Logic puzzle for 1 player, ages 7+: In analogy to Rubik's Cube, but with ir-



regular parts, all white with a black frame.

**Hexaturn** – Logic puzzle for 1 player, ages

5+: Six sides of a cube must be turned in a way that the letter symbols corresponds



and a line connects the numbers 1 to 24.

**Molecube** – Logic puzzle for 1 player, ages 7+: Colored marbles in cube formation must be rearranged to show only one marble of



each color on each side.

**Tetraturn** – Logic puzzle for 1 player, ages

5+: In analogy to Hexaturn, but featuring



only numbers 1 to 12 and using sides of a Tetrahedron.





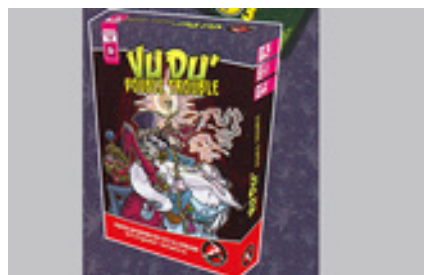
## Red Glove

The Italian publisher announces expansions for successful titles, and also a relaunch of the series Red Glove Junior in new design, and also some releases of new titles:

### Expansions:

**Rush & Bash** – Expansion by Erik Burigo for 2-6 players, ages 7+, no further details are known.

**Vudu' Double Trouble** – Expansion by Francesco Giovo and Marco Valtriani for 2-8



players, ages 8+, featuring new card material. An **Expansion Three** has been announced for autumn.

### Red Glove Junior:

The most successful titles in the series, **L'Isola del Tesoro** and **NasconDino** will be



relaunched featuring a new design.

### New in the series of Red Glove Light:

**Neko-In** for 3-6 players, ages 7+: Cats are exploring the house and all possible hide-



outs in it; with a bit of luck and cleverness you can quickly catch the right cat. There has been some very sketchy information on new releases, partly only in the guise of preview drawings, I hope for more information at PLAY Modena:

**Temple Run**  
**The Jungle Book**



## Zoom Out Rubabanana



## Repos Production

**Doctor Panic** - Cooperative game by Roberto Fraga for 2-9 players, ages 7+: You are a member of a team of doctors and need



to save a patient that has been brought in this moment – and you need to do this before the soundtrack announces the deadly coronary.



## Schmidt Spiele

**Dream Island** – Position game by Lorenz Kutschke for 2-4 players, ages 8+: As a travel



guide you need to keep your guests happy and try to house them all on the big island



in the middle of the atoll.

**Qwirkle Erweiterung 2** – Expansion by Susan McKinley Ross for 2-4 players, ages 6+: A collection of expansions, in all them you use four action tiles.

**Skull King Das Dice game** – Dice game with cards by Manfred Reindl for 3-6 play-



ers, ages 8+. Dice are featuring in the game of correct trick announcements.

**Zock'n'Roll** – Dice game by Jörg by Rüdén for 3-6 players, ages 8+: Dice combinations



need to be achieved, and you can score points also with bluffing or passing your turn, and all this with a bottomless dice cup.

### Bring mich Mit Metall Dosen

**Kniffel Extreme** - Dice game for 2-4 players, ages 8+: The latest version of Kniffel intro-



duces a ten-sided die to the game and with it new dice combinations that you can score with.

**Stadt Land Fluss Extreme** – Knowledge



game by Peer Sylvester for 2-10 players, ages 8+: Within two minutes you need to find nine terms that fit to two categories each.

#### Card games:

**Vampire Queen** – Card game by Wolfgang



Kramer for 3-12 players, ages 8+: Vampire hunters are on the prowl and players try to get their vampires to safety in the tomb, weak vampires do better in a group.

#### Kinderspiele:

**Bibi & Tina Mädchen gegen Jungs** – Co-



operative game by Christian Fiore and Knut Happel for 2-4 players, ages 7+: Searching for stars in the Falkenstein Forest, Bibi, Tina and Francois als „Die hotten Hühs“ gegen „Die drei Muskeltiere“, the team with Bibi can of course use witch power.



**Playmobil Super 4 Die Zeit läuft!** – 3D cooperative game by Wolfgang Dirscherl for 1-4 players, ages 6+: A total of 10 tasks on four different Super 4 Worlds must be completed and four tiles for golden tea pots must be collected.

#### Bring mich Mit Metalldosen

**Benjamin Blümchen Leiterspiel** – Movement game for 2-4 players, ages 3+: The classic mechanisms used with Benjamin



Blümchen for a race across the zoo.

**John Deere Field Race** -Movement game



by Wolfgang Dirscherl for 2-4 players, ages 5+: A race on the field, which machine reaches the finish first?

**Mia and me Gemeinsam for Centopia** –



Cooperative game by Wolfgang Dirscherl for 2-4 players, ages 5+: Mia and her friends confront the floating island of Funtopia and Rixel, the back-stabbing ring master.

**Playmobil Angriff der Drachen** – Coop-



erative travel game by Thilo Hutzler for 2-5 players, ages 5+: The Black Baron sends dragon against the Land of the Knights, the Super 4 set out with chameleons to acquire the necessary defense equipment together.



## Shaked Games

Unusual game components – cloth pegs of one color or in two colors – used in a series of standard games, for instance

**Peg Domino** – the pegs are arranged in a Domino mechanism, with sides of the same



color next to each other, on a circular board.

**Tricky Forest** – On a disc base you fasten pegs in a way that tree-like shapes are



formed, using pegs based on the results of a color die, the trees must be in balance all the time.



## Simple Rules

A Russian publisher and a newcomer to Nuremberg:

#### Games for children:

**Big Wash** - Card game for 2-6 players, ages 5+: All players search simultaneously for pairs of socks.



**Day & Night** – Card game for 2-6 players, ages 5+: You look for opposites in different variants of the game.





**Home, Sweet Home** – Bingo variant for 2-4 Spieler, ages 1+ or 5+, depending on the version that is played.



**Homo Sapiens** – Card game for 3-8 players, ages 5+: Each player is assigned an animal, then animals are drawn, one after the other, and the owner of each animal imitates the animal that was assigned to the currently active player. When a face appears, you say "homo sapiens".



**Hurly-Burly in the Chicken Coop** – Deduction game for 4-18 players, ages 5+: In two teams, you need to identify the foxes that are stealing hens. Based on all kinds of



werewolf games.

**Matryoshkaville** – Card game for 2-6 players, ages 5+: Cards showing color combinations are revealed one by one and players search for the corresponding doll and imitate its movement.



**Meowchase** – Card game for 2-4 players, ages 5+: Cards indicating directions are drawn and you lay out a path accordingly. The path cannot cross itself and also cannot cross the paths of other players.



**Quick Eye** – Card game for 1-10 players, ages 5+: One card featuring a characteristic is turned up and all search the room for an item with this characteristics. Then the next card is revealed and you now look for an item with both characteristics, and so on.

**Squeeerrels** – Card game for 2-4 players,



ages 5+: Squirrels collect nuts and while coping with hedgehogs and martens; each player uses three squirrels, each of them commands a special ability.

**Toddles-Bobbles** – Card game for 2-6 play-



ers, ages 5+: You reveal cards with funny creatures; when one appears for the first time it is given any name of your choice. When it appears again you get all cards



revealed in the meantime if you call the creature by its correct name. Three versions – White, Green and Set.

**Games for families and adults:**

**Letters+** – Word game for 2-8 players, ages 8+: You roll letter dice showing consonants and combine with any vowels of your



choice to form valid words; the longer a word the higher the score.

**Mind Reader** – Psychology game on the topic of empathy and intuition, for 2-6 play-



ers, ages 14+

**Multipotentialite** – Negotiation game for



3-6 players, ages 14+: You are given ability cards; one player as the employer reveals three cards and the other players apply for them while using their own abilities.



## Space Cowboys

**Final Touch!** – Bluff game with cards by Mike Elliott for 2-4 players, ages 8+: As a



forger of works of arts you copy master pieces, but you earn money only if you are first to complete a picture with the last correct color. Announced, in development.

**Route 666** – Zombie game by Martin Wallace: In Essen announced as a project, on



show in Nuremberg as a rather crude prototype – a game in which you lead a team of five survivors through an area infested by Zombies.

**T.I.M.E. Stories Die Drachenprophe-  
zeiung** – Expansion for T.I.M.E. Stories by



Manuel Rozoy for 2-4 players, ages 10+: This time the time problem takes the agents to a medieval world full of magic.

**T.I.M.E. Stories: Hinter der Maske** – Ex-



pansion for T.I.M.E. Stories by Guillaume Montiage and Manuel Rozoy: A secret in the Valley of the Kings in Egypt at the time of the pharaohs needs to be solved.

**Via Nebula** – Logistics game by Martin Wallace for 2-4 players, ages 12+: You



connect cities and areas of production and build sites for a perfect sequence of transport and production: Cooperation is necessary, but new cities give their own individual abilities and victory points.



## Spin Master

**Star Wars Box Busters** – Attack game for 2 players, ages 6+: Box Busters are cubic boxes



that can be folded out to form game landscapes and provide various attack games in different levels of difficulty. In order to win you need to conquer the opposing command center; skirmishes are resolved by simultaneous dice rolls and evaluation of the rolls. The starter set comprises the planets of Naboo & Hoth or Tatooine & Yavin. There are also single boxes with individual battle grounds and also the cube for the Death Star: **Box Busters Death Star**.

**Wave** – Interactive game Spiel for 1 or more players, ages 7+: Five game modes are used



by waving your hand over the color squares; four modes enable you to play against an opponent – you repeat color sequences, arrange colors in sequences, connect colors or concentrate on a target color. In the music mode you can create sounds.



## Tactic

Two new releases stand out from the extensive program, which is targeting mainly Scandinavian countries:

**Colorology** – Communication game for 3-6 players, ages 8+: For any given card with a



term you choose the color which you believe fits the term closest; the other players must guess your choice of color.

**Totem** – Position game for 2-4 players, ages 7+: In analogy to Quoridor you need to be

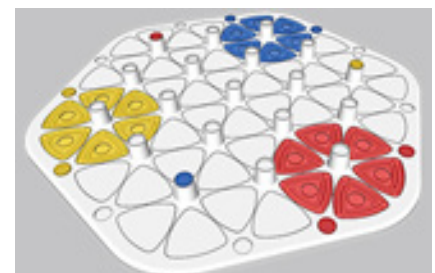


first to reach the opposite side of the board while having to avoid the walls that pop up.



## Tactrics

A new exhibitor from The Netherlands, presenting an abstract position game:

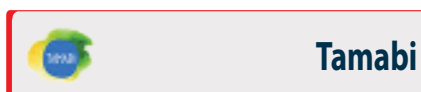




**Vortex** by Han Beeftink for 2-6 players, ages 8+: Triangular rounded tiles in player colors are placed on rotating elements and must be taken to their target spots by rotating those elements.

car gives commands to the steering player.

**Powers**



**Tamabi**

**Wortaktiv** – Educational game by Tamara Biedermann for 1 or more players, on the



topic of dyslexia, meant to train word memory, memorizing of word images and concentration while addressing all senses.

In 2016, too, there are new stories to be told and you find the corresponding theme cubes in the series of Rory's Story Cubes by Rory O'Connor, all sets are compatible with all the other sets.

**Doctor Who** for 1 player, ages 10+: Nine dice featuring topic-related characters and



**Rescue**



items.

**Looney Tunes** for 1 player, ages 6+: Nine



**The Purple Cow**

**Doodle a Doodle** – Drawing game for 1-10 players, ages 5+: You choose a doodle



A new company with two new games – the first game by Klaus and Benjamin Teuber was published in the autumn of 2015 by Kosmos, and **Schmuggler**, the second game, now appears for Nuremberg, again with Kosmos, see there, it is called.



dice featuring characters

**Scooby Doo** for 1 player, ages 6+: Nine dice



(which originally were cartoons by Roger Price) and incorporate the doodle into a drawing; the other players must guess which part of the drawing is the doodle.

**Spin Story** – Fantasy narrative game for 1-10 players, ages 5+: 7 spinners determine

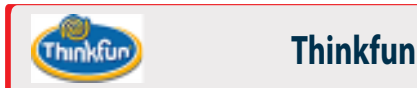


At the same time there is some first information available on a game that is scheduled to appear in 2015, a magnetic race game on a vertical board. A race car on one side is steered by a magnet on the other side, the player on the side of the race

featuring characters  
There are three new expansion sets, too, featuring three dice each:  
**Medieval**



the structure of the story, then you tell the story within the run time of the timer and you use abilities of the characters.



**Circuit Maze** – Logic puzzle for 1 player, ages 8+: The task cards provide a template



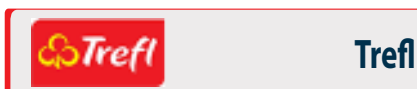
with locations for energy source and LEDs: Then you need to place conductors, resistors and blockers to close the circuit and make one, two or three LEDs light up.

**Code Master** – Programming game for 1 player, ages 8+: Without a computer,



basic principles of programming are encountered; you come up with a path across the board to make the avatar arrive at the finish and access the next of 60 levels.

Distribution partner: HCM Kinzel



**Star Wars Rule the Galaxy** – Cooperative game for 1-4 Spieler, when only one



Stormtrooper unit resists, all players lose together.

**Star Wars Star Battle** – Position game for 2-4 players: You need to fight your way through enemy lines; when all units are



gone, you must quit the game.

In the catalog a new series of games by Reiner Knizia is presented: I

**Misja Kolonizacja** – SciFi game for 2-4 players, ages 8+: Astronauts are tasked with preparing shelters for colonists, closed rooms earn you points.

**Tajemnicze Podziemia** for 1-5 players, ages



6+: Treasure hunting in the underground, you encounter ghosts, trolls and spiders.

**Zajace na Lase** – Race game for 2-4 players, ages 6+: This is a race in which not fastest hare does not always get the most carrots.



**Ulisses Spiele**

**Fireteam Zero** – Horror conflict game by Mike Langlois, Christian Leonhard and Loïc



Muzy for 1-4 players, ages 14+: Cooperative game, players take on the role of a secret fighter against supernatural powers – leader, Close encounter, Sniper and Mining/ Paramedic.

**Mercs Recon Gegenschlag** – Cooperative game by Brian Shotton for 1-5 players, ages 12+: In the universe of the MERCS Tabletop game you fight for your MegaCon, secure mission targets and complete missions on a modular board with miniatures.



**Myth** – Cooperative fantasy game by Brian Shotton and Kenny Sims for 2-5



players, ages 12+: A revised new edition of the game, you create your own myths in continuing stories.



**Winning Moves**

New editions featuring new topics for Cluedo, Monopoly, Top Trumps and Trivial Pursuit.

**4 gewinnt**

**4 Gewinnt Super Mario** – Placement game for 2 players, ages 6+: Luigi vs. Mario on a



vertical board, you can use Yoshi or Toad for a blocker; positions that lie underneath the blocker are no longer available, but those blockers can also be removed.

**Monopoly**

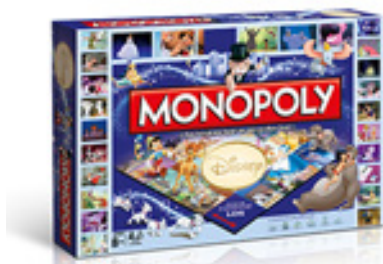
All editions are intended for 2-6 players, ages 8+, and come with exclusive, collectible





playing pieces.

**Monopoly Assassin's Creed Syndicate**  
**Monopoly Disney Classics**



**Monopoly Fallout Collector's Edition**



**Monopoly Sonic Boom**  
**Monopoly WWE Wrestling**



**Monopoly Zurück in die Zukunft**  
**Risiko**

**Risiko Game of Thrones Gefecht-Edition**  
 for 2-7 players, ages 18+: Battles in Westeros



for castles and harbors and the power of your own house.

**Top Trumps**

A whole series of new titles, from **Finding Dory** to **Yakari** and **Minions** to **Sonic Boom** and many, many more. Standing out especially:

**Top Trumps Kidsbox Dragons** – a new Top Trumps Dragons, accompanied by an Ohnezahn figurine, packed into a suitcase.



**Top Trumps Tin Minions**, the cards are stored in a tin shaped like a minion, and T



**Trivial Pursuit**

**Trivial Pursuit World of Warcraft Edition**  
 – Trivia game for 2-6 players, ages 12+:



100 cards feature 600 questions in the categories of geography, player characters, background information, booty, villains and skirmishes. Includes Baby Murloc figurines and a Baby Murloc die.

**WIZKIDS**

**WizKids**

**DC Comics Dice Masters: World's Finest**  
 – New set for the dice game by Mike Elliott



and Eric M. Lang for 2 players, ages 14+: The set introduces new heroes and new abilities, for instance Iron Will.

**Mage Knight: Die verschollene Legion** by Vlaada Chvátil for 1-4 players, ages 14+: The

first expansion for Mage Knight introduces a new enemy – General Volkare and his legion with additional rules for new scenarios and



a special rule for a game of five players. First German edition from Pegasus, 2013.

**Mage Knight: Krang Character Erweiterung** by Vlaada Chvátil, Paul Grogan and Phil Pettifer for 1-5 players, ages 14+: This expansion introduces Krang, the Orc Chaos Shaman, as a new character, with



all necessary components.

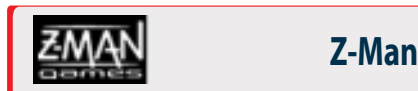
**Star Trek Frontiers** – SciFi scenario game by Andrew Parks and Vlaada Chvátil for 1-4 players, ages 14+: Modular board, using the



system from Mage Knight for competitive, cooperative and solitary scenarios.

## Ytres Assembly

**Bértikal** – Dexterity game for 1 or more Spieler: Four rotating cylinders in vertical lineup form a maze, from which you need to escape in the shortest possible time. There are different editions in several levels of difficulty. In NEC.



**Aquarium** – Card game by Sander Vernyns and Tim de Rycke for 2-6 players, ages 10+:



You buy fish that belong together in order to collect as many points as possible. New edition, first edition from Sandtimer, 2011.

**Archaeology: The New Expedition** – Card game by Phil Walker-Harding for 2-4 play-



ers, ages 10+: In the Egyptian desert you search for parchment fragments and other valuable artifacts or hope for a huge treasure trove. Clever trading on the market and well-timed sale to museums is necessary and you need to beware of sand storms and thieves.

**Flick 'em Up!** – Snipping game by Gaëtan Beaujannot and Jean Yves Monpertuis for



2-10 players, ages 7+: As Sheriff you protect

the citizens in town from bandits; as a bandit you attack the guardians of the law, in both cases you try to snip your opponents off the table. New edition with plastic components. First edition Pretzel Games 2015.

**Haleakala** – Development game by Florian Racky and Marc Klerner for 2 players, ages



12+: At the feet of the volcano – according to folk lore it is the house of sun which holds the rays prisoner – you strive to become King of Haleakala. English edition of Haus der Sonne, Feuerland Spiele 2015.

**Knit Wit** – Word game by Matt Leacock for 2-8 players, ages 8+: You try to find unique



terms for various categories, but players create their own categories in the course of the game. French edition from Filosofia Editions.

**Thunder & Lightning** – Conflict game by



Richard Borg mit Karten for 2 players, ages 13+: Confrontation between Thor and Loki about Odin's Crown and Draupnir, Odin's Ring of Power.

#### Autumn Preview:

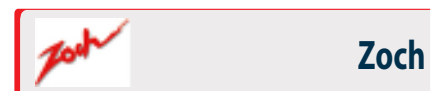
**Caravan** – Card game by Emerson Matsuchi for 2-5 players, ages 8+: Two different editions - **Spice Road Edition** and **Chrystal Golem Edition** – both featuring identical mechanisms, no details known yet.



**Pandemic Reign of Cthulhu** – Cooperative



game for 2-4 players, ages 14+: Mechanisms of Pandemic, combined with the Cthulhu topic. Details not yet known. French edition from Filosofia Editions.



The best selling **Crossboule** by Mark Calin Caliman for 2 or more players, ages 6+ is



expanded with a new edition in the design of **Justice League Heroes**.

**Ice Cult** – Movement game by Joe for 2-4 players, ages 10+: You need tactic in order



to escape the polar freeze in the center of the board shaped like a cross.

**Geistesblitz: Spooky Doo** – Variant of Geistesblitz by Jacques Zeimet for 2-8





players, ages 8+.

**Kuhno** – Card game by Thierry Chapeau for 2-5 players, ages 8+: Topic are cows with



colored spots and the cow fly Kuhno.

**Lunte** by Bruce Whitehill for 2-6 players,



ages 8+: The fuse has been lit! All players hold seven cards and in turn place a card and draw a card immediately until someone plays a bomb card or a defusing card or the time bomb card is drawn. This results in cards being removed or taken accordingly. New edition, 2014 from Mücke Spiele.

**Spring ins Feld** – Collecting game by



Klaus Zoch and Anja Dreier-Brückner for 2-4 players, ages 4+: The gardener collects flowers and carries a die in his transparent cap.

With this we have reached the end of our walk-around, there were more publishers, games and designer than last year, again lots of interesting things and some unusual ones. We look forward to try them all out! See you all again in Nuremberg 2017.

#### What we have noticed elsewhere:



**ADC Blackfire Entertainment**

**West of Africa** – Development game with an economics topic by Martin Schlegel for



2-5 players, ages 10+: With his own card deck each player tries to develop estates in the Canary Islands, sell them with profit and develop settlements.



**Alderac**

**Dice City All That Glitters** – Expansion for Dice City by Vangelis Bagiartakis for



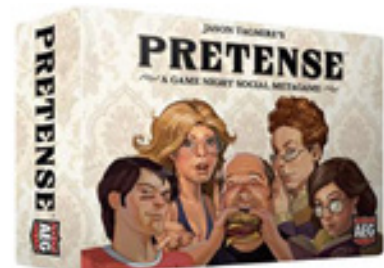
2-4 players, ages 14+: Three new locations for Military, Economics, Culture and Administration, plus a Gold Mine featuring as a commodity location.

**Greedy, greedy Goblins** – Bluff game by Richard Garfield for 2-4 players, ages 8+: You are the Chief of a Goblin clan, draw mine



tiles and place them face-down on a section of the mine. You can lay claim to those section any time by placing goblins there and thus block the section for additional mine tiles. German edition announced from Pegasus from autumn.

**Pretense** – Game within a game by Jason Tagmire for 2-12 players, ages 7+: You play this while basically playing another game;



you are assigned a secret target and a secret role; if you achieve your target you score points and steal the role of another player.

**Ravenous River** – Bluff game by Isaac Shalev for 2-7 players, ages 14+: You embody an animal and try to cross the river.



The roles are secret and you do not know who is hunter and who is prey. You try to make a maximum of points, eat prey and avoid to be eaten.

**Smash Up: It's your Fault!** - Card game by Paul Peterson for 2 or 4 players, ages 12+: The four decks in this edition have



been chosen by a worldwide player poll - Sharks, Superheroes, Greek Myth and Dragons. German edition as Smash Up: Die Unverzichtbaren with Pegasus Spiele.

**Twilight Squabble** – Card game by David J. Mortimer for 2 players, ages 14+:



A simulation of the Cold War, taking 10 minutes and done with cards.

**beziergames**

**Bézier Games**

**America** – Trivia/Quiz game by Friedemann Friese and Ted Alspach for 2-6 players,



ages 10+: In analogy to Fauna you answer questions on America in the categories of Pop Culture, Food, Products, Games, Sport and History of the United States.



**Crano Creations**

**Admiral of the Black** for 2-5 players, ages 8+: A 3D Pirate Ship is steered by sand



timers and you need to complete scenarios in the shortest possible time.

**Gnominia** – Dice game with pool building by Stefano Castelli for 1-4 players, ages 8+: You control a village of gnomes that is competing with other villages; if you are first to collect 20 trophies, you win.

**dlp games**

**dlp Games**

**Böhmische Dörfer** – Tactical dice game by Reiner Stockhausen: You roll dice and lay



claim to various buildings in a joint village, and then use the abilities of those buildings.



**Frosted Games**

**Brettspiel Osterfest 2016** – Collection of expansion, in analogy to the Advent



Calendar, featuring expansions for Antarctica, Colt Express, Dream Islands, Haus der Sonne, My Village, Imperial Settlers, Snowdonia and T.I.M.E. Stories. There is also a Microgame WELCHES SPIEL by Jürgen Karla and Oliver Grimm to determine the next game you will play.



**Müller-Mätzig Spiele**

**Da Yunhe Kanal** – Development game by Björn Müller-Mätzig for 2-5 players, ages 10: Under order from the emperor you expand the Imperial Canal, assist in building the Forbidden City and need to achieve this



with little unrest and uprisings. Successful control trips of the Great Coordinator, expansion of the Canal system and quieting down the population earn you reputation at court.



**Rio Grande Games**

**Tiffin** – Logistics game by Jonathan Hager and Rael Dornfest for 2-4 players, ages 14+:



Lunchtime in Mumbai, lunch boxes must be sorted, loaded onto the train, transported, unloaded and distributed.



**Stronghold Games**

**Animals on Board** – Card game by Rolf zur Linde and Wolfgang Sentker for 2-4 players,



ages 8+: You want to get as many animals as possible into your arch, but Noah has put a ban on pairs; you lose animal pairs at the end of the game; more than two animals are not a pair and are allowed and valuable, too. German edition eggertspiele/Pegasus.

**Bear Valley** – Adventure game by Carl Chudyk for 2-6 players, ages 8+: You explore the wilderness by moving and master





challenges.



## Tasty Minstrel Games

Announced at Essen from Intrafin, the game is now published by Tasty Minstrel Games:

**Guilds of London** – Development game by Tony Boydell for 1-4 players, ages



10+: As a guild member you send your representatives into as many guilds as possible to become master there and win influence as well as estates in Ulster and Virginia.



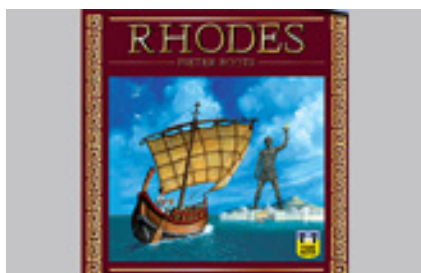
## The Game Master

**Limbo** – Card game by Hans van Tol for 2-6 players, ages 7+: All animals must



pass underneath the Limbo barrier, and you need to go lower and lower until the monkey appears and changes the rules. And then you should not be stuck with the elephant.

**Rhodes** – Development game by Pieter



Boots for 2-5 players, ages 10+: As a Greek farmer you cultivate your land, sail your ship into harbor, sell your commodities and influence the market – those activities

turning you more and more from a farmer into a merchant.

**Story Maker** – Cooperative narrative game



by Hans van Tol for 2-10 players, ages 8+: You create a story with cards and the other players must guess the story while employing all of their senses.



## Volumique

**Fearz** – Observation game by Anja Wrede



and Bruno Faidutti for 3-10 players, ages 5+: A game to recognize fears, using cards in combination with an app, but also playable with app only. You should be first to discern, from his actions, what another player is afraid of.

**World of Yo-Ho** - Hybrid of board game and



smart device game for 2-4 players, ages 8+: With Iello, see there.



## White Goblin Games

**Crimson Crush** – Card game by Michael Schacht for 3-5 players, ages 8+: You try to score points with your heroes and to use Death Grip to kidnap citizens to give penalty points to other players.



**Hong** – Abstract placement game by Néstor Romeral Andrés for 2 players, ages 8+:



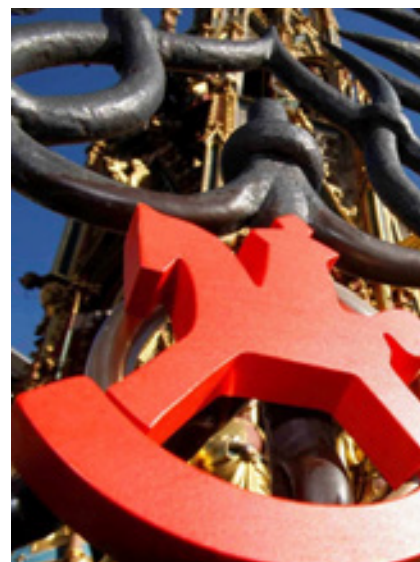
One player tries to complete two-headed dragons, his opponent tries to hinder him in this purpose.

**Invaders: Armageddon** – Expansion for Invaders by Mark Chaplin for 2 players, ages 12+: Three new locations and new mechanisms for humans and aliens.

**Matryoshka** – Card collecting game by Sérgio Halaban for 3-5 players, ages 8+: In



four rounds you try to collect Matryoshkas, each made up from seven dolls.



# Designers and their games at Nuremberg 2016

**Adamescu Adrien**  
Rival Kings, HUCH! & friends

**Ahrenkiel Ingeborg**  
Mauseschlau & Bärenstark  
Meeresabenteuer, Ravensburger

**Allué Josep Maria**  
Zum Kuckuck, Haba

**Alspach Ted**  
America, Bézier Games  
Werwölfe unterwegs, Pegasus Spiele#  
Werwölfe Vollmondnacht, Ravensburger

**Alves Daniel**  
Masmorra Dungeons of Arcadia, Cool Mini or Not

**Amane Desnet**  
Mighty Monsters, Queen Games

**Anders Brad**  
Warhammer 40.000 Conquest Legionen der Toten, Heidelberger

**Andersen Martin Nedergaard**  
Bandido, Helvetiq  
Brain Flip, Foxmind  
Die unglaubliche Geschichte wie die Mücke zum Elefanten wurde, Moses. Verlag  
Family Flutter-By, HUCH! & friends  
Roadkill, Helvetiq

**Andrés Néstor Romeral**  
Hong, White Goblin Games

**Andrusch Jakob**  
Plitsch-Platsch-Katapult, Haba

**Armbruster Susanne**  
Level 8 Das Brettspiel, Ravensburger

**Auzāns Kristaps**  
Logic Cards, Game Factory  
Logic Cards Kids, Game Factory

**Baars Gunter**  
Errate die Berufe, Ravensburger

**Bagiartakis Vangelis**  
Dice City All That Glitters, Alderac/Artipia

**Bailey Samuel**  
Warhammer 40.000 Relic Hallen von Terra, Heidelberger  
Warhammer 40.000 Verbotene Welten

**Balter Nancy**  
Hoppy Floppys Möhrchenjagd

**Bannier Benoit**  
10 to Kill, La Boite de Jeu

**Barkat Hadi**  
Grand Tour Europe, Helvetiq  
MusicIQ, Helvetiq  
Something Else Instead, Helvetiq

**Batista I Roca Viktor**  
Zum Kuckuck, Haba

**Baumann Dirk**  
Krazy Wordz Family, fishtank  
Krazy Wordz Nicht 100% jugendfrei, fishtank

**Bauza Antoine**  
Monster unterm Bett, Asmodee / Le Scorpion MasqueOceanos, Iello  
Welcome Back to the Dungeon, Iello

**Bayer Robert**  
Karawanix, Piatnik

**Beaujannot Gaëtan**  
Flick'em up, Z-Man Games

**Bebenroth Frank**  
Drecksau sauschön, Kosmos  
Star Wars Lichtschwertduell, Ravensburger  
Yippie Yippie Yeti, Hasbro

**Beefink Hans**  
Vortex, Tactrics

**Bentley Nick**  
Stinker, Foxmind

**Berger Johannes**  
Super-Vampire, Queen Games

**Berger Nicola**  
Der Reise-Regen-Rücksitz-Koffer, Moses. Verlag

**Berthelot Dorian**  
Abado, Abeilles

**Berton Paul**  
Eye know, Kosmos

**Biedermann Tamara**  
Wortaktiv, Tamabi

**Blanchot Denis**  
Dobble 123, Asmodee  
Dobble Cars, Asmodee  
Dobble Dorie, Asmodee  
Dobble Star Wars, Asmodee

**Bleuze Fabien**  
Klappe, HUCH! & friends

**Boelinger Christophe**  
Difference junior, Gigamic

**Bogen Steffen**  
Camel Cup Cards, Pegasus/eggert

**Bokarev Timofey**  
MinzMaze Mix, Pegasus Spiele  
MindMaze Geschichten für junge Detektive, Pegasus Spiele

**Boots Pieter**  
Rhodes, The Game Master

**Borg Lionel**  
Hahn im Korb, Asmodee  
Karibou Camp, Gigamic  
Thunder & Lightning, Z-Man Games

**Bos Liesbeth**  
Die Jagd nach dem verschollenen Schatz, Moses. Verlag

**Bourgoin Nicolas**  
Djumble, Cocktail Games

**Boydell Tony**  
Guilds of London, Tasty Minstrel Games

**Brand Inka**  
Die Drei ??? Kids Gespensterjagd, Kosmos  
Komm, wir kaufen ein, Ravensburger  
Touria, HUCH! & friends

**Brand Markus**  
Die Drei ??? Kids Gespensterjagd, Kosmos  
Komm, wir kaufen ein, Ravensburger  
Touria, HUCH! & friends

**Briedl Silke**  
Chicken Wings, HUCH! & friends

**Burigo Erik**  
Rush & Bash Erweiterung, Red GLOve

**Burkhardt Günter**  
Europa, Kosmos  
Maja Honig-Wettlauf, Ravensburger  
Ulm, HUCH! & friends

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Gipf, Huch! & friends  
Zertz, Huch! & friends

**Caliman Mark Calin**  
Crossboule Justice League, Zoch Verlag

**Caplanne Jérémie**  
Karibou Camp, Gigamic

**Castelli Stefano**  
Gnominia, Cranio Creations

**Cathala Bruno**  
Fourberies, Bombyx  
Okami, Iello  
Pingvasion, Bombyx

**Chapeau Thierry**  
Kuhno, Zoch Verlag  
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Invaders: Armaggedon, White Goblin

**Chevallier Charles**  
Brix, Blue Orange  
Okami, Iello  
Vikings on Board, Blue Orange

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Bear Valley, Stronghold Games



**Chung Christopher**  
Lichterfest, Pegasus Spiele

**Chvátíl Vlaada**  
Mage Knight Die verschollene Legion, WizKids  
Mage Knight Krang, WizKids  
Star Trek: Frontiers, WizKids

**Cioni Piero**  
World Monuments, Queen Games

**Colovini Leo**  
Leo muss zum Friseur, Abacusspiele

**Cormier Jay**  
Junk Art, Pretzel Games

**Cramer Matthias**  
Dynasties, Hans im Glück  
Fight for Olympus, Mayfair Games  
Kampf um den Olymp, Lookout Spiele

**Crespi Andrea**  
Alone, Horrible Games

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Dungeon Roll 2. Edition, Pegasus Spiele  
Dungeon Roll Neue Helden, Pegasus Spiele

**Darwid Jack**  
Roar-a-Saurus, Heidelberger Spieleverlag

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SeaFall, Plaid Hat Games

**de Rijk Richard**  
Fladeranti, Piatnik

**de Rycke Tim**  
Aquarium, Z-Man Games

**Decad Sebastien**  
Picmix, Gigamic

**Degouy Nicolas**  
Krosmaster Dofus Booster, Pegasus Spiele

**Denoual Thierry**  
Brix, Blue Orange  
Gobblet Mampfer, Asmodee  
Top That, Blue Orange Games

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Burg Mengenstein, Ravensburger  
Geisterburg, Queen Games  
John Deere Field Race, Schmidt Spiele  
Playmobil Super 4 Die Zeit läuft, Schmidt Spiele

**Djossa Ivan**  
Bayamigo, Art of Games

**Domberger Jörg**  
Die Villa des Paten, Gmeiner-Verlag

**Donner Garrett J.**  
Activity Krazy Kritzel, Piatnik  
Splatto, Piatnik

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Stem Expansion #5, Mayfair Games

**Dorn Rüdiger**  
Istanbul Brief & Siegel, Pegasus Spiele

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Tiffin, Rio Grande Games

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Alles im Eimer, Kosmos  
Dschungelbande, Kosmos

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Sixth, Blue Orange

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Karawanix, Piatnik

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Spring ins Feld, Zoch Verlag

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Deus Die Erweiterung, Pearl Games  
Troyes, Pearl Games

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Vikings on Board, Blue Orange

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Expeditionen/Costa Rica, Lookout Spiele

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C'est mon Fort, MJ Games  
Der Wettkampf der Burgbaumeister, Moses. Verlag

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DC Comics Dice Masters: World's Finest, WizKids  
Final Touch, Space Cowboys

**Emery-Bonnet Norette**  
Something Else Instead, Helvetiq

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Loony Quest Die Versunkene Stadt, Libellud

**Evarts Denise**  
Sleeping Queens, Game Factory

**Evarts Madeleine**  
Sleeping Queens, Game Factory

**Evarts Max**  
Sleeping Queens, Game Factory

**Evarts Miranda**  
Sleeping Queens, Game Factory

**Faidutti Bruno**  
Fearz, Volumique

**Falco Marsha J.**  
Mini Five Crowns, Amigo Spiele  
Mini Karma, Amigo Spiele

Mini Quiddler, Amigo Spiele  
Mini Set, Amigo Spiele  
Quiddler junior, Amigo Spiele

**Feld Stefan**  
Die Burgen von Burgund Das Kartenspiel, alea

**Feldkötter Michael**  
Das verdrehte Labyrinth, Ravensburger

**Fiore Christian**  
Bibi & Tina Mädchen gegen Jungs, Schmidt Spiele  
Legends, Ravensburger

**Fisher Ken**  
Wizard Jubiläumsedition, Amigo Spiele

**Flanders Tim**  
Warhammer 40.000 Relic Hallen von Terra, Heidelberg

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Pentago, Kosmos

**Fournier Guillaume**  
J'ai mon voyage, MJ Games

**Fraga Roberto**  
Bengal, Dino Toys  
Dr. Eureka, Pegasus Spiele  
Doctor Panic, Repos  
Keksäää, Asmodee / Le Scorpion Masque

**Franz Klemens**  
Die Omama im Apfelbaum, Piatnik

**Free Pamela J.**  
Activity Krazy Kritzel, Piatnik

**Fremaux Jean-Baptiste**  
Gobb't, Old Chap

**French Nate**  
Warhammer 40.000 Conquest Legionen der Toten, Heidelberg

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America, Bézier Games  
Terra on Tour, Huch! & friends

**Fritsche Arpad**  
Bauboom, Amigo Spiele

**Fühler Arve D.**  
Skibe, HUCH! & friends

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Imagine, Cocktail Games / HUCH! & friends

**Gandon Francois**  
Quadropolis, Days of Wonder

**Garfield Richard**  
Bunny Kingdom, iello  
Gierige gierige Goblins, Pegasus Spiele  
Greedy, Greedy Goblins, AEG  
King of New York: Power Up, iello  
Schatzjäger Goblin's Loot, Queen Games

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Troyes, Pearl Games

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Dead of Winter: The Long Night, Plaid Hat Games

**Gerdts Mac**

Steam Ship Company, PD-Verlag

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Vudu Erweiterung 3, Red Glove**Glumpler Heinrich**

Wir spielen Schule, Ravensburger

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Fish off / Ice Cool, Brain Games

**Gonthier Christophe**

Booo!, Blackrock Games

**Green Don**

Puppy ove, Foxmind

**Grégoire Olivier**

Hope, Morning Players

**Grimm Oliver**

Which Gam3, Frosted Games

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Ankh, HUCH! &amp; friends

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**Guiton Raphael**Zombicide Bk Plague, Cool Mini or Not  
Zombicide Wulfsburg, Cool Mini or Not**Gupta Julien**

Super-Vampire, Queen Games

**Haferkamp Kai**Capt'n Sharky Wild im Westen, Die  
Spiegelburg  
Das kleine Gespenst, Haba  
Das kleine Gespenst Spuk auf Burg  
Eulenstein, Haba  
Die verrückte Wettermaschine,  
Ravensburger  
Rettet den Märchenschatz, Pegasus Spiele  
Robbi, Tobbi und das Fliewatüt, HUCH! &  
friends  
Was ist was Fußball, Kosmos**Hager Jonathan**

Tiffin, Rio Grande Games

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Matryoshka, White Goblin

**Hanke Karen**

Logik-Labyrinth, Haba

**Happel Knut**Bibi & Tina Mädchen gegen Jungs, Schmidt  
Spiele  
Legends, Ravensburger**Haustein René**

Cards, HUCH! &amp; friends

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Chimère, Game Flow

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Fliegen klatschen, Abacusspiele

**Hiese Kirsten**

Kerala, Kosmos

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Klappe, HUCH! &amp; friends

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Burg Flatterstein, Drei Magier Spiele

**Hopwood Andy**

Dao, Amigo Spiele

**Hoyer Oliver**Verfühl noch mal! Buchstaben & Laute,  
Haba  
Verfühl noch mal! Zahlen & Mengen, Haba**Huang Wei-Hwa**Roll fort he Galaxy, Pegasus Spiele  
Roll for the Galaxy Der große Traum,  
Pegasus Spiele**Hüpper Christiane**

Nachtwächterbär, Haba

**Hurter William H.**Disney Finding Dory, Ravensburger  
Disney Vaiana memory, Ravensburger  
Fireman Sam My first memory,  
Ravensburger  
Memory Nationalmannschaft,  
Ravensburger  
The Good Dinosaurs memory,  
Ravensburger  
The Secret Life of Pets memory,  
Ravensburger**Hutzler Thilo**Disney Finding Dory Wo seid ihr?  
Playmobil Angriff der Drachen, Schmidt  
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Superhelden, Kosmos

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Munchkin Kombos, Pegasus Spiele  
Zombie Würfel deluxe, Pegasus Spiele  
Zombie Würfel 3, Pegasus Spiele**Jakubik Hartwig**

Cool am Pool, Piatnik

**Johnson Joyce**

Logik-Labyrinth, Haba

**Johnson Seth**

Golem Arcana Durani, Pegasus Spiele

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Welches Spiel/Which Game, Frosted Games

**Kattinig Andrea**

Die Omama im Apfelbaum, Piatnik

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Ravensburger  
Glück Auf! Das große Kartenspiel, Pegasus/  
eggert**Kimball Steven**Star Wars Rebellion, Heidelberger  
Spieleverlag**Kirps Dennis**

Make 'n Break Architect, Ravensburger

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Crime Master, Gmeiner-Verlag

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Haleakala, Z-Man Games

**Kletzkine Jeremie**

The Cohort, Mage Company

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Halt mal kurz, Kosmos

**Kloijer Kristel**

Gockola, Piatnik

**Kneisel Janet**DREIst, Ravensburger  
Geisterburg, Queen Games**Kniffen James**

Warhammer 40.000 Verbotene Welten

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Brains Schatzkarte, Pegasus Spiele  
Der magische Zwergenwald, Hasbro  
Misja Kolonizacja, Trefl  
Schottentotten, Iello  
Sponge Bob Doppelback, Ravensburger  
Spooky Woody, Piatnik  
Star Wars VII Allianz der Rebellen,  
Ravensburger  
Tajemnicze Podziemia, Trefl  
The Good Dinosaur Abenteuer am Dino-  
Fluss, Ravensburger  
Wickie Schatz Ahoi, Ravensburger  
Wiener Walzer, Piatnik  
Zajace na Lace, Trefl  
Zen Master, Helvetiq**Kobbert Max J.**Das verrückte Labyrinth, Ravensburger  
Dragons Junior Labyrinth, Ravensburger



**Konieczka Corey**

Star Wars Rebellion, Heidelberger  
Spieleverlag  
Warhammer 40.000 Verbotene Welten

**Konnov Alexey**

Game of Trains, Abacusspiele

**Koser Miriam**

Ene mene muh, Haba  
Nachtwächterbär, Haba  
Prinzessin Mina Juwelen-Memo, Haba

**Kramer Wolfgang**

Die Entdecker: Memory Das Brettspiel  
Glück Auf! Das große Kartenspiel, Pegasus/  
eggert  
Schnapp den Sack, Amigo Spiele  
Vampire Queen, Schmidt Spiele

**Krenner Johannes**

Junta Las Cartas, Pegasus Spiele

**Kruchten Christian**

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Carrotia, Mage Company

**Kuhlencord Gunnar**

90 Grad, Gerhards Spiel und Design

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Micro Robots, Abacusspiele

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Mord in der Villa Mafiosa, Gmeiner Verlag

**Kuro**

Heroes to Rent, Iello

**Kutschke Lorenz**

Dream Islands  
Life is life, nsv

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Presto! Presto!, Piatnik

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Cobra Twist, HUCH! & friends  
Fun to Go Auto-Lotto, HUCH! & friends  
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friends

**Lang Eric M.**

DC Comics Dice Masters: World's Finest,  
WizKids  
Warhammer 40.000 Conquest Legionen  
der Toten, Heidelberger

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Pingvasion, Bombyx  
Spacesheep, Blam! Edition

**Largeaud Agnès**

The Pied Piper, Iello

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Fireteam Zero, Ulisses Spiele

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MonStars, Piatnik

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Make 'n' Break Architect, Ravensburger

**Lawson Jack**

Make 'n' Break Architect, Ravensburger

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Das große Wagenrennen, Pegasus Spiele  
Knit Wit, Z-Man  
Pandemic Reign of Cthulhu, Z-Man Games

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Roll for the Galaxy, Pegasus Spiele  
Roll for the Galaxy Der große Traum,  
Pegasus Spiele

**Leicht Felix**

Drache Donnerzahn, Haba

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Loot n Run, Iello

**Lenny**

Get rich quick, Foxmind

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Abado, Abeilles

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Junk Art, Pretzel Games

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Runebound, Heidelberger Spieleverlag

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Muckinos, Piatnik  
Piratissimo, Pegasus Spiele

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Zombicide Bk Plague, Cool Mini or Not  
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**Luzurier Thomas**

Gobb'it, OldChap

**Malz Louis**

Rokoko Schmuckkästchen, Pegasus/eggert

**Malz Stefan**

Rokoko Schmuckkästchen, Pegasus/eggert

**Marchesi Mirco**

Quoridor, Gigamic

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Twinz, Cocktail Games

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Fourberies, Bombyx

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Masmorra Dungeons of Arcadia, Cool Mini  
or Not

**Matschoss Michel**

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Caravan, Z-Man Games

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Rüben-Rallye, Haba

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Pizza Time, Cocktail Games

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Epic PvP, Pegasus Spiele

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Automania, Aporta Games

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Flick'em up, Z-Man Games

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T.I.M.E Stories Hinter der Maske, Space  
Cowboys

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Manifold, HUCH! & friends

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Twilight Struggle, Alderac

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**Muller Blaise**

Quarto, Gigamic

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Mord in der Villa Mafiosa, Gmeiner Verlag

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Da Yunhe, Müller-Mätzig-Spiele

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Happy Pigs, Iello  
Tem-purr-A, Iello

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Fireteam Zero, Ulisses Spiele

**Neto Eurico Nunha**

Masmorra Dungeons of Arcadia, Cool Mini  
or Not

**Neugebauer Peter**

Emoji, Pegasus Spiele  
Stadt-Land-Anders, Pegasus Spiele

**Nevskiy Oleksandr**

Mysterium Verborgene Zeichen, Libellud

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Auf, Auf, kleiner Pinguin, Haba  
Das kleine Gespenst, Haba  
Das kleine Gespenst Spuk auf Burg  
Eulenstein, Haba  
Nachtwächterbär, Haba

**Norsker Jeppe**

Pack 'n go, Foxmind

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Rory's Story Cubes Doctor Who, The Creativity Hub  
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Boss Monster, Pegasus Spiele

**O'Neal Johnny**

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 MusicIQ, Helvetiq

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Epic PvP, Pegasus Spiele

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Smash Up: It's your Fault, AEG  
 Smash Up: Die Unverzichtbaren, Pegasus Spiele

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**Pichler Reinhard**

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Flash Point Feuer an Bord, Heidelberger Spieleverlag

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 Mage Wars Arena Flammenschmiede, Pegasus Spiele

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 Silhouette Würfelspiel, Noris  
 Silhouette junior, Noris

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Die Kolonisten, Lookout Spiele  
 Victorians, Mayfair Games

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Gauner raus, Drei Hasen in der Abendsonne

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Haleakala, Z-Man Games

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Das Grimoire des Wahnsinns, Heidelberger Spieleverlag

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Zombicide Bkck Plague, Cool Mini or Not  
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Ubongo Junior, Kosmos

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Junta Las Cartas, Pegasus Spiele

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Creativity, Iello

**Rieneck Michael**

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 Touria, HUCH! & friends

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Hanni Honigbiene, Haba

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Agricola, Mayfair  
 Agricola Family Edition, Mayfair  
 Agricola 5-6 Player extension, Mayfair

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Qwirkle Erweiterung 2, Schmidt Spiele

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Gallina City, Cocktail Games  
 Rabatz, HUCH! & friends

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T.I.M.E Stories Hinter der Maske, Space Cowboys  
 T.I.M.E Stories Die Drachenprophezeiung, Space Cowboys

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Risky Adventure, Queen Games

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Warhammer Quest Abenteuerkartenspiel, Heidelberger

**Sadler Brady**

Warhammer Quest Abenteuerkartenspiel, Heidelberger

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Kenjin, Iello

**Schacht Michael**

Crimson Crush, White Goblin  
 Knatsch, Abacusspiele  
 London Markets, Queen Games  
 Zooloretto junior, Abacusspiele  
 Zooloretto Würfelspiel Baby Boom, Abacusspiele



**Schäfer Nicola**

Jan & Henry Das Geräuschespiel, HUCH! & friends

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West of Africa, ADC Blackfire

**Schliemann Jens-Peter**

Glupschgeister, Kosmos

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110% Querdenken, Moses. Verlag

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Pustezauber, Haba

**Schwer Benjamin**

Die Helden von Kaskaria, Haba  
Yeti, Pegasus Spiele

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Keskife?, Blackrock Games

**Sentker Wolfgang**

Animals on Board, Pegasus Spiele

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Speed Dice, Amigo Spiele  
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Spiele

**Shalev Isaac**

Ravenous River, Alderac Entertainment

**Shklyarov Anatoliy**

Game of Trains, Abacusspiele

**Short David**

Way up High, Iello

**Shotton Brian**

Mercs Recon Gegenschlag, Ulisses Spiele  
Myth, Ulisses Spiele

**Sidorenko Oleg**

Mysterium Verborgene Zeichen, Libellud

**Silva Lorenzo**

Alone, Horrible Games

**Sims Kenny**

Myth, Ulisses Spiele

**Sinclair George**

Eye Know, Kosmos

**Sing Thomas**

Doctor Marbles, HUCH! & friends  
Kribbeln, Ravensburger

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Yomi Starterset, Pegasus Spiele  
Yomi Einzeldecks, Pegasus Spiele

**Skurbe Dagnis**

Mission to Mars 2049, Black'n'White Games

**Spaan Mathias**

Cards, HUCH! & friends

**Stark Frank**

Tricky Trees, Gerhards Spiel und Design

**Staupe Reinhard**

Tatü-Tata, die Feuerwehr ist da!  
True Stories 2, Moses. Verlag

**Steer Michael S.**

Activity Krazy Kritzel, Piatnik  
Splatto, Piatnik

**Stockhausen Reiner**

Böhmische Dörfer, dlp Games

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Superhelden, Kosmos

**Strehl Herta**

Karawanix, Piatnik

**Suganumo Masao**

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**Sulinskas Urtis**

Emojito, Desyllas Games

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Stadt Land Fluss Extreme, Schmidt Spiele

**Szöllösi Péter**

Fruit Mix, Piatnik

**Tagmire Jason**

Pretense, Alderac Entertainment

**Team Saien**

Elements, Pegasus Spiele

**Teuber Benjamin**

Schmuggler, Kosmos

**Teuber Klaus**

Catan Big Box, Kosmos  
Catan Das Duell, Kosmos  
Schmuggler, Kosmos

**Teubner Marco**

Gigi Gnom, HUCH! & friends  
Stone Age junior, Hans im Glück  
Wir spielen Schule, Ravensburger

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Gobb'it, OldChap

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Raid & Trade War on the Street, Mage  
Company

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Karawanix, Piatnik

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51<sup>st</sup> State: Master Set, Portal Games  
First Martians: Adventure on the Red Planet,  
Portal Games  
Imperial Settlers Die Atlanter, Pegasus  
Spiele

**Uesugi Masato**

Welcome Back to the Dungeon, Iello

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Spyfall 2, HobbyWorld

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Dominion Blütezeit, ASS / Rio Grande  
Games

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Vudu Double Trouble, Red Glove  
Vudu Erweiterung 3, Red Glove

**van den Bulk Chislaine**

Gockola, Piatnik

**van Tol Hans**

Limbo, The Game Master  
Story Maker, The Game Master

**Vega Isaac**

Ashes: Aufstieg der Phönixmagier,  
Heidelberger Spieleverlag  
Dead of Winter: The Long Night, Plaid Hat  
Games

**Vergeer Kathalijn**

Gockola, Piatnik

**Vernyns Sander**

Aquarium, Z-Man Games

**Verthé Valentin**

Das Junior Fußball Quiz, Moses. Verlag

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Zock,n' Roll, Schmidt Spiele

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Cry Havoc, Portal Games

**Walker-Harding Phil**

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Cacao Choclatl, Abacusspiele  
Imhotep, Kosmos

**Wallace Martin**

Route 666, Space Cowboys  
Via Nebula, Space Cowboys

**Warsch Wolfgang**

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**Weatherall Joe**

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**Webel Matthias Leo**

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**Weber Bernhard**

Flori Vielfraß, Amigo Spiele  
Glupschgeister, Kosmos

**Weinstock Amy**

Happy Birthday, Kosmos

**Weinstock Brian**

Happy Birthday, Kosmos

**Weisman Jordan**

Golem Arcana Durani, Pegasus Spiele

**Werneck Tom**

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**Whitehill Bruce**

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**Willis Shane**

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 Freddy's Farben, Logis

**Wrede Klaus-Jürgen**

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 im Glück  
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Pandemic Reign of Cthulhu, Z-Man Games

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**Zach Lukas**

Asterix & Obelix Das kooperative  
 Kartenspiel, Pegasus Spiele

Bücherwurm, Pegasus Spiele

Die Zwerge Saga-Erweiterung, Pegasus  
Spiele**Zalewski Jan**

Andromeda, Heidelberger Spieleverlag

**Zeimet Jacques**

Geistesblitz: Spooky Doo

**Zoch Klaus**

Spring ins Feld, Zoch Verlag

**zur Linde Ralf**

Animals on Board, Pegasus Spiele

**Zuravlev Yuri**

The Golden Sails, Hobby World

**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, Internet: www.spielejournal.at - 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

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