

# win

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DIE OMAMA  
IM APFELBAUM



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 63 GAMES



FIRST NONE, THEN TWO

# DIE OMAMA IM APFELBAUM

ADVENTURES WITH ANDI

8↑

Mira Lobe was and still is one of the best-known authors of children books in Austria. The probably best-known of her books is „Das Kleine Ich bin ich“, which in 2012 has been the inspiration or template for a few children games published by Selecta.

Another one of her classics, „Die Omama im Apfelbaum“ – „Grandma in the Apple Tree“, has now provided the inspiration for a co-operative game: Andi, the hero of the book, was always sad because he did not have a

grandmother. Suddenly, he has two, one for adventures up in the apple tree and another one living next door, who he tells about his adventures and for whom he does chores. In the game, players have adventures like Andi:

A game board showing an apple tree is laid out, the apple tokens are shuffled and - depending on the number of players – 8, 9, 8 or 10 are distributed randomly, apple side

up, on the tree. If some are left over, you put them back into the box, without looking at them. The double-sided cards have a green side for Omama and a blue side for Frau Fink, they are shuffled and you deal three cards to each player, and it does not matter you you take them up in your hand.

If you are the active player, to take an apple token off the three, turn it over and get a

**Dagmar de Cassan**

*A wonderful game, it comes across as a sequel or expansion of the book, topic and game are merging that seamlessly.*

card from the stack from another player. Depending on who is depicted on the apple token you turn this card over the side of Omama or Frau Fink and then resolve



the card accordingly:

For Omama you roll dice for adventures: The card shows one or several dice showing colors and also a word. Now you try to roll the depicted combination as quickly as possible, you can set aside dice and re-roll dice. When you have achieved the combination, you set aside the card, having also memorized the word in the card. When the sand timer has not yet run out, the next player in clock-wise direction can give you one of his cards in hand, correct side up, and you again try to achieve the combination, and so on, until the timer has run out. As soon as the timer has run out, you close your eyes and must now tell a story in which the words on the cards you set aside – you did set them out in a row – appear in the correct order. The grammatical form in which you use the word is not important. For each word that you use correctly the corresponding card with the word is put onto the apple tree. If you leave out a word or use in a wrong place in the sequence, this card and all cards that left in the row are taken out of play.

For Frau Fink the active player must set up the combination of dice as shown on the card – not roll them! – and then lift the construct up and set it down on the card, the colors showing on the card are confronting the active player. When you have managed that, again in turn the next player in clock-wise direction gives you one of his cards in hand and you replicate the dice arrangement, lift it and put it down, and so on, until the sand timer has run out. Then you as active player again close your eyes and must name the terms on the card, this time only in correct order, you do not have to connect them with a story. However, the terms are a bit more complicated for Frau Fink, for instance “Wasser für die Schwimmeriche holen”. Again cards for terms that you repeated correctly are placed on the apple tree and wrongly named cards and all behind them in the row are taken out of play.

The nice thing about this game is that players can help the active player, when he gets stuck – they are allowed to describe the next term for him, albeit for a penalty – one card has to be removed from the apple tree and you can only get help, when there is at least one card on the tree. So giving help does only make sense when you can save more than one card by assisting, because the aim of the game is, to have as big a number of cards on the tree as possible. You count them when there is no apple token left on the tree to take and the game then praises the achievement, ranging from Good to Incredible!

If you like, you can play a somewhat easier game – the cards only need to be named

correctly, the order is not important.

If you like it more difficult, on the other hand, you separate Omama cards and Frau Fink cards and only count the smaller stack at the end.

In a competitive version each player collects his cards for himself, helping is not allowed and you win with most cards at the end. A game as good and perfect as an apple from the tree with Omama! Especially nice would be if you could read the book to players before the first game, as this makes the game even more alluring, more challenging and more fun, playing with and for Andi. With only a few components, a fantastic concept has been realized here, which is also fun for parents to play and thus provides a marvelous family game. Who tells better stories and who is better in memorizing phrases? Concentration and paying attention are in demand!

My personal feature favorite is the combination of being able to help and tactics when the help! And there are luck of the roll and motor skill, too. An intense and challenging mix, the result is an attractive and somewhat different game for children, and that would have pleased Mira Lobe. ☑

Dagmar de Cassan



## 40 Years for WIN

Dagmar de Cassan, Editor-in-Chief

Books and games introduce topics into our nurseries. And it is nice to see that more and more topics – or, in up-to-date speech, License topics – find their way into our games scene.

Especially for children and young adults the atmosphere and flair of a game a very important. And if you are already familiar with the characters, as you have met them before when being read to from a children book and the graphic design provides instant recognition of one's favorite characters, then finest experiencing is possible.

This is why, I believe, that fantasy and role playing games are such favorites with young adults. The immersing oneself into a story is an unforgettable experience.

Therefore our cover is dedicated to the Apple Tree and the Grandmother in it, especially as our Austrian artist Klemens Franz is involved, as he is in many games.

Here, in WIN, you find our opinions on current games, games that maybe should find their way into your collection and appear on your games table regularly.

In our data base **LUDORIUM** you can find all those games. Come and take a look, and find out about all those games that you are still missing out on, at <http://www.ludorium.at> Do you like our **WIN**? Until we have caught up on our backlog, we do not take new subscriptions, you can read all the issues free of charge, see <http://www.gamesjournal.at>.

Our games compendium, **GAME BY GAME 2016** is available as a PDF, too, see <http://www.gamescompanion.at> ☑

### INFORMATION

**Designer:** A. Kattinig, K. Franz

**Artist:** Susi Weigel, Klemens Franz

**Price:** ca. 20 Euro

**Publisher:** Piatnik 2016

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

PLAYERS:

2-5

AGE:

8+

TIME:

25+

### EVALUATION

Cooperation, memory, narration

Users: For children

Version: de

Rules: de

In-game text: yes

**Comments:**

Few components for lots of fun \* Challenging and well-working mix of mechanisms

\* Very good adaptation of the book topic \*

Demands many different skills

**Compares to:**

First game with that mix of mechanisms

**Other editions:**

Currently none





VERBAL SPY HUNT

# CODENAMES

RISKY WORD GAME



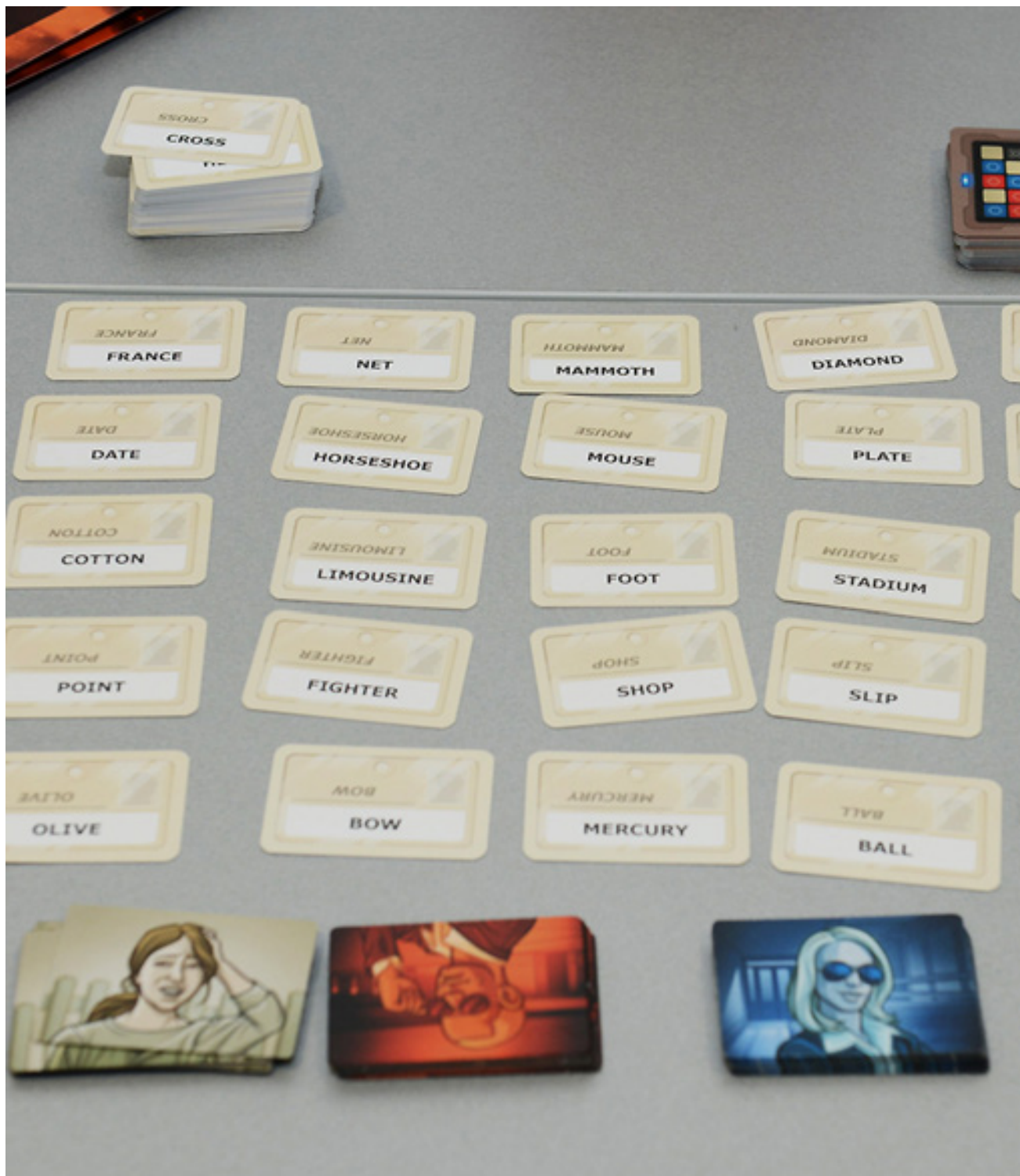
What do a wall, a countenance, a quarry and a gall have in common? Correct, they all could be paired with stone or stony to specify a term or form a new one, for instance boundary stone. And already we

are less than a stone's throw away from the word and association game Codenames, a new game by the renowned and successful designer Vlaada Chvátil, Czech Games Edition is again, as for many of Chvátil's games,

the publisher.

The play on words has been framed with an agent's topic, featuring two heads of secret agencies, called Team Red and Team Blue, who sit next to each other, and their team of investigators, who should take a seat at the opposite side of the table.

Between bosses and investigators a grid of 5x5 word cards, out of 200 cards, is laid out. The cards show different words on both sides, and each side is printed with the term in both directions of readings and so easily readable from both sides of the table.



One Key card is randomly drawn from a deck of 40 such Key cards and is put into a holder in a way that only the bosses can see the front side. This card indicates with four color dots at its edge if Team Red or Team Blue will begin. Much more important however, is that the card also features, in a 5x5 grid pattern, the position of eight word cards that need to be guessed by one team, and nine cards that need to be guessed by the other team, indicated in red and blue

#### Gert Stöckl

*Excellent word and party game that is fun in every group of players, but only with players over 14 years of age*

colors. From the remaining eight slots in the grid, seven are assigned to so-called Innocent Bystanders who are non-involved neutral word cards not assigned to either Team Blue or Team Red. The last remaining slot for cards on the table is assigned to an Assassin, marked by a black X on the Key card. Should any of the investigating teams, for which reason whatsoever, name this one word card, the team has lost the game instantly. So the respective heads of the agencies must at all cost avoid, in their choice of umbrella or generic or covering term to cause their teams to include the Assassin in their considerations.

As already briefly mentioned, the agency heads now alternate in their task to propose or indicate certain cards on the table to their respective agents. For instance, "Asia 3" would be a possible generic term to include or describe or indicate the word cards "Japan", Himalaya" and "Taj Mahal". Each word card correctly guessed as belonging to a team is covered with a blue or red agent card so that you can check at any time how many words have already been correctly guessed by each team. When the investigators are not sure about a word, they can of course name fewer words than indicated by their boss. The only motto should be "Don's name an opposing agency word", you and your team must however, name a minimum of one card.

Should however, as regards to the previously named example, the term „Chinese Wall“ , which undoubtedly is in Asia, be stated on the Assassin Card, the whole thing could go badly wrong. Should any investigator choose an Innocent Bystander or, even worse, choose a card of the opposing agency, the guessing for the team is instantly terminated for the round and the turn passes to the other team. Whichever team manages first to guess its eight or nine word cards, has won.

My conclusion: You wouldn't believe how difficult it can be to find a term that exactly covers to of your team's cards, not to speak about three, four or even more cards, as you must, in any case, take the terms on the Assassin Card, the Innocent Bystander Cards and the cards reserved for the other team into account so as not to cause your investigators to include them by mistake. So it happens rather often that out of sheer desperation and after some minutes of cogitation only the value one for the number of cards is named. So the pleasure is huge when you manage to find four or more word cards in one round.

In my opinion, Codenames is one of the best word games for larger groups, as it can be suggested – because of its rather simple rules – also to casual gamers who probably do not know any other word game with the exception of Scrabble. Unfortunately, the target age group of 14+ needs to be taken seriously, at least for the roles of agency heads, as younger children often lack the extensive vocabulary or general knowledge to find cover terms; or did you know that the terms stone dresser (he does stone chiseling), stone parsley (a herb) or stone curley (a bird) exist? ☒

Gert Stöckl

### INFORMATION

**Designer:** Vlaada Chvátil

**Artist:** Tomáš Kučerovský

**Price:** ca. 16 EUR

**Publisher:** Czech Games/Heidelberger 15

<http://czechgames.com>

**PLAYERS:**

2-8

**AGE:**

14+

**TIME:**

15+

### EVALUATION

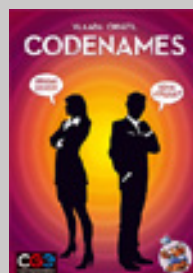
Word, party  
Users: With friends  
Version: de  
Rules: cz de en es fr it jp nl pl sk  
In-game text: yes

**Comments:**  
Needs good vocabulary and general knowledge as well as creative ideas for cover terms \* Best with 6 and more players \* Very good word game

**Compares to:**  
Linq

**Other editions:**

Czech Games, Cranio Creations, Iello, Hobby Japan, Devir, and others, announced and published



### GAMES BUYER INFORMATION SYSTEM - GABIS

#### STRUCTURE

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

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

#### USER GROUP

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

##### Kinder:

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

##### Familien:

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

##### Freunde:

Young people and adults play together as equals

##### Experten:

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

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

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

#### FEATURES

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

Empty boxes: This feature is neglectable or not present

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

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

Three colored boxes: This feature is dominant and essential

##### Chance:

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

##### Tactics:

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

##### Strategy:

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

##### Creativity:

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

##### Knowledge:

Cultural and educational knowledge, long-term memory

##### Memory:

Remember, learn by heart, short-time memory

##### Communication:

Talk to each other, negotiate, inform

##### Interaction:

Influencing each other, bluffing, auction

##### Dexterity:

Motor skills

##### Action:

Body movement, balance and reaction

#### ADDITIONAL INFORMATION

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

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

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

## COLONIALIZATION OF AFRICA

**MOMBASA****SHARES & STOCKS, A BIT DIFFERENT**

At SPIEL in Essen 2015 it was rather difficult to get by without contact with a game by Alexander Pfister because too many good games were published in his name. The highlight among them, at least for me: Mombasa, published by eggertspiele together with Pegasus Spiele.

Players assume the roles of investors; in those roles they invest into trading companies in order to earn money and get rich. Those companies will vie in the course of the game for influence in Africa. Events take place in the time of colonialism, the game only looks at the economics aspects. Other, dark, aspects that are unavoidable connected to this topic, like war, exploitation and slavery, have not been touched upon. There were some discussion on the ethical tenability of the topic of colonialism, which can be found elsewhere. In this review I will not enter the discussion but evaluate the game as game, with a focus on game mechanics and fun in playing it.

Mombasa is played over seven rounds. The core of each round is the planning phase. Players hold action cards in hand. At the beginning of the game, each player can only deploy three of those action cards, face down, later in the game you can unlock up to two additional action slots which enables you to deploy the respective additional numbers of action cards. What sounds rather easy here, is a real heavy-weight in reality, because the decisions that you take in that phase are heavy-weights in themselves. You not only plan the complete current round of the game, and small mistakes can end up being very much regretted in later rounds, but more on that later.

After the planning phase, which all players implement in parallel and at the same time, follows the action phase:

In turn, beginning with the starting player, all players implement actions or bonus actions. Actions are determined by the action cards that were played, the number of available bonus actions depends on the number of players; Basically, the bonus actions are available to all players, if you do it first, the action is yours, but some bonus actions demand meeting various conditions in case of certain action cards that were played, for instance sufficient investment in one of the four companies, or simply payments of

money.

Shortly summarized, actions and bonus actions can result – by different ways and means – in the following:

- \* Acquisition of new, better action cards
- \* Investment in the four companies, which, on the one hand, allows you acquisition of shares for the final scoring and, on the other, unlocks bonus actions or small permanent advantages.
- \* Expansion of companies to raise their value for the final scoring and to acquire small additional once-only bonuses.
- \* Advancement on the diamond track, which results in unlocking of an additional action slot, and scores points for the final scoring.
- \* Advancement on the bookkeeping track, which results in unlocking of an additional action slot, scores points in the final scoring and earns you small once-only bonuses.
- \* Acquisition of the starting player position for next round
- \* Acquisition of additional actions for the next round
- \* Earning money; money is a condition for many actions and points in the final scoring.

If you cannot do another action or do not want to do one, you must or can end his action phase and may take one of your discard piles back in hand and then place all action cards that were played in this round on the discard piles corresponding to the respective action slots. The important detail here is that the choice of action slot in the planning phase determines the discard pile on which it will be placed. As you can take back only one discard pile per round, it can take several rounds to get an individual card back in hand and to be able to play it again.

In the final scoring, after about two hours playing time, the shares in companies are multiplied with their value, and you add the scores for advancement of diamond and bookkeeping tracks as well as cash. If you have the highest total score, you win.

In this review I did not enter into the topic of how interlocked and interaction the various actions are, because that would really exceed the scope. Yet this interaction is the biggest part of the allure of this game, as in many other of the games that can be compared with it. And then there is the neces-

sary far-ahead-planning that I did already mention. Both aspects combined has the effect that Mombasa must be ranged in the upper end of a complexity scale for board games. Therefore, Mombasa can only be very provisionally recommended to casual players and even experienced players should expect to have to play several games until they have grasped Mombasa completely.

When you have mastered the mechanics of the game, another aspect is revealed – Mombasa is highly interactive. You need

**Markus Wawra**

*I am always glad to be able to lay hands on a game that can make itself noted with a new mechanism. Mombasa does that for me, that is, I cannot remember with a game that is directly comparable. The innovative mechanism of replenishing cards demands long-term planning. As all actions are very intensively interlocking and interaction, Mombasa also meets my demands for a complex strategy game that fills an entire evening. In my opinion, Mombasa should not be missing from any board game collection.*

constantly to keep an eye on other players and their options: The rivalry for majorities – it is good to know which types of actions players have in hand; the permanent dilemma when implementing actions – which

**INFORMATION****Designer:** Alexander Pfister**Artist:** K. Franz, A. Resch**Price:** ca. 40 Euro**Publisher:** eggertspiele/Pegasus 15[www.pegasus.de](http://www.pegasus.de)**PLAYERS:**  
2-4**AGE:**  
12+**TIME:**  
150+**EVALUATION**

Stocks and development game

Users: For experts

Version: de

Rules: de en fr it

In-game text: no

**Comments:**

Innovative card mechanism \* Many interlocking action options \* Very interactive \* Very complex \* Beautiful components

**Compares to:**

Imperial, Tzolk'in, Dungeon Lords

**Other editions:**

Gigamic, R&R Games, uplay.it; announced: Lacerta, LudoSentinel, The Game Master



My rating:





one do I do first so that nobody snatches it up first? Such details can result in large point variations in the final score. Thus Mombasa promises to be of long-term interest and variety, as there are several strategies to try

out.

As regards to components and design, publisher and designer did a nice job, only 12 wrongly die-cut coins lead to deductions in

the B or Artistic Score. The rules are easy to understand and exemplarily designed. ☒

Markus Wawra





MAGES IN THE MULTIVERSE

# MAGIC: THE GATHERING

ARENA OF THE PLANESWALKERS



Planeswalkers are mages that have been born with the „spark“, and thus with the ability to travel across the multiverse to an endless variety of worlds and create for themselves spheres of power. Confrontations between Planeswalkers can shock, jolt and shatter entire worlds.

At the outset of the confrontation the arena is created in relation to the number of players. In a duel of two players the aim is the destroy your opposing Planeswalker or to obtain the highest score after thirty game turns. In a „Skirmish“ two teams of two Planeswalkers each confront each other and want either to destroy their opposing Planeswalkers or to have accrued the highest score after 60 turns of the game. In the confrontation mode „Every one on his own“ you play by yourself and win after 36, 48 or 60 turns with the highest total cost of creatures on hexes of purple color.

The Arena is composed of terrain tiles in relation to the number of players, and you place Shandalar Ruins and Glyphs on them; there are also five miniatures for character pieces - Gideon Jura, Combat Mage - Jace Beleren, Mindmage - Liliana Vess - female Necromancer - Chandra Nalaa, female Py-

romancer and Nissa Revane, female Animagist, all of them with very different abilities, strengths and powers. You choose your Planeswalker and receive Spell Cards, Army cards and all creatures of your chosen color; creatures and Non-Planeswalker cards are laid out as your reserve. You draw three cards from the Spell card deck, called the Library.

Then y turn in the game mostly comprises five action in this order: 1) Draw a spell card; 2) Choose a Squad card; 3) Move one or more pieces according to the chosen Squad card; 4) optional – attack with one or more creatures of the chosen Squad card; and, finally, 5) move the turn marker.

At the start of phase 3 your Planeswalker can summon up to two squads and heroes from the reserve to empty hexes on the board, in direct line of sight for the Planeswalker and within a distance of five hexes to him. Movement is possible in any direction, you can pass friendly creatures that are not in skirmish mode; terrain characteristics change the range of creatures. Creatures taking up two hexes can be turned free of cost on those hexes. If a creature moves to a hex next to an opposing creature it goes into skirmish mode.

In Phase 4 all creatures from the Squad card that have opposing creatures in the range of action and with unimpaired line of sight on those creatures can attack. You can now touch and align your own creatures. All creatures selected for combat can now attack in any order, each creature can attack once and they can all attack the same opponent or different ones. For an attack you

## Dagmar de Cassan

*Fantasy conflict based on the trading card game, albeit a lot less tactical and a lot more chance-driven, the mechanisms are taken from fantasy tabletop games. Best for newcomers to the genre.*

must also take into account advantages of height, abilities, spell cards and glyphs for modifications. When the number of damage markers on a creature equals the number of its life points, the creature is eliminated and goes to the creature cemetery of the winner; when all creatures from one squad card are eliminated, the squad card goes to the Squad cemetery of the winner.

The end of the game and winning conditions are, as already mentioned, determined by the chosen scenario; for a point scoring you sum up creature costs.

You can also combine several sets of the game or game and expansions and customize your squad; if you use only one core game the total costs of your squad cannot be higher than 500 points and the squad must feature exactly one Planeswalker.

Well, how much magic of the trading card





game, which surely is the most successful game world-wide, has been put into the board game? The background story and the Planeswalker pieces feature the mana colors, as do the creatures, the game mechanisms themselves come from tabletop games and fantasy adventure games from Heroscape to Mage Wars. The pieces are nicely done, but getting them back into their insert works best if you remembered to take picture of the insert will all pieces before the first play.

A massive issue, however, for criticism is the idea, to print the turn counting tracks into the rules and, on top of it, provide a counter token of 5mm, that would be taken for waste from the die-cut sheet in any other game.

For newcomers to the genre and for players who do not mind the chance element introduced by using dice for combat decisions, Magic The Gathering Arena of the Planeswalkers can be recommended; it is the trading card game downgraded to its basic elements and can be played without any previous knowledge of it, you also do not have to know the cards from the board game for a first good play. ☑

Dagmar de Cassan

## INFORMATION

**Designer:** D'Aloisio, Fleischer, Ness

**Artist:** not named

**Price:** ca. 30 Euro

**Publisher:** Hasbro 2015

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

PLAYERS:

2-5

AGE:

10+

TIME:

60+

## EVALUATION

Fantasy adventure

Users: With friends

Version: de

Rules: de en es

In-game text: yes

### Comments:

Key mechanisms from the Trading Card Game \* No knowledge of the Trading Card Game necessary \* Nice components of varying quality \* Chance-driven due to dice decision on skirmishes \* Short playing time

### Compares to:

Adventure board games from Heroscape to Mage Wars; Magic The Gathering Trading Card Game for topic and key features

### Other editions:

English, Spanish



My rating:



## THE LORD'S HOUSE

# DOMUS DOMINI

## MONASTERY AS A COMMERCIAL ENTERPRISE

Monasteries have a certain fascination for many people and are tourist attractions in many countries, let me name only Clonmacnoise in Ireland, the Meteora Monasteries in Greece or the Shaolin monasteries in Asia. And you could also call Austria a country of monasteries, she once was home to more than 120 monasteries. Today, about 20 of them are left, run by 14 Orders.

So it is no surprise that once again the motto of „Ora et labora“ has been used as basis for a game.

Domus Domini is the second game by designer Heinz-Georg Thielmann, after his „Planet Steam“, published in 2008. It is not known what made the owner of a games shop in „the capital of games, Essen“ pick up the topic. Maybe he spent time in a monastery for quiet and self-discovery – which would be fitting.

The game was published, assisted by Crowdfunding, by „franjos“, a publishing company founded in 1987 by Franz Josef Herbst and celebrating its 30 Year Anniversary and having published that number of games. The list of his designers reads like the Who is Who of the games community – from Hoffmann, Knizia, Randolph and Sackson to Solomon. Twice, one of his games managed to make the recommendation list of Spiel des Jahres, „Buzzle“ and „Billabong“. „Black Box“, „Can't Stop“ and „Husarengolf“ are other famous names of games to be found in the company range.

Well, which monastery did the designer choose as a model for his game? It is the Benedictine Abbey of Cluny, founded in 910 with 12 monks, and reaching the heyday of their existence in the 12<sup>th</sup> century with 400 monks. Cluny was answerable only to the Pope, was a center of care for paupers and possessed, till the Basilica of St. Peter was built in Rome, the biggest church in Christendom. The celebration of All Souls Day on 2<sup>nd</sup> of November was an initiative of Cluny. Several other monasteries were controlled by Cluny and were obliged to pay dues or tributes to Cluny – at this is the point where the game takes over.

The cover of the Kosmos-size box shows the close-up of a praying monk and several other monks working in the fields, with the monastery in the background. We will encounter both occupations in the game.

Over now to the contents. First I would like to give special praise to the fact that „Domus Domini“ is geared to six players, contrary to the usual bad habit of first publishing a game for four people and then cash money again with the publication of an expansion for 5-6 players. Equally laudable

### Rudolf Ammer

*The game offers something of everything – strategy for planning for the final scoring, tactic for acting in the individual rounds, the little pinch of luck in event cards, a bit of annoyance and all that happening in a historic setting. What more could you want?*

are the instructions in four languages on extremely sturdy paper as well as the big-sized summary sheets that get you through the game without text. Why other publishers are tempted to reduce such auxiliary means to the size of stamps (Irony!) will keep puzzling me. The saving on paper is probably not the reason.

The general game board for all shows a road meandering in serpentine and showing the monastery grounds at its upper end; running around the perimeter of the board is a Kramer track. On the road players should take the food they produced to Cluny and be rewarded with Letters of Indulgence for victory points. If your production was low, you receive Denarii to do better next time – so contrary to many other game concepts weaker players are not penalized but are given an inducement for improving.

Six monastery cards of various values and showing the respective house colors are used to determine the starting player and to resolve ties in the later course of the game.

The individual monastery board of each player can deliver three kinds of products, which are cheese, beer or herbs, featured on two production cards for each product. 18 Cellerars of values 1 to 18 are the Masters of Production and vary in their cost according to their abilities in supporting the production. 42 Lay Brother tokens and 36 Vegetable tokens enliven life in the monastery. Furthermore there are 18 Dog House cards and 12 Watchdogs, I will get back later to their roles in the game. 24 Chapel Expansion cards are provided for expanding the monastery in four levels. And of course, there is money in the guise of tokens worth 1 and 3 denarii. Three special cards – the

Cattle Herder, a Vegetable Barrow card and the Drunkard – enter events in the game after the first round. And finally, there are 6 wheelbarrows for playing pieces, as we want to transport our goods to Cluny.

The game includes an expansion for a variant, it comprises four trees and 11 event card. You use only four of these event cards for a game, which provides nice variation for the game.

Each player has his board on the table which shows three tracks to indicate the progress in agriculture, cheese making and beer brewing. The monastery is represented by six “cells” for monks. The same number of cases is reserved for food and there is also a case for depositing the Cellerar card. A Money Lender invites you to be thrifty and save money and two Lay Brothers can be send out from the Monastery to work in the fields.

Let the game begin: You start with three monks and six vegetable tokens plus – depending on the number of players – between 9 to 13 denarii.

The game is played in five rounds of seven phases in a round.

Phase 1 comes for the most part into play only in Round 2. At start you only determine the starting player in phase 1. This function is not always the cat's pajamas and you can therefore buy yourself off by paying one denarius. This allows you to watch the actions of your fellow players and respond to them. But, of course, the next player can do the same, until the number of denarii accrued in this way convinces one of the players to take on the job of starting player. The next decision taken is on the type of production that is the preferred one of the round and thereby promises extra points.

In Phase 2 you acquire/buy Cellerars. You can choose from a range of 18 cards, and here it is an advantage to be early, as the wanted candidate might be gone quickly and only unaffordable ones remain. When the Cellerar corresponds to the production card that is on display, you can earn special bonuses. The Cheese Cellerar, furthermore, reduces the costs of Chapel building and for expanding the Cheese Dairy. The Garden Cellerar provides two vegetable tokens and the Brewery Cellerar gives you additional commodity points. At the end of the game each Cellerar scores points depending on his value/price. In this phase you can also buy two vegetable tokens for one Denarius, which does not make sense in the first round as you do not yet have room on your commodity track.

Phase 3. At that point you can invest in the expansion of the three production lines. The costs need to be paid for with denarii. The further you advance in one of the lines the more revenue in commodities you can accrue in scorings. You can now also acquire von Chapel part per round. Those Chapel parts also score points when a monk is with-in for prayers. With the help of vegetable tokens you can acquire additional monks provided that there is enough room in the monastery. As it is allowed to shift monks by detailing them to work in the fields or to prayer in the chapel you can make more room. In a round you can, in this phase, also acquire Watchdogs at the cost of one vegetable tokens. For a Watchdog, however, you need to build a Dog House for the rather cheap price of one denarius. Finally, you can place money with the Money Lender, which will give you interest in the next round. For three denarii you get 33.3% interest, that is, one denarius. The maximum sum you can deposit with the Money Lender is nine denarii. Now you determine how many food commodities you can take to Cluny – Production, Cellerar, Chapel – if occupied – as well as possible bonuses provide the total result with which the respective wheelbarrow is placed on the path to Cluny.

Phase 4 is reserved for interaction. Players can now send their monks in the monastery – if present – out to beg against other players' wheelbarrows in front of them on the track. This forces the player who is accosted by a begging monk to retreat by three steps. The begging monk must be discarded, but earns one victory point. Now the watch dogs can do their job by fending off this attack and must then be returned to stock and – if desirable – be bought again. The Drunkard can force any marker – even your own – back and the Cattle Herder can be used for defense measures.

Phase 5 can also result in a change of ranking on the victory points track. For each vegetable token that you discard you can advance one step. The special card Vegetable Barrow brings an advance in your position of three steps.

In Phase 6 monks remaining in the monastery must be fed. They are very frugal because three of them make do with one vegetable token. But if they do not even receive that they leave the monastery. Monks that have been detailed to work in field feed themselves as do monks that are praying in the Chapel.

Phase 7 deals with the interim ranking. Each player receives as many letters of indulgence, that is, points on the Kramer track as

correspond to his position. Then money is paid out. Beginning with the player in last position, all receive denarii, the one in last place gets seven and the others, in ascending order, five to one denarius. Besides the refunding of money if you return a Cellerar and the income of interest on money saved, this is the only way to acquire money.

In Phase 1 of the second round a new production card is revealed and a new starting player is determined. The money lender pays out interest. Two monks in the fields deliver one vegetable token to the monastery and special cards are assigned for the first time. Whoever is in front in one of the three production lines, receives the corresponding card. The Brewery gives you the Drunkard, the Cheese Dairy the Cattle Herder and the Garden the Vegetable Barrow.

After Round 5 a final scoring is done. Monks remaining in the monastery score two points each, as do the dogs, the highest expansion level of your chapel and the value of the Cellerar that you hold as well as the respective score for the production line in case you achieved the highest level.

## INFORMATION

**Designer:** Heinz Georg Thiemann

**Artist:** Franz Vohwinkel

**Price:** ca. 45 Euro

**Publisher:** franjos Spieleverlag 15

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

PLAYERS:

2-6

AGE:

10+

TIME:

150+

## EVALUATION

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

### Comments:

Excellent design and components \* Games is easily accessed \* Offers a variety of strategic and tactical decisions \* Interesting mix of mechanisms

### Compares to:

Worker placement games

### Other editions:

Currently none



My rating:





In an expansion rule for a variant you plant trees that cost two denarii for those that are next to a tree in Phase 7, due to hidden robbers. For defense measures you need two dogs or one dog and the Cattle Herder. The event cards that come into play at the start of the 2<sup>nd</sup> round are of special interest as they exercise a heavy influence on the game.

The game is driven by the dilemma to either

pay attention to Letters of Indulgence, that is, victory points, or to take care that you have enough money at your disposal, because Cellars are expensive. Do I defend myself against those annoying beggars with dogs or will I be the one you takes care that my fellow players don't get too far ahead?

One more word on the equipment which is simply exemplary. Once again I need to emphasize the value of the Info summa-

ries which make it easy to access the game. Components are excellent, there is even a plastic box for the card sets. Franz Vohwinkel has correlated topic and design marvelously, the design never comes across as forced. Depending on the number of players you can expect up to two hours of playing fun. For me this game ranks very high in the vintage of 2015 and I can recommend it without reservations. ☑

Rudolf Ammer



## THE 8TH WONDER OF THE WORLD

# 7 WONDERS DUEL

CARD DRAFTING FOR TWO OR THREE?



„7 Wonders“ (Antoine Bauza, Repos Production) has, in the years 2010/2011, changed our universe of games in several ways: On the one hand, the – up this point non-existent – award „Kennerspiel des Jahres“ has been created especially for this game (besides many other awards 7 Wonders did also win „Deutscher Spielepreis“ and „Spiele Hit mit Freunden“); and on the other the main mechanism at the basis of this game – the drafting of cards – has been picked up and also widely varied in such a number of other games that it is nearly impossible to keep track of them or keep them all in mind. This inflationary use of the card drafting mechanism has recently prompted the „Review Millionaire“ Udo Bartsch to declare the word „Draft“ to be an acronym for „**D**a **r**ufen **a**lle **F**reaks: **T**oll!“ – unfortunately this cannot be translated verbally, the meaning is „all freaks cry: wonderful!“

For that matter, card drafting – that is, choose one card from a handful of cards and hand on the rest, choose a new one, and so on, until all cards are distributed – was not really new even back in 2010. One of the ancestors of this game mechanism was „Ohne Furcht und Adel“ (Bruno Faidutti, Hans im Glück), which in turn picked up the idea from „Verräter“ (Marcel-André Casasola-Merkle, Adlung-Spiele). Obviously at nearly the same time, in Japan, „Fairy Tale“ (Satoshi Nakamura) was developed. As some current representatives of this genre let me name Sushi Go! (Phil Walker-Harding, Zoch), whose topic fits the mechanism very nicely, by the way, and also „Die Holde Isolde“ (Nicolas Poncin, Schmidt) as well as „Schatzjäger“ (Richard Garfield, Queen Games).

„7 Wonders“, however is and continues to be something special: 1<sup>st</sup> Wonder: You can play it with up to seven people. 2<sup>nd</sup> Wonder: A game only takes between 27 and 47 minutes. 3<sup>rd</sup> Wonder: Playing time is independent of number of players. 4<sup>th</sup> Wonder: All play simultaneously. 5<sup>th</sup> Wonder: The distribution of the card deck among players works without hitch in each of the three rounds. 6<sup>th</sup> Wonder: The seven colors used in the game are easily distinguished visually. 7<sup>th</sup> Wonder: We are very near to seven expansions (currently „Leaders“, „Cities“, „Wonder Pack“ and „Babel“).

„7 Wonders Duel“, however, is not an expansion, but an independent stand-alone game for (only) two people; the promotional teaser text on the box promotes the fact that the game offers a completely new drafting system for two players. However, already „Ohne Furcht und Adel“ could be played by two; in that case – as in a game for three – each player chooses two cards instead of only one and as a result the game is even more alluring than in a bigger group. And, to all intents and purposes, „7 Wonders Duel“ has little in common with card drafting anymore, because some of the 12 Wonders of the World cards (a 13<sup>th</sup> wonder was available last year at SPIEL in Essen) and all 66 Age cards are displayed on the table and players alternate in taking cards. Out of the 12 Wonders of the World featured in the game, only eight cards are distributed in a game, of which only seven wonders can be actually built (activated in play), so that as regards to the arithmetic and also as regards to the story everything correlates again. The Age cards, on the other hand, are – again divided into three rounds or ages – laid out or fanned out on top of each other in a different pyramid shape for each of the three rounds. The two adversaries alternate to take a card from the display, whereby – due to the different ways of arranging the display – it is always a different number of cards that is available for being taken. Furthermore, about half of the cards in not visible at the start of the game, but are only turned over in the course of a round or age when the cards on top of them have been removed. So both players do not know exactly what is laying in wait for them, albeit with the card situation in each round being known generally or at least being open for calculation using the summary.

Analogous to the „big brother“, the Age cards in 7 Wonders Duel also come in seven colors: Brown, Grey, Yellow, Blue, Red, Green and Purple. The brown cards represent production buildings; to simply take a card or play it is only possible for very few cards in the game; usually you need brick, wood and/or stone, as the cards always represent definite types of buildings. Those three basic resources are produced by brown cards or at least provided by them for the owner of the card. The grey cards work in a similar way, but the provide glass or papyrus. The cards of yellow color represent trade:

When yellow buildings have been constructed, on the one hand they offer their owner an advantage in relation to the topic; on the other hand they offer a new bonus, that was not present in 7 Wonders: An Age card can now not only be taken and built or be used for the activation of a Wonder card, but can now also be discarded. For doing this you get two coins per card (in 7 Wonders you got three per card). But for each yellow card already on display this number of coins is raised by one, so that three yellow cards in your display would give you

**Harald Schatzl**

*„7 Wonders Duel“ is not only a version of the well-known and multiple award-winning predecessor and not only a simple downgraded adaptation for two players, but is a well-made and real enrichment for our games tables and – inherently due to his crisp and short playing time – all but a must for a collection of two-player games.*

five coins for each yellow card that you discard. For blue cards or buildings you „only“ get victory points at the end, albeit quite a lot of them, and this, after all, is the purpose of the game.

However, a game can come to an end prematurely, as soon as one player meets one of the other two victory conditions: One of them is Military Progress: For each building and also for each Wonder card showing military symbols you move the Conflict pawn on a military track board one step towards your opponent's part of the track. When the marker reaches certain cases the opponent loses coins and the player with the stronger military receives victory points at the end. Entering the ninth and last case on the opponent's end causes in instant military defeat of the opponent. This has clearly upgraded the option to use a military strategy for playing, compared to 7 Wonders. Some players are not very happy with this as you are usually forced in the course of the game to set down the one or other military building in order to defend your self, despite wanting play „peacefully“. I myself believe that this new element is a very felicitous enrichment of the basic mechanism, especially as the to and fro on the military track and the pressure due to the possibility of an early military defeat can be very challenging and thrilling.

For the green cards, too, there is a clear and considerable change compared to „Wonders“: In „7 Wonder Duel“ the green cards show one of six different civilization symbols and a success in collecting all six of those symbols is also rewarded by an instant victory in the game. If you receive the second card of a certain symbol you can, on



the other hand, chose one out of ten different Progress tokens, each of which provides you with different instant and/or permanent positive effects.

At first glance, it comes across as very powerful to be able to win with only six cards. However, on the one hand you need suitable resources for this strategy, too, and on the other hand, your adversary can of course react repeatedly by using green cards himself or discarding them for money. Furthermore, at the start of each Age three cards are taken out of play without being looked at; should there be one or several of the green cards among them, a Civil victory is rendered very difficult or even impossible without anybody being the wiser about this circumstance before the end of the game. Therefore I would suggest, as an in-house rule, that green cards cannot be removed in this way from the game. Of course, the Military strategy can also be affected by the removal of a total of nine cards in a game, but there would be enough military buildings available all the same for victory using the Military strategy.

In „7 Wonders“ the purple „Guild cards“ provided variable amounts of victory points for various conditions and prerequisites being met in the cards of your left and right neighbor. Here of course there are no neighbors, so that the seven purple cards have been adapted – the owner can now choose if you want to accrue victory points for your own

display or city or that of your adversary, and of course you will always choose the more valuable one. However, as a consequence, the Guild cards have become somewhat weaker.

A distinct improvement in „7 Wonders Duel“ as compared to „7 Wonders“ has been given to the option of buying missing resources: In „7 Wonders“ you could mostly get them only from one of your neighbors and had to pay two coins for each resource. But, if the two neighbors did not have the necessary resources, there was nothing that one could do. In „7 Wonders Duel“ you can now acquire all missing resources as virtual resources from the bank and pay a basic price of two coins for each resource. Should your adversary produce the resource, the price rises by one coin for each card – for instance, should I need two wood and my adversary has two wood production symbols in his display, I have to pay four coins for each wood. Thus, even if you are clearly worse off compared to your adversary as regards to construction of resources buildings, you can quite easily acquire missing resources, for which purpose a few yellow cards in your display can turn out to be very, very valuable.

To completely pass on the acquisition of brown and gray resources card and also to pass on yellow cards would therefore not be a very good strategy, which would in any case not be a plausible strategy anyway. Unfortunately, it can happen that – due to an

extremely unlucky distribution of cards in the pyramid display one of the two players really has no or nearly no chance to acquire a sufficient amount of production buildings. In that case you should probably terminate a game prematurely, as to continue with such a situation would not be fun for the winning player either. Insofar, the mechanism of alternating in taking cards from a display is not an equivalent fair alternative for drafting cards.

All in all the resulting „feel“ of the game is not simply similar to that of the „big brother“: Keep a card and build it your self, change it into money or rather let the adversary have it? Follow your own goals consequently or better interfere with the adversary's goals? Especially due to the two possibilities inherent in the game that an instant premature end of the game can happen you should keep an eye constantly on the display of your adversary and its possible developments. At the same time, however, you are driven by the greed and ambition to force your own way to play; in this way, however, a moment of „rien ne va plus“ can happen faster than you believe possible – right timing is therefore essential. Also, because of the partially hidden display of cards you should not be too hasty in taking a certain card as you might facilitate access to a card for your adversary that might be exceedingly valuable to him. A tactical „goodie“ will usually be to use the one or the other double turn, which is an option provided by some of the Wonders that you constructed or that you can unlock with one of the Progress tokens. All the same, a game plays quickly and varied and is thrilling to the very end and in any case considerable more confrontational than the predecessor. For all this the game was already rewarded – by the users of the websites BoardGameGeek, RPGGeek and VideGameGeek – in the voting on „Board Game of the Year“ with third place; in both the categories of „Games for 2 Players“ and „Card Games“ the game has even won first place. I am sure that additional awards and prizes will follow.

But there is something maybe even better! A user on BoardGameGeek has come up with a **Three-Player-Variant** for the game components in „7 Wonders Duel“ – „7 Wonders Truel“. A variant for 3 players, as of 15.02.2016, to be found at <http://www.boardgamegeek.com/thread/1526497/7-wonders-truel-variant-3-players>, which I like very much. So, to conclude my review, I give you my version of this idea, which gives back the „real“ drafting mechanism to „7 Wonders Duel“ – the rules of the game remain the same, unless this variant demands something different:



**7 WONDERS DUEL:** Continues on page 39

## 3 SIND EINE ZU VIEL!

CLEVER TAKING AND PLACING OF CARDS

10↑

Two is the magic number! Three is bad! Starting cards 0, 30 and 60 begin one row each. Three randomly drawn cards are added to the respective rows for a starting display. Then each player is dealt 20 cards and draws eight of them in hand; cards for interim scoring and final scoring are prepared. The active player puts a card from his hand into the correct spot in the display,

also between two cards, if necessary. If in doing so you put the fifth card in a row, you must take one or several cards from the row: If the card you placed is the highest card in the row, you take the card to the right of the starting card. If your card has not been the highest card in the row, you must take all cards that are higher than the card placed by you.



Cards that you had to take are sorted by color in your display. Cards 15, 45 and 75 have no color and are discarded, they cannot be scored. If you had to take the third card of a color, you turn over all three cards. If you have seven different colors on display at the end of your turn, you take the top bonus card from the interim scoring stack. If you have two cards left in hand, you draw six more from your stack. When all cards but two for each player have been played, there is a final bonus if you have six or seven colors on display and you score one point for one card of a color, 5 points for two cards of a color and -1 for each card you had to turn over. You win with most points.

A very nice game in the tradition of 6 nimmt!, the graphic also is similar, albeit with the colors, to be honest, awfully badly chosen! But that is the only negative thing to mention about that nice family game. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
25+

**Designer:** C. Behre, R. Staupe

**Artist:** Oliver Freudenreich

**Price:** ca. 8 Euro

**Publisher:** Amigo Spiele 2015

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

### EVALUATION

Card placement, card collecting

Users: For families

Version: de

Rules: de

In-game text: no

**Comments:**

Very nice variant of the maximum-per-row mechanism \* Colors difficult to distinguish \* Simple rules \* Quick to play

**Compares to:**

6 nimmt!

**Other editions:**

Currently none



## BEASTY BAR

NEW BEASTS IN TOWN

8↑

New animals with new effects are crowding into the Bar: A Rhino -12- rams the strongest animal present, also another Rhino, out of the queue and takes its place. A Bear -11- pulls the two weakest animals, weaker than himself, to the back of the queue. A Tiger -10- eats the next-but-one animal in front of him, if it is weaker, and takes its place. Permanent action.

A Cheetah -9- eats the weakest animal in the queue that is weaker than her, and takes its place. A Llama -8- spits at the weaker animal in front, which flees to the end of the queue. A Porcupine -7- defends itself against attacks of a stronger animal and stays in place, the attacker ends up on the That's It Card. Permanent action. An Ostrich -6- runs past either animals

of even or uneven numbers and stops when encountering the first animal of the other kind. A Penguin -5- imitates any other animal from your own hand, but turns Penguin for any following permanent action. A Dog -4- rearranges the queue according to strength, the weakest animal next to the gate. A Peacock -3- places itself directly in front of the strongest animal. A Vulture -2- does not enter the queue, but brings back the top animal from the That's It Card and then goes there itself after all resulting effects. A Bat -1- ousts another animals and combusts when reaching place #1.

The game is played according to the rules of the basic game; if you combine both games, you choose any twelve animals from both games, of value 1-12.

A beastly scrimmage with new beasts! If you use your four- and two-legged friends cleverly, you can have your Penguin in front as a Rhino, but beware of another Rhino! ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** S. Kloß, A. Oppolzer

**Artist:** Alexander Jung

**Price:** ca. 15 Euro

**Publisher:** Zoch Verlag 2015

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

### EVALUATION

Card placement, effect implementation

Users: For families

Version: multi

Rules: de en fr it

In-game text: no

**Comments:**

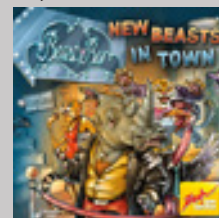
As cute and witty as Beasty Bar \* Well-chosen effects for the new animals \* Can be combined in any way with the first game

**Compares to:**

Card placement games with effect implementation

**Other editions:**

Currently none





## BRICK PARTY

BRICK ON BRICK QUICKLY!



Racing to have built first! The game comprises four sets of nine bricks, 144 shape cards with 36x 5, 6, 7 and 8 as well as 10 pints and 10 rules cards.

The building bricks are laid out, the point cards are sorted and stacked, the rules cards stacked face-down. You have a hand of 2 shape cards per value.

At the start of the round a rules card is revealed, e.g. "use at least

one piece per color" and then you choose a teammate. In case of an uneven number of players the Leader does not participate. The Architect of a team is the explainer and chooses one of his shape cards; on a signal all architects begin to explain to their builders what the need to build. The number of necessary bricks = card value cannot be named and the architect cannot

touch a brick, but can point to it. When an architect deems the team construct to be correct, the other teams have a timer's run time to complete their construct. Then all put the construct down on the card; if they correspond architect and builder receive cards for points.

In the family version 2-4 players play each on their own and without rule cards. Each player uses one set of bricks, a shape card is revealed and all construct this shape; if you are done first, you turn over the timer and the others have that amount of time to finish building. Whoever build correctly, gets an unused shape card of the same value, the first one also the revealed points card.

Make 'n' Break for experienced players – some of the shapes are awfully hard to separate into individual bricks in your mind, and then you have to describe that! Challenge accepted, lots of fun were won! ☑



## BURG FLATTERSTEIN

BATS AS PATHFINDERS

6+

High up on the old castle ruins the magic Bat Trophy is glittering in the moonlight and the little magicians want, of course, to have it, and let the bats show them the way – as is appropriate for magicians!

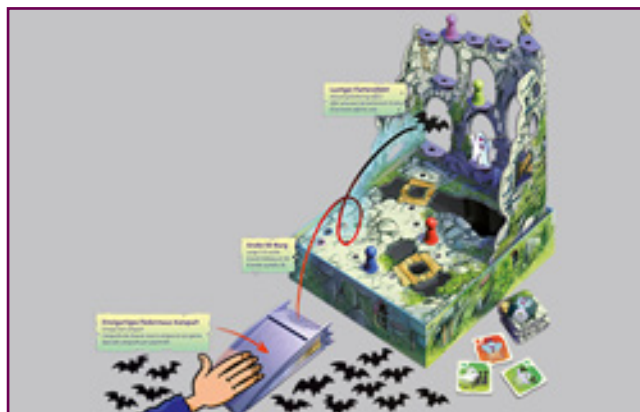
The castle ruin is put together with courtyard and wall with windows, stair steps and the trophy high up on top, the catapult and bats are laid out ready and the

player markers are put at the start for the race to the trophy. The active player places a bat into the catapult and shoot it towards the castle. If it lands in the courtyard, you advance your marker one step; if it lands on the castle or a step, you go two steps; and if the bat flies through a window, you go three steps. You only count empty cases and must stop early if you would need to stop at the

rotten bridge. When the bat lands in a castle moat, you draw a ghost tile for help in your next round – you can shoot two bats or do one step immediately or move forward to one case behind the next marker. If the bat misses the castle completely, you miss your turn. If you are first to reach the trophy, you win the game.

In a variant the pesky ghosts are introduced – if you draw a pesky one you give it to another player, who then in his next turn must either close his eyes or change the catapult hand or the donor of the pesky ghost is allowed to play the Pesky Ghost figure into one of the castle windows for an obstacle.

Guido Hoffmann is a guarantee for fantastic games with fresh approaches – Burg Flatterstein is no exception and introduces fantastic components and an unusual idea – the mechanism to determine for determining movement range is simple enchanting!



### INFORMATION

PLAYERS:  
4-9

AGE:  
8+

TIME:  
30+

**Designer:** Luca Bellini

**Artist:** Erika Signini, Scribabs

**Price:** ca. 20 Euro

**Publisher:** Heidelbergberger 2015

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

### EVALUATION

Build, communicate information

Users: With friends

Version: de

Rules: de en fr it pl

In-game text: no

**Comments:**

Two version of very different levels of difficulty \* Easy basic rules \* Simple scoring system \* The team version is very challenging, but lots of fun

**Compares to:**

Make 'n' Break and other constructing games

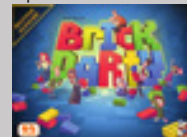
**Other editions:**

Italian - Post Scriptum; English -

Renegade Studios; French - Iello;

Polish - Black Monk; all together with

Post Scriptum



### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
25+

**Designer:** Guido Hoffmann

**Artist:** Rolf Vogt

**Price:** ca. 35 Euro

**Publisher:** Drei Magier 2016

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

### EVALUATION

Race, dexterity

Users: For children

Version: multi

Rules: de en fr it

In-game text: no

**Comments:**

Game in the "Little Magician" universe \* Fantastic components \* Easy to explain \* High replay value

**Compares to:**

First game of this kind

**Other editions:**

Currently none



# CREATIVITY

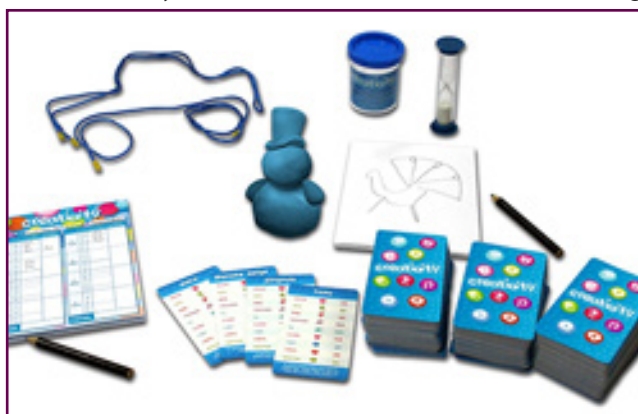
EXPLANATIONS BY WIRE



All players decide on one of two teams, teams alternate in being the active team. One player of the active team is the performer. He draws five cards face-down. Each card names a term and a score for the type of explanation used. The performer now tries – within the runtime of the timer – to explain one term after the other with a type of explanation chosen by hi, so that his

team members guess the term correctly. He can at any time set aside a card and come back to it later.

Options for ways to explain are: Drawings without numbers or letters; Sculpting shapes; Pantomime without touching or pointing to items; Humming or Whistling; Form shapes with wire; Clown with grimacing and mouth sounds; Naming



one word; Naming two words or reading the Trivia Question from the card. The Scorekeeper in the opposing team marks the points for the active team for all correctly guessed terms according to the explanation options.

The performer can also choose the explanation option with the spinner. The indicated option must be used for all five terms and you score double the points for each correctly guessed term. Should the spinner indicate -100, you play the round in the normal way and lose 100 points at the end of the game.

When the timer has run down the opposing team can steal points; they have one chance at a correct answer, based on what they heard and saw, for each of cards that were not guessed; if they guess correctly they score the points according to the explanation option.

Creativity is creative communication as we know it from many games, the additional explanation options are cute and witty and introduce some variation. ☒

## INFORMATION

PLAYERS:  
2-8

AGE:  
12+

TIME:  
30+

**Designer:** Mark H. Ribeiro  
**Artist:** not named  
**Price:** ca. 30 Euro  
**Publisher:** Iello / MHR 2016  
[www.iello.fr](http://www.iello.fr)

## EVALUATION

Creativity, communication  
Users: With friends  
Version: en  
Rules: en fr  
In-game text: yes

**Comments:**  
Originally published in Canada \* Now French and English editions at Iello \* Standard mechanisms with witty additions

**Compares to:**  
All communication games on explaining terms

**Other editions:**  
French edition at Iello; also as Pick,n' Choose at MHR Games



# CRIME MASTER

TATORT: GROSSSTADT



25 cases set in a metropolis surrounding wait to be cleared up – ranging from substitution of a puppet in a puppet theatre to drug misuse, damage of property or a bomb attack. One player is the Crime Master, the remaining players are detectives and decide on team work or individual investigation. One player draws a case and names all facts on the card and the details that

need to be investigated; the back side of the card shows a sketch of the crime scene in which the relevant clues are marked. The Crime Master takes the card "Solution of the Case", on which the details that must be investigated and found out as regards to culprit, motive, means employed and course of events are clearly marked in different colors. The investigators



in turn pose questions, which the Crime Master answers with yes or no only. Each detective can continue to ask until he gets a "no" for an answer. If you name a correct detail, you score a point. When the investigators cannot think of more questions or when 12 points – the maximum possible number of points for all clues stated correctly – have been awarded, you win with the most points.

In team mode all detectives can ask questions in no given order and also consult before asking more questions. There is only a score for the team – 12 points mean masterly investigation, true Crime Masters; 10-11 points is still excellent work; 7-9 points are solid work, 4-6 points indicate work that can be improved and 0-3 points unmask absolute beginners.

Deduction at its best and thrilling entertainment; the game works well in large groups and in team mode as well as with fewer players or in the individual mode. ☒

## INFORMATION

PLAYERS:  
2+

AGE:  
14+

TIME:  
15+

**Designer:** Sonja Klein  
**Artist:** Eberle, Hölsch, Liebsch  
**Price:** ca. 10 Euro  
**Publisher:** Gmeiner Verlag 2016  
[www.gmeiner-verlag.de](http://www.gmeiner-verlag.de)

## EVALUATION

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

**Comments:**  
Thrilling cases \* Good atmosphere \* Works with all numbers of players and in a team mode as well as in the individual mode

**Compares to:**  
All deduction games with a maximum number of clues

**Other editions:**  
Currently none





## DAS VERDREHTE LABYRINTH

TAKING A CLEVER TURN  
IN THE MAGIC GARDEN

6+

What do you get if you combine a classic game mechanism with a bestselling newcomer, as has happened with Das Verrückte Labyrinth and Kakerlakak? A nice, new, completely stand-alone game! As we do in the Labyrinth game, we look for magical beings and valuable treasures, but this time not by shifting path tiles. Instead of rows and columns in which

to slide path tiles, we find 25 hedge parts mounted on the board which can be rotated to open paths to the beings and items depicted on the board.

At the start of the game you rotate the hedges any way you like and give six task cards to each player, the player markers start at the gates to the Magical Garden. In your turn you can rotate a hedge one, two or three



times and move your marker, you can also move, rotate and move again. If the movement in a turn does not end at the target of your first task card, you draw a Magic Card from the stack.

Those magic card help to reach your targets, you can use them in addition to moving and rotating, even several cards in one turn. There are Hedge Gap cards which allow you to pass through a hedge without rotating it, and also Forest Fairy Flight cards, with two of those you can move from and Forest Fairy case to any other Forest Fairy case. If someone has completed all his tasks, his left neighbor takes this player's card and puts it next to a Magical Garden gate. Whoever among those players who have completed their tasks now manages to reach his assigned Magical Garden gate first, wins the game.

I like this very attractive and well-made combination of two well-working mechanisms into a nice family game, not really new, but very good! ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
15+

**Designer:** Michael Feldkötter  
**Artist:** Joachim Krause  
**Price:** ca. 21 Euro  
**Publisher:** Ravensburger 2016  
[www.ravensburger.de](http://www.ravensburger.de)

### EVALUATION

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

**Comments:**  
Well-working combination of two mechanisms \* Very attractive design \* Easy rules \* Good family game

**Compares to:**  
Kakerlakak, Das verrückte Labyrinth

**Other editions:**  
Currently none



## DER WETTKAMPF DER BURGBAUMEISTER

WALL CONSTRUCTION BY NUMBERS

6+

The king wants a pretty new wall built around his equally new palace and will royally reward whoever completes the wall first.

Each player is giving a starting tower with #1, and lays it down as start of his personal wall row. 45 cards showing parts of a wall and numbered from 2 to 46 are either placed face down in a grid or spread randomly, but not

overlapping.

As the active player you turn over a card and can take it add it to your wall as the rightmost card, it must then show the highest number in the row. If you cannot place the card or do not want to do so, you leave the card and turn it back over again. If you place your ninth card and thus have a row of 10 cards in ascending order, you win.



In a variant you win with most points, cards showing persons on the wall give you additional points or trigger actions: King Edelbart and Queen Antebella give you three points, Knight and Damsel give you one point and an additional point if you can make up a pair of Knight + Damsel. Each raven scores one point and a card showing two ravens gives you two extra points. With a cannon you can destroy a card in the row of another player. A tower in the row protects all cards between itself and another tower. The Magician lets you insert a card anywhere in row instead of placing it at the end. If someone has aligned 10 cards, each card scores 1 point and the additional points as mentioned.

This is basically a memo with additional rules, albeit a very pretty memo and rather tactical when using the point scoring variant. A very nice family game in both variants, featuring cute, nice illustrations. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
15+

**Designer:** Dominique Ehrhard  
**Artist:** M. Szymanowicz, V. Maas  
**Price:** ca. 10 Euro  
**Publisher:** mooses. Verlag 2016  
[www.moses-verlag.de](http://www.moses-verlag.de)

### EVALUATION

Ascendant placement  
Users: For families  
Version: de  
Rules: de fr  
In-game text: no

**Comments:**  
Simple mechanism \* Tactics from choice of numbers \* Nice family game

**Compares to:**  
All placement games demanding ascending sequences

**Other editions:**  
C'est mon Fort, MJ Games



# DRACHE DONNERZAHN

DIE FEUERKRISTALLE

3↑

Whoever wins the race across Dragon Valley will be allowed to light the firework on Dragon Day. But take care! The race is not won by the fastest dragon, but by the one who collects most fire crystals.

The board is set out, the whirlwind arrows point to the main path. Four fire crystals are put on the volcano, the rest is stock for all. Each player chooses a

dragon – Thunder Tooth, Flying Spark, Silver Flash or Fire Trail – and sets him on the starting case.

As the active player you roll the die – for a result of 1, 2 or 3 pips you move your dragon that many steps. If you move across over whirlwind spots, they are treated like normal spots, but at the end of your turn you must rotate the crossed spot to the

other path. If you need to stop on a whirlwind spot, you must rotate the spot to point at the other path when you leave it in your next turn. When your turn ends on a spot showing fire crystals, you take the indicated number, if there are enough left in stock. If you rolled the whirlwind symbol, you need to rotate all four whirlwind spots towards the opposite path. If you are first to reach the volcano, you receive the four crystals there and then the winner is whoever collected most crystals. If you cannot count well enough yet, you turn over the board and all players put their crystals into the tracks of their dragon, whoever has the longest trail, wins.

A Haba game in a green box! Otherwise all is as we know it and like it – fantastic components, a nice background story, simple rules suitable for toddlers, as I said, a felicitous game all in all, nothing excitingly new, but offering lots of fun for the target age group. ☑



# DUDAB

SHAMAN ON NUMBER

8↑

A rather rare goal for a game – have a minimum of cards and points. The game features cards with the characteristics of color – red, yellow, green and blue; symbol – hand, mammoth, bat and fur, and value – 1, 2, 3, 4, and also two Shaman cards per color and eight Dudab cards.

You hold three cards, and two or three begin stacks. In your turn you can place a card or draw a

card, you are allowed between two and five cards in hand. If you place a card, you put it one of the stacks: On a number Number +1 or -1 with different color and symbol; or you place a Shaman of the same color or a Dudab: on a Shaman any number of the same color is possible. If you place a Shaman: The next in turn must put Shaman or Dudab or turn over a card and

draw as many cards. For a Dudab you name a characteristic that the next in turn must meet or draw a card. If you place the 6<sup>th</sup> card in a row, you take the previous five for your scoring pile and put all cards from your hand but two on the discard pile or into your scoring pile.

When the draw pile is empty, you score: 1) +5 points for each Dudab in hand, remaining cards to your scoring pile. 2) Scoring pile: a) discard all pairs of Dudab + Shaman; b) score negative for all remaining pairs of Dudab and Number; c) score positive for numbers and d) +5 for each Shaman. After as many rounds as there are players you win with fewest points.

Well, the drawings are cute, the rules remind me of an upgraded UNO with more complex scoring rules. Having to draw cards when you have no Shaman or Dudab, can have dire consequences for your scoring pile due to limit for cards in hand. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
15+

**Designer:** Felix Leicht  
**Artist:** Janina Görrissen  
**Price:** ca. 10 Euro  
**Publisher:** Haba 2016  
[www.haba.de](http://www.haba.de)

## EVALUATION

Race, collect  
Users: For children  
Version: multi  
Rules: de en es fr it nl  
In-game text: no

**Comments:**  
Nice components \* Good story \* Simple rules

**Compares to:**  
All race games with dice

**Other editions:**  
Currently none



## INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
30+

**Designer:** Csaba Hegedüs  
**Artist:** Gracza, Pávai, Szógyi  
**Price:** ca. 8 Euro  
**Publisher:** A-Games 2015  
[www.a-games.hu](http://www.a-games.hu)

## EVALUATION

Card shedding  
Users: For families  
Version: multi  
Rules: de en hu  
In-game text: no

**Comments:**  
Nice UNO version \* Card surplus in

**Compares to:**  
UNO and games with changing rules for card shedding  
Limit for cards in hand can have unwanted consequences  
Cute graphics

**Other editions:**  
Currently none





# ESCAPE ZOMBIE CITY

## THE SURVIVOR CHRONICLES

The game mechanisms of Escape combined with a Zombie topic! Within 15 minutes players must reach the vehicle and leave town in this real-time adventure to escape from the Zombie hordes and survive. The Survivor Chronicles, the first expansion for the game, features two modules: Challenges and Characters. In **Challenges** so-called challenge road tile+s come

into play and you must resolve those challenges before you can leave town. The six road tiles are shuffled face-down, you take one, two or three and set the remaining ones aside; the more roads you choose the more difficulties you will have. Resolved challenges are marked. Possible challenges are: Rock Concert – defeat zombies; Retirement home – get Grandpa to church;



Barricade – clear the road; workshop – drive the van there and fix it; The Pit – go there with pill bottle and energy drink and roll fists; Circus – all players go there, draw a card and do the action.

For **Characters** each player chooses a character - Nerd, Grandma, Policeman, Shopping Queen, Vendor or Construction Worker - with special abilities; you choose one for the game and can use it as often as you want. They can let you re-roll blocked Panic dice via Caution symbols, give you extra baseball bat or fist symbols, let you swap items, enter road segments via fist symbols, fight zombies on adjacent street sections, change the driving action or swap dice or summon players via baseball bat symbols.

As if zombies alone were not sufficient! If you like to get your teeth into a task you have your chance here, especially when using both modules! Not suitable for nervous milquetoasts. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
20+

**Designer:** K. A. Østby

**Artist:** Marko Fiedler

**Price:** ca. 20 Euro

**Publisher:** Queen Games 2015

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

## EVALUATION

Real time, cooperation, zombie

Users: With friends

Version: multi

Rules: de en fr

In-game text: yes

**Comments:**

Rises the challenge significantly \* Modules can be used alone or in combination \* Character abilities can help

**Compares to:**

Escape, Zombie games

**Other editions:**

Currently none



# HOPPY FLOPPY'S MÖHRCHEN JAGD

## CARROTS FOR YOUR BASKET

3+

As a little bunny rabbit called Hoppy Floppy you collect the first you carrots in the meadow. All carrots are placed on the meadow playing field within the game box and each player takes one of the nice colorful little baskets that show the same color as the carrots. Those colors are also on the spinner, as are symbols for a Moody and a Thieving Bunny, a tumbled

basket, a wave symbol as a color joker and a spiral symbol. Again, the tongue is a very attractive component, this time in the shape of a rabbit, to pick up carrots by squeezing the paws together.

The active player turns the spinner. When it points to one of the four colors, you put a corresponding carrot with the Bunny Squeezer from the meadow into

your basket. When the pointer marks the wave symbol, you take a carrot of your choice for your basket. When the spinner points to the symbol for the Thieving Bunny you steal a carrot from another player's basket; if it indicates the Moody Rabbit you hand on the Bunny Squeezer to the next player and miss your turn; even worse things happen when the spinner points to the tumbled basket - you must put back all your carrots from your basket into the meadow. For the spiral symbol you can spin again. If you are first to collect one carrot of each color, you win.

A sequel to Fritz Stibitz, Hoppy Floppy provides another cute game for toddlers, again with a nice highlight provided by the attractive Bunny Squeezer for this simple dice and collecting game. All mechanism correspond to those in the previous game, again they are attractively mixed and nicely designed, all components are colorful and cheerful like spring. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
15+

**Designer:** Nancy Balter

**Artist:** Lucia Gaggiotti

**Price:** ca. 17 Euro

**Publisher:** Game Factory 2016

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

## EVALUATION

roll & collect

Users: For children

Version: multi

Rules: de en fr it

In-game text: no

**Comments:**

Variant of Fritz Stibitz

\* Well-mixed standard mechanisms \* Very good components, especially the Bunny Squeezer \* Trains motor skills

**Compares to:**

All roll & collect games

**Other editions:**

Currently none



# KERALA

## PATH OF THE ELEPHANTS

8↑

Elephant Festival in Kerala – you want to be the one that creates the most beautiful festival site! The game features starting tiles and two elephant figures in player colors and – depending on the number of players – different numbers of tiles in those colors, each featuring 0 to 3 elephant symbols or a circle segment of another color or an action symbol.

You begin with two standing elephants on the starting tile. In a round you draw tiles equal to the number of players. You choose a tile and place it in your display, next to or on top of another tile and adjacent to one of your elephants, which then is moved to the new tile. If you do not want to place a tile, you can pass, twice in the game and indicate this by laying down



an elephant, the surplus tile is taken out of play. You try to have only one area in each color and to have one area of each color, you are allowed to have two areas of your own color. Action symbols can be used to relocate a tile in your display, this cannot result in splitting the display, or you can relocate an elephant to any other tile.

When all tiles have been placed, you score penalty points for tiles in surplus areas and for missing colors and points for elephant symbols on the tiles as well as bonuses for correlating circle segments and elephants that are still standing upright.

Kerala is an elegant game both in design and mechanism, with elements of chance and yet offering tactical opportunities, and challenging till the last tile – “Oh, good, the grey tile with the purple segment is still there, I can place it next to purple and thus score five bonus point and have acquired my last missing color!” ☑

## INFORMATION

PLAYERS:  
2-5AGE:  
8+TIME:  
30+**Designer:** Kirsten Hiese**Artist:** Antje und Claus Stephan**Price:** ca. 30 Euro**Publisher:** Kosmos 2016[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Tile placement, area formation

Users: For families

Version: de

Rules: de

In-game text: no

**Comments:**

Beautiful, elegant components \* Extremely well-working mix of tactic and luck \* Simple rules \* Very good family game

**Compares to:**

All placement games with area forming

**Other editions:**

Currently none



# KESSELCHAOS

## POTIONS QUICKLY BREWED

6↑

Senior Witch Yorandel checks the potions at the end, and woe to the young witch who mixed wrong ingredient into her potion while trying to brew it quickly.

Ingredient cards are dealt evenly to all players and each player draws a recipe card and puts it down back-side up. On a signal of “Toadstools and a pinch of thyme” all turn over their recipe

cards which indicate the necessary ingredients for the potion. All players now quickly check their own ingredient stack, turns over card by card and checks it. If the card shows none of the necessary ingredients you put the card on your discard pile. If you find an ingredient, you put it on your ingredient stack. If you see an ingredient that you need on the discard pile of another play-



er you can take, but always only the top card. When you have checked your own pile, you take the discard pile of another player and check this for your ingredients. When you have collected all five ingredients for your recipe, you set them aside with the recipe card, draw a new recipe card and continue to search. If you have brewed three potions in this way, you snatch up Senior Witch Yorandel and check your potions together with the other players. When all ingredients are present and correct, you win the game. But if you made a mistake, you have lost the game, put back the Senior Witch and the other players continue the game.

Chaos is the right expression, the game is fast, hectic and yet demands close observation which is not that easy, and take care not to disturb another player's stack if you grab an ingredient there. A fast, good, fun game and a challenge for motor skills as well as pattern recognition. ☑

## INFORMATION

PLAYERS:  
2-6AGE:  
6+TIME:  
15+**Designer:** Frédéric Moyersoehn**Artist:** Joachim Krause**Price:** ca. 10 Euro**Publisher:** Haba 2015[www.haba.de](http://www.haba.de)

## EVALUATION

Reaction, collect,

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

**Comments:**

Good topic \* Nice components \* Simple rules \* Trains motor skills and pattern recognition

**Compares to:**

Reaction games with collecting

**Other editions:**

Currently none





# KLAMOTTEN KLAMAUK

RACCOON IN RED PANTS

3↑

Raccoons have found a few wardrobes to plunder and are now having a costume-party, players help them to dress and collect costume cards.

Each player takes a Raccoon card; they are very nicely designed, featuring a 3D head, which very neatly also works to fix and hold the collected costume cards in place.

20 Costume cards are spread

out image side up and show a raccoon in clothes of different colors, a top and a bottom. The symbol die for clothes shows a side with top+bottom, 2x top, 2x bottom and one side for underwear. The color die shows sides for Red, Yellow, Blue, Green and Purple and a „Rainbow“ side with five stripes in those colors for a joker. The active player rolls

both dice and selects a card that



shows a top or bottom that corresponds to the type of clothing and to the color. If you roll the symbol of top+bottom and, for instance red, you can take two cards, one with a red top and another with a red bottom on the raccoon. When there is no suitable card left, you pass your turn. If you roll the rainbow, you can take any card. If you are unlucky and roll the underwear symbol, your raccoon undresses and you must give back all cards that you collected. Whoever has five cards first, wins.

In a memo version you only roll the color die and turn over one of the face-down costume cards. When top or bottom on the card show the dice color, you take the card. When all cards are given out, you win with most of them.

Games on the topic of dress are always favorites with children, this one is a very simple and especially nice example for that type of game, and I like the Raccoons! Nothing new, but very attractive! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
10+

**Designer:** Kim Vandenbrouke

**Artist:** not named

**Price:** ca. 13 Euro

**Publisher:** Game Factory 2015

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

## EVALUATION

Memo, dice, collect

Users: For children

Version: multi

Rules: de en fr it

In-game text: no

**Comments:**

Standard mechanism \*

Very attractive components

\* Exactly right for the target age group

**Compares to:**

Collecting games on dice and color

**Other editions:**

Currently none



# KUHNO

SPOTS FEND OFF A FLY

8↑

Cows need to graze, but Dung Fly Kuhno drives them crazy, only by placing their spots correctly can they graze in peace. Cards are stacked cowpat+Kuhno side up. You begin with seven cow cards and try to be first to place all your cards, next to the pat, on a free spot or another cow, meeting the conditions for correct spot and correct line of sight in rela-

tion to line of site of the cow placed before and of position of one of your cow's spots in relation to the position of Kuhno on the pat.

The type of your cow influences type and number of cows for the next player: A Pasture Cow has no effect. For a Milk Cow, players equal to the number of spots on the cow must pass their turn. A Cowpat Cow indicates, with



her spots, the number of cards the next player must draw. If he plays another Cowpat Cow, the then next player draws cards equal to the sum of spots on the two cards, and so on. A Party Cow changes line of sight and alignment and demands the making of a new animal sound not used before and not Moo or bsszzz. For a Flower Cow you can play as many additional cards as the cow has spots, albeit with conditions for the type of cow(s). You cannot play a Flower Cow for the first card of a new round. If you cannot place a card you draw one. If you play your last card but one, you say Moo. You announce your last card with Kuhno and win the round, all other players score one dung point per cow spot in their hand. After as many rounds as there are players you win with fewest dung points.

Kuhno instead of UNO as nice family fun, Kuhno is more varied, more fun, and you can add the special abilities of the cows one at a time. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20

**Designer:** Thierry Chapeau

**Artist:** Alexander Jung

**Price:** ca. 8 Euro

**Publisher:** Zoch Verlag 2016

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

## EVALUATION

Card shedding

Users: For families

Version: multi

Rules: de en

In-game text: no

**Comments:**

Cute topic \* Equally cute

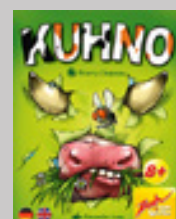
drawings \* Variant of UNO with four stacks

**Compares to:**

UNO and other card shedding games

**Other editions:**

Currently none



# LICHTERFEST

LANTERNS ON THE LAKE

8+

The Lantern Festival at the day of the full moon in the twelfth month is celebrated and each player wants to put the most beautiful lantern combination onto the lake-

One starting lake tile with four colors is laid out, each player sits facing one of the colors and begins the game with a lantern card of this color and three lake tiles. Basically, you lay out lake

tiles to receive lantern cards, which are then exchanged for dedication cards.

A players turn can comprise to optional actions and must comprise one compulsory action: First, you can discard two boats to exchange one of your lantern cards for one from stock. Then you can discard lantern cards for a dedication card, either four cards of the same color, three



color pairs of cards or one card of each color. The later you meet such a task the lower the reward will be. As a compulsory action you must place a lake tile from your hand into the display on the table; the colors of touching edges need not correspond, but for each side that does correspond in color you receive a lantern card of this color, if currently available. If you placed a tile with a symbol to correspond, you also get a boat, and also for each tile with a symbol, to which you can place your tile in adjacent position. Then each player gets a lantern card in that color on the newly placed tile that he faces. When all lake tiles have been placed, you add up the points on your dedication cards and win with most of them.

A family game straight from the wish list, beautiful, harmonious, featuring easy rules and yet enough in-game depth and tactical options to satisfy more experienced players. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** Christopher Chung

**Artist:** Beth Sobel und Team

**Price:** ca. 20 Euro

**Publisher:** Pegasus Spiele 2016  
[www.pegasus.de](http://www.pegasus.de)

## EVALUATION

Tile placement, set collection  
Users: For families  
Version: de  
Rules: de en fr kr pl  
In-game text: no

### Comments:

German edition of Lanterns

\* Very pretty components

\* Simple rules \* Lots of tactics

### Compares to:

Placement games with correlations

### Other editions:

Renegade Games Studios, Foxtrot Games; Matagot, Korea Boardgames, White Goblins, all announced



# LIGHT OF DRAGONS

CONFRONTATION OF CREATURES



A tactical dice game, in the warring lands of an old people, fighting among themselves, there are fights for power and nasty strategies employed in epic battles.

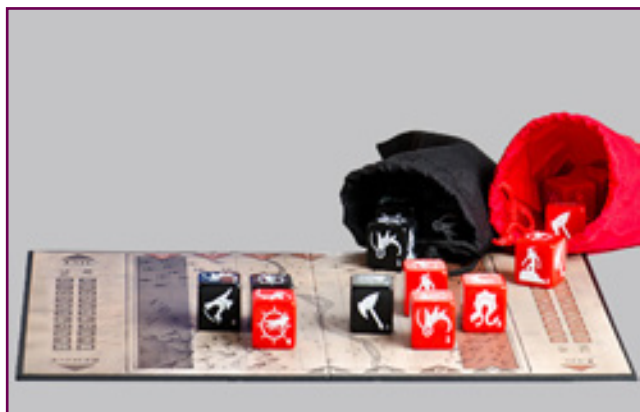
Six creatures of different levels of power are in play – Soul, Ghost, Dragon Warrior, Blood Mage, Fire Basilisk, Light Dragon; if you defeat a creature you score points according to power

level of the defeated creature. Whoever collects ten power points first, wins.

In your turn you have one action out of four option for your own creatures: Movement – the selected creature is moved one step horizontally or vertically to a free case. Attack – you move the selected creature to a case occupied by an opposing creature. Raising level – you upgrade

the selected creature by one level and thus change it into the creature of this level. Spells – using the spell of the selected creature. Some creatures have special abilities, e.g. diagonal movement by the Fire Basilisk.

For the starting set-up each player chooses creatures with a total of 10 Power Points. In case of an attack the creature of higher level defeats the one of lower level, which goes into exile. However, a creature 3 defeats a creature 6. Spells are, for instance, the protective wall formed by three souls or the splitting of a Light Dragon into two Dragon Warriors or of a Dragon Warrior into three Souls. An interesting concept that thrives on the spells and special abilities of creatures which you must carefully weigh against each other – do I pass through a Blood Mage with my ghost and then be defeated by him, which downgrades him by two levels, but costs me my ghost? ☑



## INFORMATION

PLAYERS:  
2

AGE:  
12+

TIME:  
30+

**Designer:** B. Haskaj, A. Bolla

**Artist:** not named

**Price:** ca. 36 Euro

**Publisher:** SunCoreGames 2015  
[www.suncoregames.ch](http://www.suncoregames.ch)

## EVALUATION

Place and move pieces  
Users: With friends  
Version: multi  
Rules: de en  
In-game text: no

### Comments:

Good basic ideas \* Long downtimes \* Rearranging of rule book is recommended

### Compares to:

Abstract placement games with changing piece values

### Other editions:

Currently none





## LONDON AFTER MIDNIGHT

ARSENE LUPIN VS THE MARSH PHANTOM

9+

Heroes and monsters fight each other in the streets of Victorian London, each player fights for one of the factions. At the start you are assigned one faction card which you keep secret till the end of the game. In your turn you can either play a card on the table, into your so-called neighborhood, or draw a card in hand up to a maximum of three cards.

Cards in your neighborhood show one or two black icons for monsters or two white icons for heroes and represent a character with a special ability that you can use, some of them are optional actions, others are mandatory actions. Some of the characters are very powerful and only represented once, for instance the Werewolf, others are less dangerous, but

represented several times. The faction card assigned to you at the start names two characters – if you manage to have them in your neighborhood you score a bonus at the end of the game.

When the last card has been drawn each player reveals his faction and sums up the icons on the cards in his neighborhood, positive for his own faction and negative for the other faction, plus one point for characters named on the faction card.

This is really fun! The cards feature characters from quite a few well-known stories, there are Dr. Jekyll and Mister Hyde who cancel each other out, or there is Arsene Lupin who can steal a card from another player. And you can bluff so nicely – am I a monster or do I only play a monster, because I have to? Nicely gruesome, ease to learn and easy to play, but you should acquaint yourself with the 18 different cards in the game at the start of playing, in order to be able to use them in an optimum way. ☑



### INFORMATION

PLAYERS:  
2-6

AGE:  
9+

TIME:  
15+

**Designer:** Enrique Duenas  
**Artist:** J. A. Castillo, J. Capic  
**Price:** ca. 10 Euro  
**Publisher:** Gen-X Games 2015  
[www.genxgames.com](http://www.genxgames.com)

### EVALUATION

Card effects, faction alignment

Users: For families

Version: multi

Rules: de en es

In-game text: yes

#### Comments:

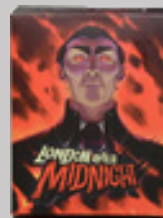
Standard topic extremely nicely implemented \* Easy to explain and quick to play \* Card text in three languages \* Good, entertaining fun!

#### Compares to:

Love Letters and other Micro Games

#### Other editions:

Currently none



## MACHI KORO

GROSSSTADTERWEITERUNG

8+

You are a company owner and develop your town. For each player two establishment are laid out openly as "built" and four landmarks face-down as "under construction" to begin his town. You roll the dice, one at the beginning and two when you have completed your railway station: The corresponding type of establishment is activated and yields income, if

you own the type – from bank or other players, in your turn or that of another player. Then you can build a new establishment or complete one of your landmarks; you pay the price to the bank and take the card or turn over the landmark. Whoever completes his four landmarks first, wins.

For this game two expansions have been published in English

in two separate editions, called „Harbor“ und „Millionaire's Row“.

**Machi Koro Die Großstadterweiterung** combines those two expansions in one box. 140 new cards introduce 23 new establishments and three additional new landmark cards. The rules recommend to use the "Harbor" expansion only in a few games, then play a few games with the second expansion, called "Special" in this edition, and only after all those trial games to combine the two expansion for a full game. Basically, you play Großstadterweiterung with the core game, using the rules of the variant "Komme, was da wolle", in which not all of the cards are available.

When you have played Großstadterweiterung, you will know why you should get familiar with the expansions separately; the new cards are clearly more challenging and demand new tactics for the landmark projects and – in combination – also quite a bit more time to play. A nice, challenging and good expansion for a good game! ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** Masao Suganuma  
**Artist:** Hotta, Hino, Suzuki  
**Price:** ca. 13 Euro  
**Publisher:** Kosmos 2015  
[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

City building, card placement

Users: For families

Version: de

Rules: de en jp

In-game text: yes

#### Comments:

Contains both Harbor and Millionaire's Row expansions \* Some trial games are recommended \* More challenging than the core game \* More tactics and in-game depth accordingly

#### Compares to:

The City

#### Other editions:

Currently none



## MEIN SCHATZ

DWARVES, TREASURES AND AN ORC

7↑

As dwarves players have found treasures in the cave, but an Orc lives there, too, and now you have to make up your mind on what to take and when to leave, before you encounter the Orc. Six Orc cards are shuffled into the treasure cards. The treasure cards depict one to three treasures and mice, six betting disc show one treasure each and a dwarf on the backside. In your

turn you draw a treasure card and put it on one of four possible stacks; Orcs are set aside staggered. If you want to secure treasures, you choose one betting disc, put it on a treasure stack of your choice and then take both the betting disc and the treasure stack. The last dwarf without treasures can draw any number of cards. When the sixth Orc appears, all dwarves still in



the cave must flee, but can still take something with them: They randomly choose one of the betting discs that was turned over now to show the dwarf and take a stack. When all players have a disc and a stack, you score your stack: You count all treasures on your cards that are the same as the one depicted on your betting disc and also all mice. If you have the highest total, you get a gold coin. If you have exactly one treasure less, you get to silver coins and for 2 treasures less one silver coin. If at the end of round someone has eight or more silver coins, he wins. One gold coin is worth three silver coins.

This is nice! The topic and the mechanisms might be standard, but nicely used and to encounter the sixth Orc is also not really a catastrophe. The scoring mechanism for second and third place is especially attractive. All in all a nice family game for a filler or your holidays. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
7+

TIME:  
20+

**Designer:** Oliver Igelhaut  
**Artist:** Rudolf Eizenhöfer  
**Price:** ca. 12 Euro  
**Publisher:** Igel Spiele 2015  
[www.igel-spiele.com](http://www.igel-spiele.com)

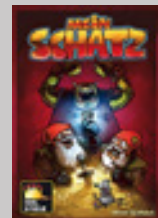
### EVALUATION

Memo, collecting  
Users: For families  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Standard topic \* Memo  
mechanism nicely used \*  
Stop/continue mechanism  
also well implemented \*  
Nice family game

**Compares to:**  
Collecting games with risk

**Other editions:**  
Currently none



## MERKURYA

DIE RÄTSELHAFTEN TÜRME

10↑

The Mysterious Towers of Merkurya have been encoded with a secret code of color and number. Whoever has ambitions to inherit the throne must decode all the codes. The codes are made up of colored locks and numbered keys, one half of a tower is marked either with a lock or with a key.

First, you shuffle the lock halves together, and pass one half to

each player. Then you shuffle and give out the halves with keys, surplus tower halves are taken out of play. You look at your halves and memorize the code, for instance Purple 4.

Then you can either ask a question of your left neighbor or announce the code of another player's tower. If you ask a question, you ask for a combination of color and number, e.g. "Do

you have green lock #3?" When color or number are correct, the player answers "Yes" and the turn passes to him. He would have to answer yes, when his lock were green or the key would have #3, regardless of the lock color! If the answer is "no", you ask the same question of the next player. If you correctly name the code of color and number on another player's tower, instead of asking a question, the code is revealed and its owner is out of the game. The last player left in the game wins. If you play the easy introductory variant, you can ask for either color or number; when the player has the half you named, he displays it openly and must quit the game when he is forced to reveal the second half of his tower.

Nice, and not as easy as it looks; you need to ask cleverly, memorize the answers well and draw the correct conclusions; not every "Yes" is a distinct one! Attractive family entertainment! ☑



### INFORMATION

PLAYERS:  
2-6

AGE:  
10+

TIME:  
20+

**Designer:** Dave Cousins  
**Artist:** Anoka Designstudio  
**Price:** ca. 20 Euro  
**Publisher:** HCM Kinzel 2015  
[www.hcm-kinzel.eu](http://www.hcm-kinzel.eu)

### EVALUATION

Questions, memory  
Users: For families  
Version: multi  
Rules: de en fr it  
In-game text: no

**Comments:**  
Attractive components \*  
No note-taking, you must  
remember all answers \*  
Comes with an introductory  
version

**Compares to:**  
Question and deduction games with  
memorizing answers

**Other editions:**  
Safe Breaker, North & South Games  
and Smart Zone Games





# MICRO ROBOTS

STEPS FROM START TO FINISH!



The robot must be moved from start to finish. The double-sided boards show nine cases each with dice symbols from 1 to 6 in Blue, Yellow, Green, Red, Pink and White, each combination exactly once.

At the start of the game player decide on one side of the boards and then combine the four boards in any way into a square. The starting case is determined

by rolling a color die and a number die and marked with the starting chip; then you roll the dice for the finish case and put a victory point chip on it.

Now each player by himself looks for a way from start to finish. The robot may only move horizontally or vertically and can only enter a case of the same color or the same number as the robot's current location. The new case need

not be adjacent to the current location. If you found a way, you name the number of steps and demonstrate your path. When your announcement is correct, you receive the victory point chip at the finish. The finish case becomes the starting case for the next round.

When the path that is demonstrated does not correspond to the step announcement, the player must, if possible, give a victory point chip to the player with currently fewest chips and the chip in the finish case goes back into stock. If you earn your 5<sup>th</sup> chip or have most of them, when all have been given out, you win.

Micro Robots can also be used as a variant for Ricochet Robots, with special rules for the clear robot as an additional robot in the game.

Micro Robots is a stand-alone game and also a felicitous example for how to simplify an elegant, very challenging game mechanism without watering down the basic idea or the reduce the fun in playing the game. ☑



## INFORMATION

PLAYERS:  
2+

AGE:  
8+

TIME:  
20+

**Designer:** Andreas Kuhnekath

**Artist:** Fiore GmbH

**Price:** ca. 13 Euro

**Publisher:** Abacusspiele 2016

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

## EVALUATION

Path finding  
Users: For families  
Version: multi  
Rules: de en  
In-game text: no

### Comments:

Simplified version of Ricochet Robots \* Stand-alone game \* Needs little room to play \* Nice variation of the basic mechanism

**Compares to:**  
Ricochet Robots

**Other editions:**  
Currently none



# MOPS ROYAL

CLEANING UP AFTER THE DOG

8+

The Royal Pug needs to get back orderliness to the chaos he created and players must make it happen. Each player holds an identical set of tiles showing different colors and images. Each player puts his set down face-down and draws one tile as starting tile, it cannot be one with a crown.

Then all players but one turn their tiles over to the image side.

The player with the face-down set of tiles selects a tile, reveals it and all search for this tile in their stock and put it into their grid. The new tile must be horizontally or vertically adjacent to a tile already placed, and the grid can not exceed a maximum size of 5x5 tiles. Then each player may score a combination in his grid – the scored combination can only be made up of tiles of

the same color or showing the same image and the combination must be one of the shapes depicted on the scoring board, albeit it being possible to be a mirror-image. Three tiles in a combination score two points, four tiles four points and five tiles seven points. A crown in the combination scores an extra points. Then you turn over one or two tiles that are marked for this in the combination depicted on the score board; the other tiles in the combination can be used to form other combinations. When 5x5 tiles are placed in the grid, you win if you are in front on the scoring track.

Once again Take it Easy provides the template for the tile choosing mechanism and once again, in this nice family game too, thinking on your own is better than copying your neighbor, if you want to win. And since Zicke Zacke Hühnerkacke feces are comme il faut, after all. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Günter Burkhardt

**Artist:** Rolf Vogt

**Price:** ca. 18 Euro

**Publisher:** Noris Spiele 2015

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

## EVALUATION

Tile placement, pattern forming  
Users: For families  
Version: multi  
Rules: de en fr it  
In-game text: no

### Comments:

Mix of standard mechanisms \* Cute topic \* Nice drawings \* Good family game

**Compares to:**  
Take it easy

**Other editions:**  
Currently none



# OMG

ALL GODS FIGHTING ZEUS

8+

After many attempts by his god colleagues to dethrone him, Zeus has announced a last contest for all twelve gods and allows them to use all their abilities against him. The cards in the game show a god, a colored Number and a symbol for one of four colors.

All cards are shuffled, each player is dealt seven cards, and the rest is stacked and one card is

turned over to begin the discard pile.

You play a card from your hand on the top card of the stack; to score a hit the card you play must show the same number or the same god as the card on top. When neither god nor number correspond, you draw penalty cards depending on both the card you played and the top card: When the card you played



has the same color as the top card, you draw cards equal to the difference of both card values. When the colors were different, too you draw cards equal to the difference plus one. When this drawing of cards has been resolved you can use the special ability of the card you played, if the card shows one. If this ability allows you to discard cards and one of those has a special ability, too, you cannot use it. Cards discarded in this way also go on the discard pile, the active player always plays his card in relation to the top card on the stack. Whoever plays the last card from his hand first, wins.

Basically, OMG is a game of "play a card suiting the previous card", but offers nice detail; the solution for playing an unsuitable card is attractive and the abilities of the gods introduce variation. With a bit of card memory you can counter luck of the draw with a bit of strategy. A very nice filler with lots of fun to play. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
20+

**Designer:** George Christofidis

**Artist:** Tony Tzanoukakis

**Price:** ca. 10 Euro

**Publisher:** Desyllas Games 2015

[www.desyllasgames.gr](http://www.desyllasgames.gr)

## EVALUATION

Card shedding  
Users: For families  
Version: en  
Rules: en gr  
In-game text: no

### Comments:

Topic rather forced \* Simple rules \* Pretty design \* Nice filler game

### Compares to:

Card shedding games

### Other editions:

Greek edition, Desyllas



# OPHIUCHUS

THE 13TH CONSTELLATION



The game features 13 cards with stellar constellations that correspond to the twelve zodiacal signs of astrology, plus a constellation called Ophiuchus as 13<sup>th</sup> constellations. On the left side of those cards you see colored or white pattern rows, colored ones demand that color, white means any color and the symbols that are depicted in the row. The constellation cards are

displayed openly on the table.

The tiles to place are halved like Domino pieces, each of the halves can show up to six different symbols/colors. Players are dealt such tiles face-down - there are different options for the number of tiles and the handling of remaining stock - and one tile is placed open-faced to begin the common display. You add a tile to one already in



the display, side by side, either over both halves or one half only, or the short side, without a gap and within a 9x9 grid. When you thus form the pattern on a constellation card in an uninterrupted row, you can take the corresponding constellation card. When the new tile produces a row of exactly 13 symbols, you can draw an additional tile or take a victory point chip. At the end of your turn you draw one tile from stock, called Astral Reserve. When all constellation cards have been taken, you win with most points from constellation cards minus two points for each unused tile in your reserve. Ophiuchus is an ambitious attempt at an abstract tile placement game, based on Domino. Basically a very good attempt with a nice topic, but the rules need very extensive revision to be easily understandable and the graphic, which is beautiful, could also be simplified. ☑

## INFORMATION

PLAYERS:  
1-4

AGE:  
14+

TIME:  
60+

**Designer:** Emiliano Zampa

**Artist:** Maurizio Faleschini

**Price:** ca. 25 Euro

**Publisher:** ApokalypseInc 2015

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

## EVALUATION

Tile placement, pattern formation  
Users: With friends  
Version: multi  
Rules: en it  
In-game text: no

### Comments:

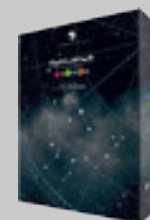
Good components \* Nice topic \* Very problematic rules \* Rather irritating graphics

### Compares to:

Tile placement games with pattern formation

### Other editions:

Currently none





# ORLÉANS INVASION

DIE GROSSE ERWEITERUNG



## Achtung – kursiv übernehmen bitte

France in the Middle Ages - in 18 rounds of seven phases you want to acquire commodities, coins and points from production, trade, development or social services: The seven phases are: 1) reveal event 2) receive or pay money, in relation to the number of farmers. 3) draw minions for the market 4) place

minions from the market on action spots, where always several minions are needed for an action 5) resolve activated action or pass 6) resolve event from 1) and 7) change of starting player. If you cannot pay when you should, you discard other items in the necessary amount. At the end you score coins, five different commodities, offices and citizen tiles.



*Invasion* expands Orléans with: *Prosperity* - Carpenter and buildings for victory points, a 5<sup>th</sup> player. *Invasion* demands joint defense and cooperation in meeting certain demands from the game. *The Duel* for two players offers competition among merchants with known challenges, if you are first to meet four tasks, you win. *The Dignitary* - a solitaire player must assemble enough burghers. *Capital Vierzon* - A solitaire player upgrades Vierzon to the capital. *Travelling Salesman* - a solitaire player travels cross-country as a merchant with important commodities. New Location cards can also be used in the base game.

An expansion that is as big and nearly as rich as the basic game; the module *Invasion*, especially, is an intense challenge for a co-operative effort of all players. But if like to try your hand at a game alone, you will find something to your taste, there are three solo variants! A harmonious, overall well-working expansion that offers something for all tastes. ☑

## INFORMATION

PLAYERS:  
1-5

AGE:  
12+

TIME:  
90+

**Designer:** Stockhausen, Brand  
**Artist:** Klemens Franz  
**Price:** ca. 35 Euro  
**Publisher:** dlp Games 2015  
[www.dlp-games.de](http://www.dlp-games.de)

## EVALUATION

Development, Worker placement  
Users: With friends  
Version: multi  
Rules: de en  
In-game text: no

### Comments:

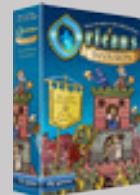
Six different modules, three of them solo variants \*  
"Invasion" module is the most challenging one \*  
The expansions offers something for all players

### Compares to:

Orléans, Development game with worker placement

### Other editions:

Currently none



# PANDEMIE DIE SEUCHE

WHICH VIRUS IS THE DEADLIEST?

The viruses strike back – which one will eliminate mankind? Each player mutates a virus, infects as many cities as possible and causes the maximum possible deaths. You hold epidemic cards in hand and have a total of 12 virus cubes, three cubes mark virus mutation stages on your board.

In each round an event/WHO card is active and in a round

you have two actions chosen from three options: Draw cards according to the incubation rate on your virus board and, if necessary, then reduce them to 9 cards in hand; infect a city by placing of virus cubes and discarding of correspondingly colored epidemic cards – one for an already infected city and two for a new city; mutate your virus by one level by discarding



epidemic cards.

WHO card effects must be resolved by each player in his turn. A city is eliminated, when there are virus cubes equal to the population number in Millions in it; if you have most, second most and maybe third-most cubes there, you score. The 2<sup>nd</sup>, 4<sup>th</sup> and 6<sup>th</sup> skull on an event card also trigger scorings of majorities in virus cubes in a city. When only two active cities are left or when the last WHO card has been revealed, there is another majority scoring at the end of the round and for the current mutation stages for Incubation, Infection and Resistance, on your virus board. You win with most points.

If you do not mind the topic or do not take it seriously, you find a fast, thrilling, streamlined game with compact rules and good mechanisms; a nice mix of lots of luck in drawing cards and tactic in managing the cards. For experienced gamers the game lacks depth, but can always be fun as a filler. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
14+

TIME:  
30+

**Designer:** Carey Grayson  
**Artist:** Chris Quilliams and team  
**Price:** ca. 20 Euro  
**Publisher:** Z-Man Games 2015  
[www.zmangames.com](http://www.zmangames.com)

## EVALUATION

Card management, events  
Users: With friends  
Version: de  
Rules: de en fr it  
In-game text: yes

### Comments:

"Reverse" Pandemic topic  
\* Very good, concise rules  
\* Good components that barely fit the box \* Topic not to everybody's liking \*  
Good mechanisms providing lots of fun

### Compares to:

Pandemic for topic

### Other editions:

English, French, Italian



## PERFECT ALIBI

### MURDER ON BOARD

All those suspected of the crime on board have an alibi, or so they say. One alibi card is set aside unseen, the others are given out evenly to players, in a game of four the three surplus cards are laid out as generally known alibis. You then mark all your own and the general alibis on your sheet. Then you need to identify the missing alibi by questioning the other players,

helped by five assistants.

In turn all players choose an assistant. Four question chips are on display, you choose one in the color of another player and must, if so indicated on the chip, change assistant. Then you can ask, either "how many cards do you have for location ....?" or "How many cards do you have for 12 and 6 o'clock?"- The answer is always a number; if



it is 2 or bigger, you must, as the questioned player, show the questioning player one of those cards. The assistants provide special actions: Journalist – you can ask a question without chip; Captain – you see all cards shown to other players but those drawn by the cook. Psychiatrist – you show no cards; Priest – you alone hear an answer. Cook – Instead of being shown a card you draw one. You can, at any time, announce a suspicion – if you are correct, you win; if not, you must quit the game.

If you play the Rival version, you are assigned a rival secretly and must lie, when being questioned by someone who holds the assistant equal to your rival. Perfect alibi is an elegant logic game with a rule for wrong answers, because correct answers are essential to the game, even in the Rival version! A tidbit for Logicians! ☑

## INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
45+

**Designer:** K. A. Østby

**Artist:** Gjermund

**Price:** ca. 30 Euro

**Publisher:** Lautapelit 2015

[www.lautapelit.fi](http://www.lautapelit.fi)

## EVALUATION

Crime, deduction  
Users: With friends  
Version: multi  
Rules: de en fr no  
In-game text: no

### Comments:

Purely abstract deduction game \* Exact and correct answers are essential \* Rules for suspected wrong answers are included

### Compares to:

Abstract deduction games

### Other editions:

Currently none



## PUDDING WARS

### SPOON FAN AND PUDDING PLATE

6+

Puddings in the game are little conical plastic cups that are decorated with colorful paper stripes and circles all around and on top and then look like puddings with a face. You take all six puddings of a color and then in turn in counter-clockwise direction you place one of your puddings on the plate, three in case of three and four players and two in case of five and six play-

ers, in several levels, if necessary. The active player rolls the die and then implements the resulting action: Fan three times or fan two times; for fanning you take the spoon-shaped fan and move it, the rule does not tell how often you wave the fan for one fanning action. Another action is to place one pudding on the plate and then fan once, or to place two puddings on the



plate without fanning.

After the action you check if puddings touch the table. If yes, you hand them back to their owners. A pudding that is completely covered by another pudding is deemed to be out of play and can only be removed when the pudding covering it is removed. When the plate is empty at the start of any player's turn all players place two puddings.

If you have to place a pudding and do not have one left, you need to pass your turn; should the placement involve fanning, however, you do it.

When have caused one or several puddings to move by another action than fanning you must pass your turn and the owner or owners put back their puddings on the plate. You win, when there are only your own puddings on the table at the end of your turn.

A cute game idea with nice, albeit fiddly to assemble. Movement by fanning works, once you have found out how to best move the spoon fan. ☑

## INFORMATION

PLAYERS:  
3-6

AGE:  
6+

TIME:  
30+

**Designer:** Kuraki Mura

**Artist:** Lucy, Qiuyin

**Price:** ca. 20 Euro

**Publisher:** : Swan Panasia 2015

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

## EVALUATION

Dexterity  
Users: For families  
Version: multi  
Rules: cn en  
In-game text: no

### Comments:

Very fiddly assembling \* Minimal, not very clear rules \* Interesting example of an Asian party game for children and families

### Compares to:

First game of this kind, dexterity games in general

### Other editions:

Currently none





# RATTLE BATTLE

GRAB THE LOOT

8+

Grab the Loot – you are captain of your own pirate ship! Garner favor from the Pirate King! Each game comprises a series of quests, with different options to collect victory points. Each player begins with a ship in three parts, bow, stern and mast and upgrades it during the game. For each player there are varying numbers of ship dice, in relation to the number of players, and

maybe a captain's die. In some adventures non-player ship dice are added. In an adventure you always play the phases of Quest and Port Visit. In the quest there are many phases: Briefing; Ship Drop - the Baron (the current starting player) drops player and non-player dice into the sea, positions of dice and their results decide, among other things, the outcome of battles; Actions of



non-player ships from exploding to alliances; Player Actions – Movement or Firing, Battle with ship comparison, Coin Rewards for sunk NP ships, Loot for all; Sailor Activation; Ship Repairs using loot markers and Stow Loot. In the Port Visit stage you acquire repair parts, upgrades, score victory points and hire sailors. When all quests have been mastered, the game ends and you add up victory points from cards, coins, sailors and other.

The many upgrades and additional parts like islands for the box sea in the various scenarios demand some tactic and raise the fun, make dice positions even more important. All in all this is a cute and witty pirate game with lots of flair and marvelous components, all for families with a bit of gaming experience; scenarios themselves provide lots of variation and Battle and Port Visits are challenging for experienced players, too. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
90+

**Designer:** Ignacy Trzewiczek  
**Artist:** Rafał Szyma and Team  
**Price:** ca. 50 Euro  
**Publisher:** Portal Games 2015  
[www.portalgames.pl](http://www.portalgames.pl)

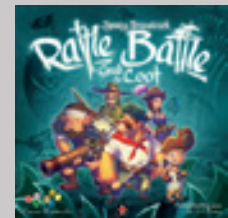
## EVALUATION

Pirates, adventure  
Users: For families  
Version: en  
Rules: en es it pl  
In-game text: yes

**Comments:**  
Marvelous components  
\* Lots of variation in the scenarios \* Some gaming experience is of an advantage

**Compares to:**  
First game of this kind, in general adventure and pirate games

**Other editions:**  
Cranio Creations, Edge Entertainment



# ROME

CITY OF MARBLE

As a builder for a powerful Roman Patrician family you develop new districts for various buildings, and receive imperium tiles for influence and victory points for prestige. Three hills and six bridge parts are placed into the city. In your turn you place one and then another action disc on action spaces and implement the action – draw Neighborhood tile,

expand Aqueduct, Recall Magistrate or play Neighborhood tile. The tile is placed from your board onto the city board, adjacent to a hill or another tile and you can place a magistrate. When the new tile completes a construction site, you must set up the building – the number of symbols on the construction site determines the type of building; magistrates in the color of the



building type give influence. If you have most influence you build and mark the building for yourself; in case of a tie a Fountain is built. Then you score victory points for the building and you can remove one magistrate from the district and place him on the imperium case of the building or the Treasury for a Fountain to get an imperium tile at the end of the turn. Covering Bridge cases and connecting to water outlets gives you tiles and aqueduct parts. Imperium tiles let you do additional turns.

When three stacks of neighborhood tiles are depleted all have one more action and then you score bridges, aqueducts and fountains as well as coins and majorities in coins and imperium tiles.

Well-working urban development with lots of planning and the disadvantage that others can use your plans. On the positive side, several strategies are possible and thus you get lots of replay value. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
14+

TIME:  
60+

**Designer:** Brett Myers  
**Artist:** D. Lohausen, A. Resch  
**Price:** ca. 50 Euro  
**Publisher:** R&R Games 2015  
[www.rmgames.com](http://www.rmgames.com)

## EVALUATION

Urban development, tile placement  
Users: With friends  
Version: multi  
Rules: de en fr nl  
In-game text: no

**Comments:**  
Several possible strategies  
\* Therefore high replay value \* Others can profit from your plans \* Attractive components

**Compares to:**  
Urban development with tile placement

**Other editions:**  
Currently none



## SCAPE

### ESCAPE THROUGH THE TUNNEL



Scape is based on an escape attempt of prisoners of war from a German camp of such prisoners in WWII. You are secretly assigned one of the faction US Airforce, British Airforce or SS, in case of an even number of players there is only a virtual SS player who can win. You have four cards in hand and play one card. You can play the card back-side up to begin or add to a stack of

cards for one letter, the word SCAPE must be formed on the table. If you play the card for an action, you play it openly on the table: Action options are: Hand a card to your neighbor - check identity of one player - each player discards a card from his hand - discard a card from one of the letter stacks - reveal a card from one of the letter stacks. When all cards are played, the



first thing checked is the word SCAPE. If not all letters are on the table, which happens really very, very rarely, the SS faction wins instantly. If the word is complete, regardless of how many cards are in any of the five letter stacks, you turn over the top card of each stack to identify the winning faction: If one of the five cards shows an SS identity, the SS faction wins. When no SS identity is visible, you count the visible symbols for US and British faction on the card; the faction with more visible symbols on all five cards wins.

In this game, too, a non-optimum rule makes the access to the game more difficult than would be necessary. All in all SCAPE is a nice game in the tradition of Avalon and similar deduction games; to identify your faction members is not easy, you need to use the card actions cleverly and remember well what was played and what you have seen. ☑

## INFORMATION

PLAYERS:  
3-9

AGE:  
8+

TIME:  
20+

**Designer:** F. G. Arredondo

**Artist:** Siscu Bellido

**Price:** ca. 10 Euro

**Publisher:** Gdm Games 2015

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

## EVALUATION

Cards, secret identities  
Users: With friends  
Version: multi  
Rules: en es fr  
In-game text: no

### Comments:

Minimum number of players must be three \* Up to 18 players possible with 2 games \* Good with uneven numbers of players

### Compares to:

Werewolves, Avalon and other deduction games on identities

### Other editions:

Currently none



## SCHNIPP-TRICK

### DISC OUT, PIN STILL STANDING!

8+

Ten wooden pins are placed on wooden discs with color markings, another wooden disc serves as puck. The discs are shuffled face-down and set out with about three fingers width between them, then the discs are turned over and the pins are put on the discs of their color. Aim of the game is to snip the puck in a way that you shoot out discs – in given color order,

first blue and green ones, then the yellow ones and at the end the one red pin - from underneath pins without pins falling over. Possible results of a shot can be: All pins remain standing on discs, disc or discs were only touched – your turn ends. Pins are on discs and some of the pins have fallen, you set up the pins again and your turn ends. When pins remained standing



with discs shot out, but other pins have fallen – you take the standing pins without discs, but leave their discs in place, set up the fallen pins and your turn ends. You managed to shoot out discs and pins are standing and no other pin has fallen – you can go on playing or take disc + pin and other empty discs still remaining. If you continue to play and a pin tumbles, you can only take the pins, but no discs at all. When yellow pins or the red pin are pushed off their discs too early, your turn ends without taking pin and disc. When the red pin is correctly taken as the last one in play, you score 2, 3, 4 and 5 points for each blue, green, yellow and red pins respectively, and 2 points for a disc.

Schnipp-Trick presents a cute idea for a game, speed is essential for success, because only with speed the Snipping Trick will be working, similar to removing the table cloth beneath the dishes. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20+

**Designer:** Torsten Marold

**Artist:** S. Mühlhäuser + Team

**Price:** ca. 20 Euro

**Publisher:** Steffen Spiele 2015

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

## EVALUATION

Dexterity  
Users: For families  
Version: multi  
Rules: de en es fr  
In-game text: no

### Comments:

Cute idea for a game \* Precision and speed are essential \* Not easy, but works \* New edition of Pinguin Kegeln, 1998

### Compares to:

Snipping games in general

### Other editions:

Currently none





# SHUFFLE HEROES

STEAM PUNK, HEROES AND HORROR



The world of Shuffle Heroes is a dark fantasy world, full of Steam Punk inventions and Horror. Aim of the game is to either defeat the opposing heroes – a hero is defeated when he has lost all his hit points – or to reduce/destroy the deck of your opponent – when a player has more than 15 cards in the void, his heroes are tired and the player is defeated.

Following a detailed procedure each player chooses two heroes and takes the respective cards, the starting player draws four cards, his opponent six cards. At the start of a turn you clear up – you discard all shield markers and all cards played in the previous turn, unless they are marked persistent and then you either play a card, activate a hero or discard cards and fill your hand



up to six cards; you can do this only when holding four or less cards in hand. If you play a card you set it down and follow its instructions. Heroes have both a passive abilities and a hero action; this action can be used once in a turn if you are able to pay for it. To use a passive ability of a hero you need not activate him. Damage is dealt to heroes and other cards, you first remove shield markers and then hit points.

Nothing very new as regards to topic, but a few clever details in mechanisms; there is for instance cleaning up, familiar from deck building games – it happens at the start of the next turn, so that my cards are liable to attack by my opponent in his turn. Then there is deck destruction as a second winning option and an easy access to the game without time-consuming deck assembly. A clever, quick game for friends of Steam Punk! ☑

## INFORMATION

PLAYERS:  
2

AGE:  
10+

TIME:  
25+

**Designer:** Jan Vaněček

**Artist:** Hana Novotná

**Price:** ca. 16 Euro

**Publisher:** Czech Board Games 15  
[www.czechboardgames.com](http://www.czechboardgames.com)

## EVALUATION

Cards, horror, fantasy  
Users: With friends  
Version: en  
Rules: cz de en  
In-game text: yes

### Comments:

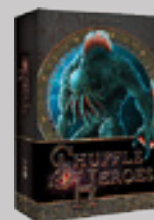
Standard topic \* Deck-destruction as possible winning condition \* Cards are cleanup at the start of the next turn

### Compares to:

Fantasy card games, also deck building games

### Other editions:

German at EDC Blackfire, Czech at CBG



# SKULL KING

DAS WÜRFELSPIEL

8+

Dice game based on the card game of the same name, cards have been replaced by dice; there are number dice in differing values and numbers, plus two Mermaid dice, three Pirate dice and one Skull King die. Each special die carries two white flags for a 0 result and four skulls, the yellow number dice show three white flags each. You play eight rounds and in

each round you draw dice corresponding to the round from the bag and set them behind your screen; then all announce simultaneously how many tricks they will take, by showing fingers at a signal.

In turn you take one of your dice and roll it; if possible you follow color or play another color or, at any time, a special die. The trick is won by the highest



number rolled, independent of the dice color, or by one of the special dice, according to a value hierarchy for skulls rolled: Skull King tricks everything but the Mermaid, Mermaid tricks all numbers and Skull King, Pirates trick all numbers and the mermaid. In case of identical results the later result takes the trick. Only in case of white flag results for all players does the first flag rolled take the trick. When all "tricks" of the round have been played, you score trick x 20 for tricks announced = tricks taken, -10 for each deviation from the announced number and no points for tricks taken, and 10 x round number for No Tricks announced and none taken, but score the same negative result if you announce 0 tricks and do not meet this announcement.

A superb roll! Rules are good, topic suits well, the precedence of the special dice is quickly mastered and the irritation factor has been well allotted to result in maximum fun! ☑

## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
30+

**Designer:** Manfred Reindl

**Artist:** Eckhard Freytag

**Price:** ca. 20 Euro

**Publisher:** Schmidt Spiele 2016  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Dice, trick announcement  
Users: For families  
Version: multi  
Rules: de en fr it  
In-game text: no

### Comments:

Very good dice game \* Even better than the card game \* Easy-to-master rules \* Irritation factor exactly right for lots of fun

### Compares to:

Skull King the Card Game

### Other editions:

Currently none



# SMART BUILDERS

TOOLS TO BUILD A HOUSE

3↑

A house is built, but to achieve this you need to combine house parts and tools. There are three kinds of house parts – a front and back side showing a door, side walls and roof parts; you need two pieces of each type to set up a house.

All house parts are sorted by shape and stacked, the top part of the stack is turned over so that a tool is visible on a white

background. The chips showing twelve different tools are laid out face-down in a circle around the house part stacks.

The active players turn over one of the tool chips – when the tool depicted on the chip is currently visible on a house part, you may take this house part and set it down; the tool chip is turned back over again, and a new house part is turned

over on the respective stack. If you have already managed to collect the two parts of a kind that you need and are able to take a third part, you give this part as a gift to another player who still needs it. When the tool depicted on the revealed chip is visible on more than one house part, you may choose a part. When the tool depicted on the chip does not correspond to any of the tools depicted on the house parts, you cannot collect a part in this turn.

If you are first to have collected all six parts necessary for a house and have assembled the house correctly, you win.

Smart Builders with smart buildings – the little houses are cute to look at, very stable and sturdy and collecting the parts step by step with the help of the tool chips shows very nicely that building a house takes time and which work with which tools are involved, among others. In free play you can explain the tools and their use in greater detail. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
10+

**Designer:** Marco Teubner

**Artist:** not named

**Price:** ca. 30 Euro

**Publisher:** Beleduc 2016

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

## EVALUATION

Memo, assigning, combining parts

Users: For children

Version: multi

Rules: cn de en es fr it nl

In-game text: no

### Comments:

Good, sturdy components

\* Rules suitable for toddlers

\* Tools and their use clearly depicted

\* Comes with a template for a memo game

### Compares to:

Educational games on tools

### Other editions:

Currently none



# SPEED DICE

CROSSWORD WITH DICE

10↑

Once again a game about making up words, this time with the help of letter dice. Each player has eight letter dice of one color, all dice carry letters and also a combination, „ch“, and there are also two smileys on the dice.

All players simultaneously roll their eight letter dice and then try to form one word or a crossword layout with seven of the eight letters. Each die in the

layout must touch another die with at least one side. A smiley symbol can be used for any other letter. All words in a dictionary are acceptable, and also all names and established abbreviations; in case of a controversial word it is sufficient when one of the players accepts the word as valid.

When you have formed a word or crossword, you throw the re-

maining eight die into the bowl and thus end/win the round. When more than one player finish first, the winner is the player whose die is below all others; the bowl has a very clever small dent at the bottom so that the first arriving die always falls into this dent and is clearly identified.

When the word/s of the player who finished first are accepted and correct, this player takes the trophy disc and puts it down, silver side up. When another player wins the next round, he puts down the disc for himself, again silver side up. If you currently hold the disc, silver side up, and win a round, you turn the disc over to the golden side. When you hold the disc, golden side up, and win a round, you instantly win the game.

A game typical for Haim Shafir – attractive, works well, is simple and is fun! An ideal game for all fans of fast word formation games. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
15+

**Designer:** Haim Shafir

**Artist:** Markus Wagner

**Price:** ca. 16 Euro

**Publisher:** Amigo Spiele 2016

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

## EVALUATION

Dice, word forming

Users: For families

Version: de

Rules: de en

In-game text: no

### Comments:

Easy rules \* Plays quickly \*

Fast, simple scoring \* Lots

of fun to play

### Compares to:

All word forming games

with given letters

### Other editions:

Currently none





## STAR TREK

### FIVE-YEAR MISSION

As a crew member you serve on the Enterprise of Captain Kirk or Captain Picard and have a special ability; you cooperate with other crew members to successfully deal with alerts in order to avoid damage to the Enterprise. All players together choose a Five-Year-Mission in one of six difficulty levels and must collect the corresponding number of points and deal with a given

number of alerts. A board to indicate the current status of your Enterprise is set out and you are either dealt a crew member or choose one, it is recommended that Captain and Doctor are always in play. Each player has 1 yellow, 2 blue and 2 red dice, which your roll for the first time in your first turn.

In your turn you draw a new alert from one of three stacks



and implement the effect, replenish your dice, roll all dice you took and dice of your choice from the action box and set all into the action box. Then you put dice from the action box on alert cards; an alert card is dealt with when all dice symbols are covered. You can use your special ability once in a turn at any time after drawing the alert card. Alerts that are dealt with and carry a Star Fleet symbol give you points and are put into the score pile. When three alert cards of a color are active and a fourth is drawn, the oldest card of that color is deemed to be a failed alert. If a total of five alerts failed, all lose the game together. When all necessary alerts for a mission have been dealt with and the points scored, all players win together.

Worker placement with a very nicely implemented topic, the alerts are well chosen and the crew abilities amend the luck of the dice rather nicely. ☑

### INFORMATION

PLAYERS:  
3-7

AGE:  
10+

TIME:  
45+

**Designer:** David E. Whitcher

**Artist:** Ron Magin

**Price:** ca. 30 Euro

**Publisher:** Mayfair Games 2015

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

### EVALUATION

Dice rolling, placement, cooperation  
Users: With friends

Version: en

Rules: en

In-game text: no

#### Comments:

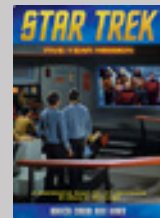
Topic nicely implemented  
\* Some variety due to mission levels \* Mechanisms remain the same in all levels

#### Compares to:

Dice placement to complete actions

#### Other editions:

Currently none

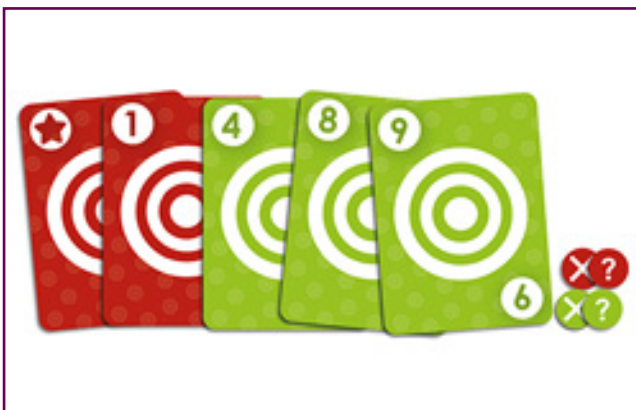


## STICK TO COLOURS

### BIDDING BY REFUSING

You collect victory points with card combination. The game features cards in three colors, values 1-9, there are more cards of 1-6 than of 7-9. Each player has a set of double-sided bidding or Refusal markers, showing "?" and "X". You start with two cards in hand and 5-6 open-faced cards in a market display. The starting player chooses one card from the market; if

you does not want to, the next in turn does so, etc. The other players decide if they want to bid for the card or pass. If you bid, you put one of your refusal markers, "?" up, on a card in the market that you do not want to have, never in all of the game. Every other bidder in turn must place one marker more than the previous bidder, but can put markers on cards that have



been previously refused by one or several players, and you can also put down cards face-down from your hand and put a marker "X" on them. The last bidder gets the chosen card. Refused cards from players' hands and cards marked "X" go out of play and the markers back to their owners. Cards with markers of all players but one go to this player, the markers to their owners. Remaining cards stay in the display, markers are turned over to "X" and the market is refilled. When the draw pile is empty, you score for sets of three identical numbers in different colors or for straights of the same color. A very unusual and very good game; the "inverted" bidding to refuse something to get something else demands long-term planning and consistent implementation. It is worth your while to fight with the really badly written rules, the game is fun! But a little bit more editorial work would have been well invested. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
20+

**Designer:** Ilya Proshin

**Artist:** V. Yegorova, I. Panfilov

**Price:** ca. 9 Euro

**Publisher:** GaGa Games 2015

[www.gaga-games.ru](http://www.gaga-games.ru)

### EVALUATION

Cards, auction  
Users: With friends

Version: multi

Rules: en ru

In-game text: no

#### Comments:

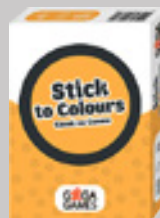
Minimalistic and abstract  
\* Unusual, clever and interesting mechanism \* Rules very badly written \* The game is worth working them out!

#### Compares to:

First game of this kind

#### Other editions:

Currently none



## TEAMPLAY

COMPLETE TASKS TOGETHER

8+

A game for teams about completing tasks that also works for three or five individual players. The tasks come on 46 task cards, and there are 64 number cards of values One to Eight, each card comes four times in Blue and four times in Red.

Three number cards are on display, the first player is dealt one card, the next two cards and all others are dealt three cards, the

rest is face-down draw pile. One task card is on display on the table and one is laid out openly for each player, or two in case of three and five players. In a game of four, players 1 + 3 as well as 2 + 4 are a team, in a game of six players the teams are made up by players 1 + 4, 2 + 5 and 3 + 6. If three or five are playing, the play all by themselves.

In your turn you have three op-

tions for actions in any order:

You can draw two number cards in any mix from the open display or from the draw pile, the open display is instantly refilled after each card that was taken. You can also draw one card, then do Option Two – complete one or several task cards with cards from your hand – and then draw another card. One card can only be used in completing one task. Option Three is to give one or two cards to your partner, without any communication. When a team has completed its eight card, you win after a final round with most victory points on your completed task cards.

Teamplay has been designed as a game for teams and thus it works best in teams – the tasks are not as easy as they seem to be, and cooperation is really essential. If you do not watch what your partner does, you will have a hard time. And of course, you need that little bit of luck of the draw! ☑



## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
30+

**Designer:** J. Schmidauer-König

**Artist:** Dennis Lohausen

**Price:** ca. 8 Euro

**Publisher:** Schmidt Spiele 2015

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

## EVALUATION

Team, cards  
Users: For families  
Version: multi  
Rules: de en fr it  
In-game text: no

### Comments:

Cooperation without communication \* Watching your partner is essential \* Some tasks are hard to meet \* Luck in drawing cards is also necessary

### Compares to:

All Set collecting games with cards

### Other editions:

Currently none



## THROUGH THE AGES

EINE NEUE GESCHICHTE DER ZIVILISATION

A new story of civilizations! Again you lead a nation from ancient times into modern times and develop lots of culture. The determining facts of a nation are population, production, science and military as well as a balance of those powers. Influence of literature, drama, religion, buildings, personalities or international treaties give you points. A player turn comprises:

Start of Turn with Card Row replenishing, resolving s War and Making exclusive tactics available – Politics phase with the option of Prepare an event, Play an Aggression, Declare a War, Offer a Pact, Cancel a Pact or Resign – Action Phase – with the options of Take Non-Wonder Card or a Wonder Card, Increase Population, Build a Farm, Mine or Urban Building or Upgrade one of

them or Destroy one of them, Play a Leader. Build a Stage of a Wonder, Develop a Technology, Declare a Revolution, Play an Action card, Build a Military Unit or Upgrade it or Disband it, Play A Tactic or Copy a Tactic – End-of-Turn Sequence with Discarding of Excess Military Cards, Checking for an Uprising, Production Phase if there is no Uprising, Draw Military Cards and Reset your Actions.

Basically, all is the same as in the first edition and yet a lot has changed in the new edition: If you change your leader you take back a Civil Action. Tactic is played as usual, but is marked and others can spend two military actions to copy the tactic. Sacrificing units in War or Aggression is forbidden, there are new events, new leaders and new wonders ...

Through the Ages is still one of the best games on development of civilizations; if you missed out on the first edition, you should grab a copy now! ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
120+

**Designer:** Vlaada Chvátil

**Artist:** Milan Vavron und Team

**Price:** ca. 40 Euro

**Publisher:** Heidelberger 2016

[www.heidelberger-spieleverlag.de](http://www.heidelberger-spieleverlag.de)

## EVALUATION

Civilization development  
Users: For experts  
Version: de  
Rules: cz de en fr it pl  
In-game text: yes

### Comments:

Title changed from "Im Wandel der Zeitalter" to „Through the Ages“ 2016 \* New edition, first edition as "Through the Ages" at CBG 2006 \* Analogous to the 1st edition, changes in detail mechanisms

### Compares to:

Through the Ages, Civilization and other civilization development games

### Other editions:

Im Wandel der Zeitalter, 2015, Through the Ages, CGE; Iello, Cranio Creations, Rebel.pl





# TORNADO ELLIE

CATTLE IN THE CLOUDS

8+

Tornado season in Dairyland – you might encounter flying cows like Ellie and her mates. You own a farm in the tornado belt and the tornados damage your farm piece by piece and you try desperately to have the most valuable farm left in the end.

The tornado is assembled as stated and one card is put as a starting card on the big wood-

en disk – the eye of the storm – on the Tornado piece. Each player is dealt four cards – there are animals, lightning, clouds and single animals – and also receives four wooden barns, three wooden cows and three wooden trees to represent his farm; take care to provide equi-

distance between all farms. You play a card to the bottom end of the Tornado and then



turn the tornado with one hand till it points to your neighbor who then plays animal on animal or more animals of another type or a special card with the previous animal. If he cannot play any card, he takes storm damage according to the top card from the draw pile: He takes the indicated pieces from his farm one by one and puts them, separated by a card from the pile, on the Tornado Column on the Eye of the Storm. Then all refill their hand. When the Tornado Column topples, the player who caused takes storm damage, all others get back one farm piece as Storm insurance, the fallen cards go out of play. When the stack of cards is finished or someone cannot pay his storm damage correctly, you win with most points from parts remaining in your farm.

Purest fun, lovely aggravating, when the tornado column topples and the neighbor is pleased because he gets back a cow! Well-made mix of a bit of tactic and a bit of luck in the draw and lots of dexterity. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** Josep M. Allué

**Artist:** Marek Bláha

**Price:** ca. 26 Euro

**Publisher:** HUCH! & friends 2015

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

## EVALUATION

Stacking, dexterity

Users: For families

Version: multi

Rules: de en es fr nl

In-game text: no

**Comments:**

Very nice idea, very well implemented \* Attractive mix of some luck and tactic with lots of dexterity \* Well-dosed irritation element

**Compares to:**

First combination of this kind

**Other editions:**

Currently none



# VILLAGE OF FAMILIAR

TREEHOUSE BUILDING EXAM

3+

Final exam at the magic school, you must pass your exam. To do so you build a village of tree houses, using the resources from the forest, for your familiars. The magical forest is laid out, a green and a brown objective tile are laid out and each player draws his own personal objective tile. You play rounds, comprises the phases Preparation, Planning and Building.

In the Preparation phase all remaining cards are split into as many stacks as there are players and each player takes a stack and draws eight cards face-down.

In the planning phase all play simultaneously: If you hold cards, you can place a planning card on your working board on the drawer space and put cards remaining in your hand onto the

currently active carriage card. Or, if you hold a spell card, you can discard all cards, spell card on top. Or, if you have a spell card, you cast a spell, all interrupt drafting to resolve the spell effects. If you hold no cards, you take cards from the carriage or draw cards from your own deck or pass and take a biscuit. This is repeated until all players have five cards in their drawers.

In the building phase in turn you take cards from your drawer and add it to your village. For cards with the respective marking you place a Familiar into the magical forest and get the corresponding resource. After four rounds you score the top card in the houses, abilities of houses, completed objectives and collected biscuits.

An unusual drafting mechanism – all at the same time – and an equally unusual mix of collecting resources, build houses and complete majority objectives; despite the target age much more a game with friends than for families. ☑



## INFORMATION

PLAYERS:  
3-4

AGE:  
6+

TIME:  
60+

**Designer:** Hiroki Kasawa

**Artist:** Goo, Tansan & Co

**Price:** ca. 32 Euro

**Publisher:** One Draw/Japon Brand 15

<http://japonbrand.myshopify.com/>

## EVALUATION

Card drafting, placement

Users: With friends

Version: multi

Rules: en jp

In-game text: no

**Comments:**

Very unusual mechanism mix \* All draft simultaneously using an interim deposit \* Needs consideration of many individual factors \* Gaming experience recommended

**Compares to:**

Card drafting games

**Other editions:**

Currently none



## WAREHOUSE 51

LEGENDARY TREASURES ON OFFER

The United States of America are bankrupt and as a last resort auction off the treasures and relics stored in Warehouse 51. Relic cards are stacked sorted by colors and counterfeit cards are placed between players.

The relics are color-coded and carry different values within a color, and can also be either blessed, cursed or neutral, with corresponding effects on a col-

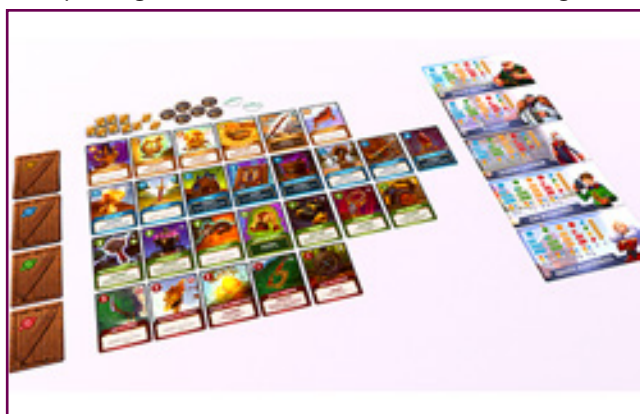
lection from the moment of acquisition – instant, permanent, at the end of the game or in scoring.

You reveal a card and auction it, open or blind, according to the card symbol. In case of an open auction players in turn either bid higher than the previous player or pass, the last one in the bidding wins the auction. For a blind auction all give one

secret bid, the highest one wins. The winner pays his bid in gold ingots to his left neighbor.

In case of being short of gold ingots you can pawn a relic and buy it back at the end of the last auction for 10 gold ingots per relic. Then the counterfeit cards are revealed and corresponding relic cards removed from collections, eventual curses or blessing lose their effects. Then you score for the best collection in a category, for complete sets and remaining gold ingots.

Wow! What an off-key game! Beginning with the topic and ending with auction payment to your left neighbor, giving him more gold to spend. Curious, but it works. In-between there are only auction and maybe the one or other card effect to deal with, nothing more. That relics have effects was only to be expected from the topic, they fit well. A fast, cute, witty game offering lots of fun. A lovely filler game! ☑



### INFORMATION

PLAYERS:  
3-5

AGE:  
8+

TIME:  
75+

**Designer:** Faidutti, Halaban, Zatz  
**Artist:** Rafael Zanchetin  
**Price:** ca. 20 Euro  
**Publisher:** Funforge 2015  
[www.funforge.fr](http://www.funforge.fr)

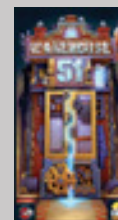
### EVALUATION

Auction  
Users: With friends  
Version: en  
Rules: de en fr  
In-game text: yes

**Comments:**  
Unusual topic \* Equally unusual mechanism \* Lots of fun with simple rules

**Compares to:**  
Auction games

**Other editions:**  
French, German



## WATSON & HOLMES

FROM THE DIARIES OF 221B



The game offers 13 cases of varying difficulty and you try to be first to solve them.

A case is chosen and you select the corresponding booklet and Location cards. The cards are laid out face-down, as stated by the booklet. Next to them you set the Holmes- and Watson cards and the carriage stop. Players receive carriage tokens, a police token and their pawn + marker

and, face, down a role card. This card gives you a once-only special action or, when discarded, three carriage tokens.

Then the starting player reads the case introduction, the questions that must be answered and, maybe, special rules for the case. Then you play rounds of Visiting Phase and Investigation Phase. In turn all place their marker on their intended loca-

tion and maybe add carriage markers, this can be outbid. You can also spend carriage markers to take the Watson card. If you choose to visit the carriage stop, you get three carriage markers.

In the investigation phase Watson is resolved first. Then you take your location card, read it and can make notes and replace the location card. If someone thinks he has all clues, he writes down the exact answers, goes to 221 B Baker Street and checks his answers. When they are correct, he has won; if not, he is out of the case and, if he was first to have to quit, from now on embodies Sherlock Holmes using the card. A new round begins.

Games on this topic are all rather similar, here the very nice differences come from bidding for the location cards, the blocking/unlocking of cards with Police/Lock pick tokens and the help provided by Watson and Holmes. A very nice extension for the genre! ☑



### INFORMATION

PLAYERS:  
2-7

AGE:  
12+

TIME:  
75+

**Designer:** Jesús Torres Castro  
**Artist:** Javier González  
**Price:** ca. 30 Euro  
**Publisher:** Ludonova 2015  
[www.ludonova.com](http://www.ludonova.com)

### EVALUATION

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

**Comments:**  
Excellent components \* Very clever details \* Good rules \* No errors due to mistakes of others \* Nice extension to the genre

**Compares to:**  
Sherlock Holmes Consultant Detective, Letters from Whitechapel and others

**Other editions:**  
Spanish edition, Ludonova





## WILLKOMMEN IM DUNGEON

ENTER, IF YOU DARE!

10+

Once again we face a dungeon, adventurers and monsters, but this time the dungeon comes into play later, first we fight for the privilege to send the adventurer into the dungeon!

One adventurer for all is put on display and all his equipment in corresponding color is laid out next to him. Then you randomly stack five Success cards and each player puts down a sum-

mary card, white side up.

Then you play rounds comprising the phases Bidding and Dungeon: In the Bidding phase you either draw a card from the monster deck or pass your turn for the round. If you draw a card, you take it from the monster deck and either place it onto the dungeon stack – to be one of the monsters the adventurer must fight later – or you put



the monster down face-down and put one of the adventurers equipment pieces on it. If you are the last one in play for the round, you send the adventurer into the dungeon with the remains of his equipment. You add his Life Points to those from the equipment and then the monsters are resolved one by one. If a monster can be defeated with a piece of equipment it is set aside, otherwise it takes LP off the hero. If he survives, you take a Success card and a new round is prepared. If he does not survive, you as his player turn over your summary card to the red side. Would you have to do this a second time, you are out of the game. If you take the second success card or are the last one in play, you win instantly. Well, this is definitely a somewhat different dungeon crawl, nicely irritating and unexpectedly strategic, provided you are familiar with the game and the cards. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
30+

**Designer:** Masato Uesugi

**Artist:** Paul Mafayon

**Price:** ca. 13 Euro

**Publisher:** Heidelbergberger 2015

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

### EVALUATION

Adventure, dungeon

Users: For families

Version: de

Rules: de en fr nl jp

In-game text: yes

#### Comments:

Strategic when you know the cards \* This is an advantage when newcomers play, too \* Good design and good components

#### Compares to:

Quick fantasy adventure games

#### Other editions:

Japanese from Oink Games, French, English, Dutch from Iello, Polish from Portal Games, Korean from BoardM Factory.



## ZAMBEZI

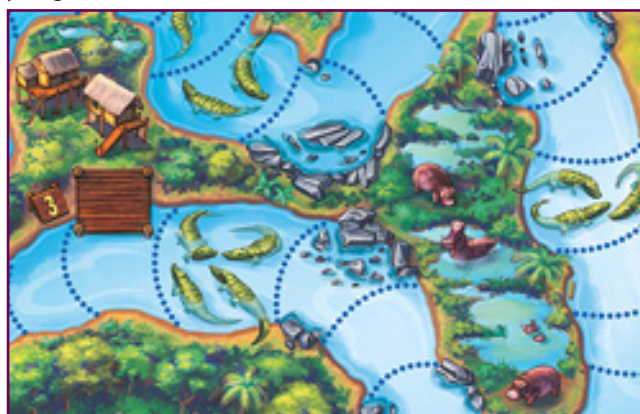
FROM VICTORIA FALLS TO LAKE KARIBA



10+

You begin with ship, crew and fuel at Victoria Falls, the Landing Stages along the river offer goods and fuel. Movement of ships is done via values and hierarchies of animal cards. If you draw more than one card, you burn fuel. Burning of fuel gives you additional cards. If you meet crocodiles you must burn fuel to escape them; on rocks you get stuck and lose a crew

member, as you do in collisions, too. In Calm Waters ships meeting on the same case do not collide. When a ship has lost all crew members it is considered to have run aground and can no longer move. When your ship encounters a ship that has run aground, you can salvage goods from it. At landing stages you can pick up goods or fuel or a crew member. You can also



collect cards to make a documentary film; such a film must be started with a card of value 1 and can only contain animals of one kind.

When all ships have arrived at Lake Kariba, you score for the order of arrival, fuel, collected goods and the best, that is, longest, documentary film.

If you want to play a more simpler and shorter game, you play without documentary films and loading up goods at landing stages, you can only take up crew members there. The winner is whoever crosses the red line on Lake Kariba first.

With Zambezi Peter Burley presents a very nice and attractive version for the genre of race games with "events" which here appear very nicely, fitting the topic, as collision, rocks in the river, and enticing treasures. The movement mechanism, too, is cleverly done using the animal hierarchy. ☑

### INFORMATION

PLAYERS:  
2-8

AGE:  
10+

TIME:  
90+

**Designer:** Peter Burley

**Artist:** Steve Tolley, Vicki Paull

**Price:** ca. 25 Euro

**Publisher:** Burley Games 2015

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

### EVALUATION

Race, collecting, events

Users: For families

Version: multi

Rules: de en

In-game text: no

#### Comments:

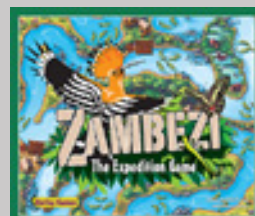
Very nice components \* Unusual mechanisms for movement \* Can be played as a simple race only game

#### Compares to:

Race games with events

#### Other editions:

Currently none



### BLACK STORIES LATEIN EDITION

Publisher: Moses. Verlag  
Designer: Holger Bösch



The story teller is called the arbiter, he reads the story on the front of the card. The other players are his people and may pose any questions, but must pose them in a way that the arbiter can answer with yes or now. The arbiter can give hints or deviate players from totally wrong assumptions. The answer on the back of the card is the only correct and acceptable solution. This edition features 50 aenigmata nigerrima and at this point you should know Latin because rules and puzzles are in Latin language - a gift from heaven for pupils, providing a replacement for Caesar, Cicero and Co. Narrationes Nigrae delectant!

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

Narrative deduction game for 2 or more players, ages 12+

### CANDY

Publisher: Beleduc



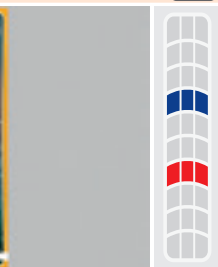
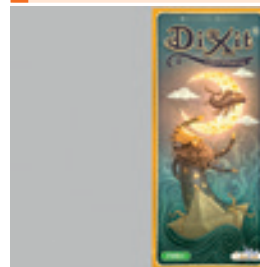
On the way to the nursery the pack breaks open and now the candies must be collected from the floor. The candies are distributed color side up, and, depending on the variant, one must be the first to collect 5 candies or collect most candies within a given time. In any case, players roll the dice and then all players simultaneously look for the corresponding candy. In a third variant the candies are distributed among the players and the ones corresponding to the colours and patterns rolled are put back in the middle, the first player with only 2 candies left wins the game. New edition in the series beleduc Selection.

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

Reaction and collecting game for 1-8 players, ages 4+

### DIXIT DAYDREAMS

Publisher: Libellud  
Designer: Jean-Louis Roubira



Yet another artist and new images and a new style, this time rather monochromatic and predominantly featuring nuances of brown; but some images are all-over green, for instance a door tendril decorations and plants in the foreground, with even the sunlight falling on it being greenish-tinted. 845 new images by Franck Dion, that you can shuffle into the original cards or any mix from the expansion or that you can use to replace the cards from the core game. And as usual, creativity and imagination is on demand, and the more often you play the game with the same people the more imagination you need, because then you must invent new clues for the cards. Version: de \* Rules: de en fr and others \* In-game text: no

Expansion for Dixit for 3-6 players, ages 8+

### HACHI-HACHI-HANA

Publisher: Nakayoshi-mura / Japon Brand



Hanafuda cards comprise 48 cards in 12 suits of four cards each. Each suit represents a month or a different plant, usually flowers. The cards are small, ca. 2x4 cm, and can be used for many games. Once the standard game was Hachi-Hachi, which means Eighty-eight, it had similarities to Casino, but was more complicated. Today the standard game for Hanafuda cards is Koi-Koi: You discard a card. If it corresponds to a card on the table, you take the pair. Then you draw a card: If it does not correspond to a card on the table, you leave it on the table, otherwise you take the pair. With special rules for Yakus, which are card combinations. Version: jp \* Rules: - \* In-game text: no

Set collecting game with cards for 2-7 players, ages 10+

### KOMM, WIR KAUFEN EIN!

Publisher: Ravensburger  
Designers: Inka and Markus Brand



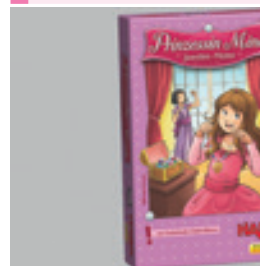
The game features chips for food, color coded for pastry, fresh food, refrigerator, fruit and vegetables as well as non-perishable food, plus shelf cards and playing boards as well as a cashier card. With those components you can play without rules, get familiar with food and their locations in the super marked, can then reveal food, load it into the chart and place it at a board, for yourself or another player, or take it from a shelf and take it to the cashier for your board. Boards can also be turned over to show baskets that need to be filled. Series Serie spielend Neues lernen.

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

Assignment game for 1-4 players, ages 3+

### PRINZESSIN MINA JUWELEN-MEMO

Publisher: Haba  
Designer: Miriam Koser



Each player receives an amulet with a string, the jewel tokens are shuffled and put on the table face-down. In turn you reveal two tokens of the same shape - when you find a pair of the same color, you put the two jewels on the strings left and right of the amulet. If you did not find a pair, you put both tokens back face-down. When only four blanks are left, you count who managed to string up most jewels. For a simpler version you can play without blanks.

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

Memo game for 2-4 players, ages 4+

### SHUFFLE DISNEY PIXAR CARS

Publisher: ASS Altenburger



Card game with App. Two roads of six cards each, with start and finish, are laid out; each player has three cards, puts two on one street and one on the other; overall, the cards need to be distributed evenly. Ou have three race cards in hand, can play up tp two and move a card accordingly or use the effect of the card. Then you replenish your hand to three cards. If you are first to have all cars at the finish, you win.

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

Race game with card and app for 2-4 players, ages 4+

### WARHAMMER 40.000 CONQUEST KRIEGSHERR

Publisher: Heidelberger Spieleverlag  
Designers: Eric M. Lang, Nate French, Brad Anders



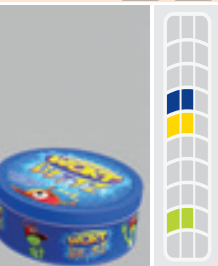
A Living Card Game on interplanetary war in the Warhammer 40.000 Universe. You fight for the Traxis sector and try to control planets. You command a Warlord and his armies from one of seven factions: Space Marines, Imperial Guard, Orks, Chaos, Dark Eldar, Eldar and Tau, you can form alliances among faction and can, in your deck, use cards from a faction connected via the alliance circle, but only cards that are not loyal or characteristic. Kriegsherr / Warlord is Cycle 1 with War Packs The Howl of Blackmane, The Scourge, Gift of the Ethereals, Zogwort'S Curse, The Threat Beyond and Descendants of Isha.

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

Expansion for the LCG for 2 players, ages 14+

### WORTBLITZ DAS KARTENSPIEL

Publisher: HCM Kinzel  
Designer: Anoka Designstudio



A card from a stack of fifty cards is laid ready openly, it shows a category; the top card on the stack shows - on its backside - a letter. One player reads out both category and letter and all search for a word corresponding to category and Letter. If you name one, you take the card and read out letter and category of the next card. When nobody finds a word, you set aside the card and continue with the next one. If you then are first to name a word for this card, you take both cards. When all cards but one are taken you win with most cards.

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

Word game for 2 or more players, ages 8+



**7 WONDERS DUEL:** Continues from page 13

**Preparations for the game:** The two Progress tokens „Economy“ and „Theology“ are not necessary and are returned to box. Each player is given four Wonders of the World cards, chooses one and puts it down; the other three are handed on in clockwise direction, all choose another card to put down open-faced, and so on, until each player has four cards laid out.

Three colored marker pieces of any kind, one per player, are placed in the center of the Military track. On this track there is now a common top and a common final case for all players. The four Military tokens are all placed in the bottom half on their usual spaces.

**At the start of each Age:** (in each round): Two of the Age cards are put face-down in the middle. The remaining 21 are dealt randomly to each player; each player chooses one card of those seven, puts it down face-down and hands on six cards. Then all players choose a card from those 6 cards, put it down and hand the remaining cards on, until all players have seven cards laid out and take them up in hand – this is the usual drafting from “7 Wonders”, with the difference that the cards are not played instantly, but are collected first, analogous to “Medieval Academy” and “Schatzjäger”.

**The game:** All three players choose a card from their hand, play it simultaneously and also use them simultaneously – for a building, for a Wonder of the World or for acquiring money. Effects triggered by using the card become effective afterwards – for instance, a wood production building built by an opponent does not make my simultaneous wood purchase more expensive.

**Purchasing resources:** The respective price is determined by the player holding most of the necessary resources and not by summing the respective resources of both adversaries.

Example: Player A needs 1 stone and 1 glass. Player B produces 2 stone, Player C 1 stone and 1 glass. Player A thus pays 2+2 for stone

and 2+1 for glass.

**Guild cards:** The respective effects (money or victory points) are now valid for the sum of your own display and that of one neighboring display.

**Wonders of the World Cards:** Basically, you can now construct **nine** instead of seven Wonders of the World.

(Negative) effects of Wonders of the World cards are applied to both adversaries. All effects are resolved simultaneously, after all players have played and used their Age cards, for building or for acquiring money. Positive and negative Military symbols, also from Military buildings, would thus cancel each other out for each of the adversaries on which they would be applied.

For a double turn you receive the two face-down Age cards from the middle, use one of them and put the other back. For the second double turn in an Age you receive the second, remaining face-down age card. Thus, only two double turns are possible in one Age. Should it be possible for more than one player to do a double turn, the one with the worse military status goes first, in case of a tie on the Military track the decision is taken randomly.

When seven or eight Wonders of the World have been constructed already and several players could and want to construct additional Wonders simultaneously, it is possible in this case to construct a maximum of eleven Wonders instead of nine.

**Civil victory:** You need only five instead of six different symbols for an instant victory.

**Military:** For Military symbols on Worlds of Wonder cards the marker of the constructor moves up the track accordingly, the markers of both adversary go downwards accordingly. Military symbols on Age cards the marker of the constructor also moves upwards on the track accordingly, for both adversaries the number of symbols is divided among them evenly and alternatingly.

An uneven number moves the marker of the player whose marker is currently further up. In case of a tie in the marker position the constructor of the building decides.

The loss of two or five coins can only hit each player only once; as a reminder you receive the corresponding Military token. When both Military tokens for one of the sums are already given out, the third player does not have to pay if his marker should enter the respective area on the Military track.

When no Military Victory is achieved you score 2, 5 and 10 victory points for markers in the top half and 2, 5 or 10 penalty points for markers in the bottom half. ☑

Harald Schatzl

**INFORMATION**

**Designer:** A. Bauza, B. Cathala

**Artist:** Miguel Coimbra

**Price:** ca. 25 Euro

**Publisher:** Repos / Asmodee 2015

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

PLAYERS:

2-(3)

AGE:

10+

TIME:

30+

**EVALUATION**

Card collecting  
Users: With friends  
Version: de  
Rules: de en fr it jp pl  
In-game text: no

**Comments:**

Tactical and swift game for two players \* In a version also playable for three players \* Beautiful and harmonious graphics \* Good quality components \* Takes little room to play

**Compares to:**

7 Wonders

**Other editions:**

Repos editions in English, French and Japanese; Asterion for Italian



My rating:

**IMPRESSUM**

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

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

English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

VLAADA CHVÁTIL

# CODENAMES

STRENG  
GEHEIM

DENK  
VERLINKT

