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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 65 GAMES

SEARCH THROUGH THE HIMALAYAS

YETI**FOOTPRINTS OR PICTURES****8↑**

Courageous mountaineers look for footprints of Yeti in the Himalaya and hope for a picture of the furry creature, who, by the way, makes an appearance in the game himself.

The Himalayan mountain range is set up and sits as a mountain with three levels in the middle of the board, on the peak there are number tiles stacked in descending order. Yeti begins the game on case 50 on the scoring track, markers of the players start on case 0. The photo bar and equipment tiles, arranged at the photo bar sorted by price, are laid out. The heart of the game are seven dice featuring symbols for Snow, Sherpa, 2x Footprints, Tent and Coin.

The active player rolls all dice available to him – usually seven; at the start of the game or after a snowstorm – more on that later

– it might be less than seven. All dice that show snow symbols must be set aside immediately; and then you choose a symbol and set aside all dice showing it. If you did not roll snow, you must choose a symbol and set aside all dice showing it. Then you roll the remaining dice again and set snow and symbols or symbols aside, you can add symbols to kinds of symbols already previously set aside. If you are done with rolling, the result is resolved in a given sequence.

SNOW – For less than three snow symbols, nothing happens. With exactly three snow in your roll, you may change one snow symbol into any symbol of your choice. But if you have more than three snow symbols in your result, a snow storm happens which influences all players: Yeti moves forward on

the score track, four to seven steps in relation to the number of players, but cannot catch up with or overtake any player marker. Then you place all but three dice with snow on your action summary sheet, those dice are out of play for one round for all the other players.

Then you use COINS in your result for one buy, either equipment from the photo bar or from another player; this player is rewarded with the point value of the tile.

SHERPA symbols enable you to climb up the mountain; with one Sherpa by one level, with three Sherpa symbols up to two levels and with six Sherpa symbols three levels; if you reach the peak for the first time, you take the top number tile on the peak for points.

FOOTPRINTS are of course especially valuable, the higher up on the mountain you find them the more valuable they are – when your man adventurer is in the base camp you score one point per footprint, on Level One two points, on Level Two three





points and on the peak you score for points for footprint symbol.

TENTS in a roll prevent you from having to go back to base camp; with one tent you can camp on Level One, with two and three tents respectively on Level Two or at the peak. If you have not enough tents in your

Dagmar de Cassan

A quick, very atmospheric game that transports the story with all its elements, dice fun pure and simple with lots of flair, for all the family!

roll, you must descend to the level suitable for the amount of tents in your roll.

If someone reaches Yeti or overtakes him on the scoring track, you win at the end of the current round with most points.

If you want to have a bit more excitement you can add the weather tiles to the game, they represent events that are active for one round for all players; at the start of the round the top tile is removed and thus the next event revealed.

Actually, one should – to raise the chances for surviving and success in the Himalayas – move in groups, but this is not the case in this game; basically, everyone rolls the dice for himself, curses or applauds the result and runs after the Yeti. There is little to no interaction, unless to count the buying equipment from other players, and even that comes with a big „but“, because the player I buy the equipment tile from loses the advantage of the tile, but is consoled with the point value of the equipment tile – so the buying frenzy that is apt to happen at the start of the game if someone rolls coins slows down considerable in the course of the game. Often it is better to invest a good coin roll in photos, as regards to scoring points. The photos, by the way, are the one illogical element in the game – why do I buy photos instead of taking them myself?

With that I am done with raising my eye-

brows, the rest is praise pure and simple; I have rarely seen a dice game that is so amusing and harmonious; each and every individual element is well thought out and fits the topic very, very well. Especially cute is the Yeti who runs away – very plausible! He does not want to be found after all and uses each snowstorm to make off further into the snow. Tents, Sherpas, all that is necessary when you want to get to the peak, the weather tiles introduce more variety and thus raise the replay value for this fantastic family game! ☑

Dagmar de Cassan

INFORMATION

Designer: Benjamin Schwer

Artist: D. Lohausen, A. Resch

Price: ca. 25 Euro

Publisher: Pegasus Spiele 2016

www.pegasus.de

PLAYERS:

2-5

AGE:

8+

TIME:

40+

EVALUATION

Dice, using dice results

Users: For families

Version: multi

Rules: de en

In-game text: no

Comments:

Interaction only from buying equipment *

Nice topic very coherently implemented *

Very pretty and very functional components

* Easy access

Compares to:

Dice games with consecutive use of results

Other editions:

Alderac (en, announced), dV Giochi (it), Matagot (fr)



My rating:



40 Years for WIN

Dagmar de Cassan, Editor-in-Chief

When this edition of WIN is published, we are on our way to **GenCON**, the probably biggest convention in the USA.

Indianapolis was previously famous for the Indie500 car racing events, today the Games Convention has replaced this race in importance and is THE yearly event in town, we are looking forward to participating this year.

The **ViennaCON** of Spiele Club Österreich at MGC-Wien has taken place and we thank all our supporters. Our next event, **AustriaCON**, will also be held at MCG-Wien on 12./13.11.2016.

Parallel to ViennaCON the 13. Austrian Game Designer Convention was held and if you check the list of award winners in the Austrian Games Award you will notice, that there are more and more Austrian designers and illustrators represented in this list.

We have become not only a land of gamers, but also a land of designers and illustrators:

<http://www.spielepreis.at>

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All our visitors can read it free of charge, see

<http://www.gamesjournal.at> ☑



AGENTS AGAINST ALIENS

GALAXY DEFENDERS

DEFEND THE PLANET



As secret agents you fight enemy aliens together in a team of up to five agents. Each agent commands unique abilities to de-

fend the planet, based on the usual conflict simulation game mechanisms. The game itself controls the Alien side, and each mis-

sion in the game has several end-of-mission options – successful, partly successful and failed – and the outcome of a missions changes the flow of the story line. Agents develop their abilities due to experience acquired.

A game starts with the selection of the scenario, that is, the mission, and the selection of agents – there are five different ones available in the basic version, and then you



play in rounds until the end-of-fame condition for the scenario is achieved.

Each of the rounds in a mission comprises four phases:

* Refresh – As most abilities and items appearing in the game can only be used once per round, you need to refresh and regenerate them in this phase; abilities are flipped back, energy shield markers are taken back and placing of a guard marker next to a character renews the guard.

* Strategy – This is the cooperative planning phase in the game; players need to confer

Dagmar de Cassan

Solid SciFi with attractive cooperation and clever alien control mechanism, guaranteeing fun in far-away galaxies.

and cooperate to master the challenges of the round. You select a leader, the Alpha Agent of the round, he is starting player and thus determines the new turn of order in clockwise direction. The Alpha Agent also draws the event card later in the round and implements it. Should the Alpha Agent be eliminated during the round, the next player in clockwise direction becomes the new Alpha Agent.

Then you roll dice for GD-Wings ranks, for more salary and a new power, but only if players managed to eliminate at least one alien during the previous round. Then the Alpha Agent can discard fragments of alien technology that were collected in order to receive new weapons or other devices. Finally, you check for end-of-mission conditions, successful or not, the first condition that is met is the one that is valid.

* Battle – In this phase each active player in turn first plays his Agent turn and then an Alien turn. An Agent turn comprises Movement, Combat and Action. An Alien turn comprises drawing of an Encounter card, activation of aliens according to the card who then either act out movement and combat or teleport.

Movement is done according the standards known from wargames; terrain effects and obstacles come into play. For combat you use eight sided dice, one face can activate special effects of weapons, another can block weapons. For each hit the defender rolls one blue dice. Depending on the result either the agent or the alien is wounded.

For range in combat and for Alien movement a hex on the board and its surrounding six hexes are combined into a formation.

* Events – After the conflict/combat phase comes an event phase, with varying effects which can be weather effects or movement of screen blips, representing unrevealed aliens or appearance of additional such blips.

This game is Science Fiction pure, and pure cooperation and pure flair and scenery, admittedly without and really breathtaking or surprising mechanism, but a very well working mix of standard mechanisms including some nice details, effects and variations – cooperation is essential and the game offers enough tactic and even strategy to satisfy discerning players. Agents and their characteristics offer enough room for variation, especially well-solved is the handling of Aliens via the game mechanics.

The opportunities for variation inherent in the game are being made use of in expansions that have already been published; there are Elite Alien Legion and Elite Alien Army for new and very strong opponents. Operation Strikeback and Extinction Protocol are campaign expansions featuring an attack on the Alien basis on the far side of the moon and the opportunity to reach the home planet of the Aliens via a portal. ☒

Dagmar de Cassan

INFORMATION

Designer: S. Romano, N. Surace

Artist: Fernando Peniche + Team

Price: ca. 80 Euro

Publisher: Ares Games 2015

www.heidelbaer.de

PLAYERS:

1-5

AGE:

12+

TIME:

120+

EVALUATION

SciFi conflict simulation

Users: For experts

Version: en

Rules: de en

In-game text: yes

Comments:

Nothing spectacularly new, but good mechanism mix with clever details * Good story line across the campaign * Expansions available

Compares to:

Cooperative SciFi conflict games

Other editions:

Heidelberger Spieleverlag (de)



My rating:



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

ACROSS ALL ASIA

AUF DEN SPUREN VON MARCO POLO

ALWAYS ONE CAMEL LENGTH AHEAD

In the year 1260 young Marco Polo is taken on a journey by his Uncle Matteo and his Father Niccolo Polo, both Venetian gem merchants by profession, they want to sell their wares in the Far East. The Polo trio travels to Constantinople and continues their journey to Beijing, and from there return back to Venice. In 1271 the three of them set out again and will take 24 years until Marco Polo sets eyes on Venice again.

In this game players embody one of the characters involved in those journeys, for instance Marco or Matteo Polo, Berke Khan (the grandson of Genghis Khan), Wilhelm von Rubruk or Johannes Carprini (both travelled to Mongolia approx. twenty years before Marco Polo and documented their travels in reports). You start the journey in Venice and can win victory points by traveling to cities from there and by completing

orders.

The game is played over five rounds. After the selecting of character cards which have different strength and abilities and also force players into different strategies for the game, each player is given two target cards which list various locations on the board where he is supposed to set up trade posts to score additional points at the end of the game.

At the start of each round, bonuses are paid out that have been unlocked by towns already reached or which are provided by character cards. Then players roll their five dice which are then placed like workers on the game board to implement actions. In turn, players resolve one of six action options that are available, by placing dice on the respective areas, plus some optional additional actions before or after the main

action. The round ends, when all players are out of dice.

Those six basis actions are: „Take five units of money“ – regardless of the dice result used; „Go to the Bazaar“ – in relation to the value of the die you can acquire different amounts of goods or camels. Camels are necessary for travelling and to complete orders, goods, that is, Pepper, Silk and Gold, are necessary to complete orders. To be able to acquire the more valuable Silk, you need to use two dice, and for Gold you must use three dice. „Seek the Khan's Favor“ – at this action each player can place only one dice maximum. The value of the die you want to place must be equal to or higher than the value of the dice already placed, you receive one ware of your choice and two camels. „Take new orders“ – you place one die and can take up to two orders from the display, so you can choose from 1-6 cards in relation to the die result. Remember, you have only two spots for active orders. If you take a third one, you must discard another one. „Travel“ – two dice must be placed to move a marker across Asia. The lower value determines how far you can travel: Two pips give you two steps which cost seven money units; three steps cost twelve money



units, five steps 18. Additional costs stated on the route you traveled along – camels or money – must also be paid instantly. In the city in which you end your travel movement you may set up a trade post. In small cities players receive a bonus which is paid out instantly and later on at the start of each new round. In big cities the action case on the city card is from now on available to the player. Furthermore, the first player who sets up a trade post in a big city receives a once-only trade post bonus, for instance five money units, or two Gold, or another order, or two camels, and so on. "The City

Carina Katinger

Not an easy game, but a game for strategists and experts which needs a few training games to be fun.

Cards" – When a player has set up a trade post in a big city, the city action for this city is available to him. Those city actions are, as well as the trade post bonuses, assigned to cities randomly at the start of the game and usually enable players to do trade exchanges, for instance money for wares, camels for victory points, and so on.

What do you do when a case is already occupied? No problem at all! Dice are simply stacked on top of each other, but additional costs accrue in relation to your own die of lowest value: If you are the second player who wants to acquire Gold and use three dice with pip numbers of 3, 4 and 5, you must pay three money units of additional cost. There is only one exception: The actions on the city cards can only be used by one player and for the action "The Khan's Favor" exactly four slots are available, you cannot stack dice for this action.

In addition to the main action a player can, before and/or after his main action, use one or several of five options for supplementary actions: „Complete one order" – all wares and camels necessary to complete an order are discarded and the player receives the reward stated on the right side of the order. Orders always demand wares and camels for completion and reward the completion with victory points, wares, new orders, additional steps for traveling, money or black bonus dice for use in one round. "Take three money units" – you place one die on the money bag depicted on the board; this action always gives you three units of money, can be selected several times by the same player, regardless of the value of the die you place. "Re-roll one Die" – at the cost of one camel. „Change value of one dice by one" – you discard two camels to lower or raise one dice value by one. „Buy one black die" – for three camels you can acquire one black

die, which is rolled instantly and added to your dice available for action. You must discard this die at the end of the round. If all five black dice have already been acquired by players, the action is no longer available.

When all players have used all their dice, the round ends. New orders are displayed, bonuses awarded and whoever was the last one to travel is new starting player. After five rounds a final scoring is done: The target cards, dealt at the start of the game, are scored, 10 units of money are worth one victory point, there are victory points for trade posts in Beijing and one victory point for two goods each (only if you have a trade post in Beijing) as well as seven points for the majority in completed orders. If you did build eight of your trade posts, you score five victory points, if you managed a ninth trade post it gives you an extra ten victory points. The winner is whoever scored most victory points, ties are resolved in relation to remaining camels.

Opinions are divided on Marco Polo. A short poll done during one of our games evenings resulted in options from "endless variations" and "we want an expansion" to „the game is already decided when characters are chosen" and „if you roll higher values you have an advantage". In my opinion, it is absolutely correct that the selection of character has a decisive influence on the choice of your strategy for the game. If you choose Wilhelm von Rubruk for your character and do not concentrate on traveling, you will in all probability not win the game, as Wilhelm can also place trade posts in city that he passes through and not only where he ends his move.

Higher dice values give you potentially more goods, more steps, more choice when acquiring orders, but are more expensive, if you do not use an action as the first player to do so. To even this out, each player who does not achieve a result of 15 in total at the start of a round receives the difference to 15 in camels and/or money. As the travel routes feature only a few crossroads you must also determine at the start of the game which route you are going to use. Often you have made a wonderful plan which then breaks down because you do the action as the second player, must pay additional money for the die placement and in the end lack one money unit to pay for your ingenious move. This is where the frustration sets in, at least for me. Turning back is deadly, as you take the same route a second time, pay the stage costs again – valuable camels – and receive no new bonuses.

Out of a total of 31 city cards in the game only nine are used in any game. This results in a certain variability for the game, but the

differences in the city cards are only very minimal and, for me, do not provide any replay value, as the city cards are rather monotonous, as are the orders. Each and every single one of the 44 orders says: Discard x camels and x wares and receive x victory points and bonus x.

The components are of high quality and I like the design of the game. What I find a bit irritating is that a big camel (wooden piece) is equal to three small camels (a wooden piece only a little bit smaller) and very similar in size, so that mistakes can happen very easily. The same goes for the wares – Gold, Pepper and Silk.

The rules are very extensive and might be a bit too much at the start. In the booklet of 16 pages plus four pages of supplement to explain the symbols there are various references to other pages or the supplement which results in hectic leafing through the pages (I have not used the revised 2nd edition of the rules, sorry!)

All in all, Auf den Spuren von Marco Polo is definitely a game for strategists and frequent players only, which can be lots of fun if you immerse yourself in it and do not throw in your towel after the first play. ☑

Carina Katinger

INFORMATION

Designer: D. Tascini, S. Luciani

Artist: Dennis Lohausen

Price: ca. 40 Euro

Publisher: Hans im Glück 2015

www.hans-im-glueck.de

PLAYERS:

2-4

AGE:

12+

TIME:

100+

EVALUATION

Development, worker placement

Users: For experts

Version: de

Rules: de en fr jp nl pl pt

In-game text: no

Comments:

Asymmetric player abilities from characters

* Permanent lack of resources * Complex

rules * For experienced players

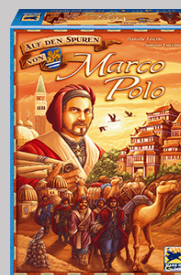
Compares to:

Kingsport Festival

Other editions:

Z-Man (en), Filosofia (fr), 999 Games (nl), Albi (pl),

Arclight (jp), Devir (pt)



My rating:



COMPANIONS AGAINST CREATURES

ABENTEUERLAND

SECURE THE CITIES

10↑

Love for adventures is probably part of everybody, in some it is stronger, in others it is weaker.

It starts with the tales of adventures that one has read excitedly with burning cheeks as a child, from the classic lore of ancient times or the tales of Sinbad the Sailor from Arabian Nights to the heroic tales of medieval chivalrous Knights and ends with games with a pronounced adventure flair, as for instance in Dungeons & Dragons. The love for adventure coupled with the curiosity of an explorer has fueled all expeditions and also caused chasing after records, as with Reinhold Messner in climbing or the crossing of deserts in others. An entire branch of tourism lives off it offering rafting and trekking holidays. Survival training, too, is part of this line of business.

How do you define adventure? AN adven-

ture is an event or undertaking that differs from daily life due to a certain element of risk. Fortunately, in the game before us the personal risk, thank goodness, is limited and only our imagination is about to be fueled. Who, then, are the "Scouts" taking us into Adventure Land? Two venerable masters of the games community have created this adventure for us: Wolfgang Kramer and Michael Kiesling are a seasoned team representing an enormously fruitful cooperation, which, among others, has given us games like TIKAL, ASARA, GLÜCKAUF, NAUTICUS, PORTA NIGRA and many more. Those two designers are guaranteeing that we have surely a well-working game on the table. If the designers are seasoned veterans, the publisher on the other hand is a bit of a surprise. Haba also has, indeed, been around for a few years, because the company exists in Bad Rodach in Bayern since 1938. They

began with wooden toys and very quickly became the market leader in that sector. Since 1980 they also dealt in board games, and with impressive success at that. Who does not know the game "Obstgarten" from 1986? From 1993 to 2001 they regularly, in a 2-year-intervall, won the Award for Kinderspiel des Jahres. In 2015 now a new range of product was introduced with family games. And this, too, met with success, besides Abenteuierland SPOOKIES and KARUBA were published and KARUBA was instantly nominated for Game of the Year 2016.

Now to the game itself:

The cover of the box in the standard square box used by Kosmos and others shows four Swordsman in front of a castle hidden by fog, which seems to indicate a medieval ambience. The box content offers a total of 110 terrain cards with special characteristics. There are also tiles for swords, herbs or gold as well as 14 Fog cards with creatures of different strength. There are ten adventurers each in four different colors and 30 neutral meeples for companions, which set out to support and assist their adventurers. A Water Sprite Marker has a special task to which I will come back later. Scoring mark-



ers for the Kramer track and three dice complete the components. Four overview cards in four languages supplement the content, there is one card for each of the three variants that are provided, with varying goals. "Die Gefährten" offers a rather simple introductory game, "Die Glorreichen" gets a bit more difficult and "Die Flucht in die Städte" represents the challenging level of the game. The overview cards in A5 are a very nice size, being very clearly structured and easy to read.

The game board shows a mountain range, surrounded by forests and with shrouds of fog over some segments, and also shows five cities of different sizes. A river crosses the landscape from left to right. All of the

Rudolf Ammer

Kramer/Kiesling created a smooth game which will be well-liked by the target group of families. Three variants leave a positive impression.

board is overlaid by a grid made up from numbers 1 – 10 and letters A – K, together defining the ensuing squares of the grid.

To begin with, each players puts his adventurers to the left of the board outside the grid on the numbers 1 – 4 (The West) and letters A – D (The North). In a game of two players all 10 meeples are placed, in case of three or four players only 8, the number of neutral companions and swords is also adapted to the number of players. From the well-shuffled stack of terrain cards you draw eight cards and fill the areas on the board thus determined.

There are five different types of terrain cards, city, forest, mountains, river and fog. Each type offers a special feature. The City card introduces a companion into the game; if you enter such a terrain, the companion joins the adventurer and enhances his combat strength. You can assemble any number of companions. In the forests you can find herbs, in the mountains swords and the river provides gold. The foggy terrain hides Fog Creatures that must be fought and defeated.

The mechanics of the game demand that in your turn you first of all reveal two terrain cards and equip the thus determined terrains with the content stated on the card, the respective tiles are placed face-down. What advantages are provided by those tiles?

The advantages of companions were already mentioned. Herb tiles show a number that provides additional strength in combat. For each sword that you use you can use one die up to a maximum of three dice. Furthermore, swords have, in anal-

ogy to herbs, an additional value that is also added to the strength. Gold offers two options: Besides from providing two victory points in the final scoring you can use it for one point of strength or use it to re-roll one die. Swords, herb and gold must be discarded after being used. When a river card is revealed and provided with gold, you also place the Water Sprite figure there. When another river card is drawn the Water Sprite moves to this new location and all adventures and their companions that he passes on the way drown.

Now you move your adventurers, either one of them in two directions or two in one direction each – either to the south (downwards) or to the right (eastwards). You cannot move backwards. You can leave out squares with content, with the exception of Water Sprite and Fog squares.

About those Fog Creatures: They have a strength of 8 to 16, and you must provide the corresponding combat strength to defeat them. I would suggest to reveal the fog creature only when you have equipped yourself for combat and forbid later additional arming. This would provide additional thrill due to the uncertainty. The game ends as soon as there are no swords or companions left in stock. The current round is completed.

This takes us to the scoring. It is done differently in each of the three versions and thus players need to consider the suitable strategy.

In the adventure "GEFÄHRTEN" the victory points are already marked on the victory points track in the course of the game. You score points for each defeated Fog Creature according to its strength and two points for gold which are not lost if you use gold in combat. The assembling of companions is rewarded especially. Each additional companion for an adventurer scores one point more than the previous one. Herbs and swords are not scored.

In the variant „DIE GLORREICHEN“ victory points are scored only at the end of the game. Defeated Fog Creatures score points equal to double their strength, but players only score the largest group of adventurer plus companions, albeit with triple the value of their numbers. Groups of adventurers of the same color can join up during the course of the game. Herbs and swords, if still owned by a player at the end of the game, only score if they show strength value. Gold scores two points similar to the first version.

In „FLUCHT IN DIE STÄDTE“ the Fog Creatures only score their value, but you score seven points if you defeated the largest

number of those creatures, the player who comes in second on this scores five points and the third player one point. The amount of gold owned by each player is scored in the same way and there is also a city scoring. In relation to the city size the player with the majority of meeples in the city scores the number of squares in the city, the second one half that number, rounded down, and the player in third place scores half the points scored by the player in second place. So, in each version you have to focus on other features.

A word on the rules – they are clearly and unequivocally worded and also provide a short summary. The age limit of 10 years is, in my opinion, set too high. As soon as children are able to add up numbers there is nothing to hinder them in playing.

For me, the designers have met the targets of HABA perfectly in providing a family game that is not too complex, and yet varied due to the versions and thus ideally suited to the target group. Besides families, due to the easy access it seems perfectly suited to entice casual players or those who rarely play to the table to acquaint them with our hobby. ABENTEUERLAND will work in that context. So what more do we want? ☑

Rudolf Ammer

INFORMATION

Designer: W. Kramer, M. Kiesling

Artist: Franz Vohwinkel

Price: ca. 30 Euro

Publisher: Haba 2015

www.haba.de

PLAYERS:

2-4

AGE:

10+

TIME:

45+

EVALUATION

Move, collect, fight

Users: For families

Version: multi

Rules: de en

In-game text: no

Comments:

Classic family game * Easy access * Variation from three versions * Game summary also in French and Italian

Compares to:

Other move/encounter games

Other editions:

Currently none



My rating:



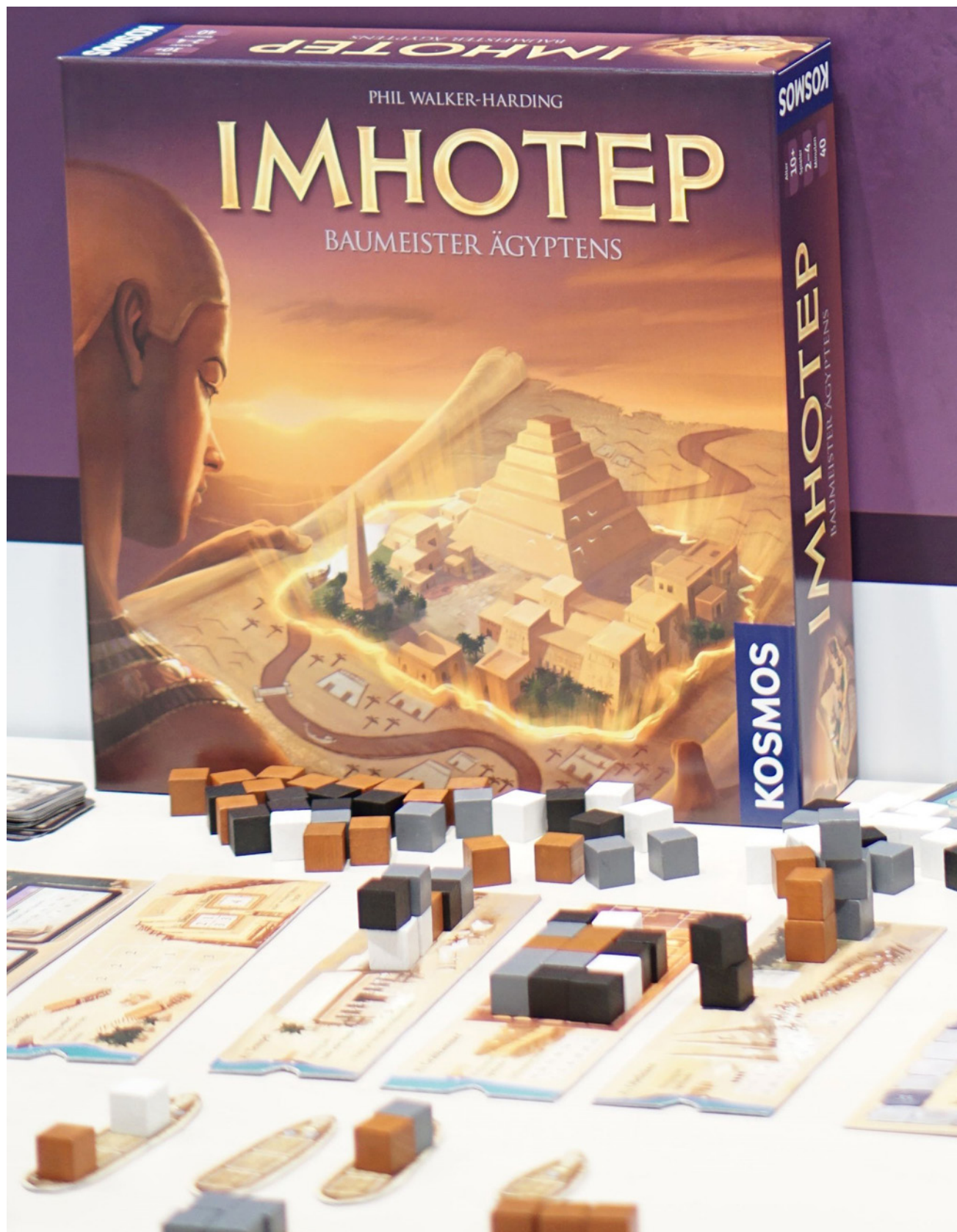
MONUMENTS NEED BUILDING BLOCKS

IMHOTEP

DELIVERY TO BUILDING SITES

Imhotep, the universal genius in Ancien Egypt, is building monuments and we as builders should deliver blocks for them und score the most possible points for this.

Double-sided location boards for Market, Pyramid, Temple, Burial Chamber and Obe-



links are laid out, with different levels of difficulty; for a first game the rules recommend to use the A side of the boards. Market cards and the necessary rounds cards – there are seven for each number of players – are shuffled separately and stacked, then you discard one randomly selected rounds card, as only six rounds are played.

Then players in turn are given 2-3-4-5 blocks from stock, called quarry.

For the actual round you reveal the top rounds card; it determines the boats in play

Dagmar de Cassan

Worker placement without workers, but with stones, a game in which you must use each situation in an optimum way, and yet not a tinker's game!

for the round – there are boats with two, three and four slots for blocks. The boats are set out ready next to the location boards; finally, you reveal four market cards and put them on the Market board.

Then players in turn have to choose and resolve one of four action options

* Acquire new blocks – take up to three blocks of your color from the quarry for your stock board, the board can hold maximum a of five stones.

* Put a block into a boat – you place a block from your stock board onto an empty slot in any boat that has not yet been moved to a location.

* Move boat to a location – you take a boat and put it next to an available location board; the boat must carry the minimum number of blocks, marked by the symbols in the bow of the boat, that is, the boat must not be full to be moved. You can also select a boat on which you yourself have not placed a block. At the location board the boat is unloaded – owners of the blocks take them out of the boat in the order in which they sit in the boat and place them at the location. For each location special rules apply:

Blocks delivered to the Market go back to the quarry and you take one market card for each stone: Red cards are implemented instantly – you place one block in the given monument; blue cards can be used once in a consecutive turn – they influence your block supply, placement in boats and moving boats; purple statues and green decorations give points at the end of the game.

For blocks delivered to the pyramid you immediately score the points indicated on the case that you fill with your block; blocks

are placed in columns from left to right, fill Level 1 and then Level 2 and Level 3. When the Pyramid is complete, additional blocks score one point each.

Temples are scored at the end of the round; each block visible from above scores one points; cases are filled from left to right, when one level is filled, the next one is begun.

The Burial Chamber is scored at the end of the game, it is filled as the pyramid in columns from left to right, but there is no limit to the right side, you can fill any number of columns and you score for areas of connected blocks of your color, not for the biggest one, but for all areas!

The Obelisks are also scored at the end of the game; you build your own Obelisk and score for its height in relation to the number of players.

* As the fourth option you can play and resolve a blue market card:

Hebel – you move a boat and determine the order of unloading blocks.

Hammer – You take three blocks from the quarry into your supply and move a block from your supply into a boat.

Segel – You place a block into a boat and move this boat to a location.

Meißel – You place two blocks into one boat or one block each into two boats.

When all four boats are at locations and unloaded, the round ends. For a new round boats go back to stock, market cards are removed from the market. Then the next rounds card is revealed, the boats are prepared accordingly and four new market cards are put into the Market.

After six such rounds, as already mentioned, a final scoring is done of Burial Chamber, Obelisks and Market cards for Decoration and Statues, each unused blue market card gives you one point.

The B-sides of the board provide detail changes in scoring, with somewhat more demanding conditions for high-score placement of blocks.

If you like, you can play with any random mixture of A and B sides of the boards

And if you would like to play an even harder game, you play the version DERZORN DES PHARAO, in which you must be involved in the construction of all four monuments. If, at the end of the game, you did not deliver at least one block to each monument, you must deduct five points from your final score.

Regardless of the sides of the boards which you use for game and if you play with ZORN or not, Imhotep is a fantastic game, abstract and yet with a topic that fits the mechanism very well. Interaction, too, comes in exactly the right dosage, you need to keep an eye on the other players and, if necessary, unload a boat that has no stones of your own to hinder an other player to achieve a high score and you also have to look out for the market cards to catch a really good one in time.

The game also has a foot on both sides of the fence, it offers enough tactic for experienced player and is all the same simple enough to be played by families with a bit of gaming experience. In short, a very well-made game all in all, and this praise also goes to the excellent rules and the beautiful components. ☑

Dagmar de Cassan



INFORMATION

Designer: Phil Walker-Harding

Artist: Miguel Coimbra

Price: ca. 35 Euro

Publisher: Kosmos 2016

www.kosmos.de

PLAYERS:
2-4

AGE:
10+

TIME:
40+

EVALUATION

Placement, building

Users: With friends

Version: de

Rules: de

In-game text: yes

Comments:

Very nice components and design * Good topic for an abstract mechanism * Rules very well structured

Compares to:

Pueblo for visibility of stones, other building games scoring for formations

Other editions:

Kosmos (en), 999 Games (nl), Phalanx (pl), all announced



My rating:

DAYS OF SCYSCRAPERS

NEW YORK 1901

WOOLWORTH OR SINGER BUILDING?

8↑

New York 1901 is a tile placement game that was presented 2015 during Spieletage at Essen. As already indicated by cover and title, 2-4 players build skyscrapers in New York at the turn of the century and try to score most points.

The game features a board that shows the



area of the town. It depicts the famous streets and 65 real estate slots, which are divided into five boroughs. Each borough is color-marked and comprises 13 lots. For each of those 65 real estate lots there is a card denoting the size of the lot, either two or three square cases. The edge of the game board features a scoring track from 1 to 100, some values are color-marked, 6 on white, 18 on yellow and 25 is depicted on an orange background.

Which skyscrapers are available for a player for building is indicated by the 18 skyscraper-



er tiles which you receive at the start of the game. Those tiles come in different sizes, varying from two to six squares. Each tile indicates the points that are awarded when the tile is build, two to eight. The tiles also vary in their technology level: Bronze – Silver – Gold, and then there are four tiles for Legendary Skyscrapers, of which each player can build one.

Preparation

Each player receives 18 Skyscraper tiles, 4

workers, 1 scoring marker, one ownership marker to mark the Legendary Skyscraper, 3 action cards, 1 randomly chosen Character card and his starting card for a 2-square

Erwin Koczan

A game that is simple and interesting, offering an attractive topic and nice components, thrilling to the end and with some tactics in the changing of technology levels.

lot. The character card indicates in which borough a player sets up his starting building. The real estate cards are shuffled and



stacked face down on the case for "Future Market", four Lot cards are displayed as "Open Market". The four Legendary Skyscrapers are displayed openly, too. Five Bonus cards "Streets of New York" are shuffled and three are randomly selected and laid out open-faced, out of the cards "Bonus Task" only one is randomly selected and displayed.

Game play

The game is captivating due to its simple rule: When it is your turn you have to choose one of two options: 1) Acquire Land and/or



Build or 2) Demolish and Rebuild.

Option 1) a: Choose Lot card from the Open Market, take it up and place one of your workers on the board on a real estate lot of the corresponding size and color.

b: optional – place a skyscraper tile from your stock on land that you own and score the corresponding points.

Option 2) Demolish, that is, remove one or more – when adjacent – buildings and build a new building of a higher technology level on the space that was freed by demolition. You score the corresponding points. In his turn a player can play and use one or several of his action cards.

Note: Each player receives three action



cards at the start of the game:

Construction Boom: Enables you to build a second skyscraper in a turn, on land that you own.

Market Shift: Enables you to replace the four cards on the Open Market by the top four cards from the Future Market.

Land Grab: Enables you take an additional lot from the Open Market, but not a lot of thee squares.



Building Rules and Technology Levels

A skyscraper can be built over several lots of different colors. At least one side of the building must be bordering a street or a park. Once a skyscraper has been built, it cannot be relocated and a skyscraper need





not take up all available squares in a real estate lot.

Skyscrapers are built according to technology levels. At the start of the game all players command Bronze Technology which enables them to build skyscraper of Bronze Technology level. To acquire a higher technology level you must advance on the scoring track. New skyscrapers of higher technology can only replace skyscrapers build with lower technology. Skyscrapers using Silver technology can only be build then you have scored six points, for the building of skyscrapers with Gold technology or of a Legendary Skyscraper you need 18 points.

Demolishing and Rebuilding

The new skyscraper must be built using a higher technology levels than all the skyscrapers that have been demolished for it. You can never demolish a skyscraper built with Gold technology or a Legendary Skyscraper. In case it happens that Demolishing and Rebuilding skyscrapers leave one or several real estate lots completely empty you must place one worker on each of the lots.

Legendary Skyscrapers

When a player builds one of the four Legendary Skyscrapers, he marks it with his Ownership marker. The four Legendary Skyscrapers are available to all players, but each player can only build one of them.

Bonus Task Cards

In a game of New York 1901 only one out of five Bonus Task cards is in play: Gold Tycoon, Master Architect, Gold Prestige, Bronze Baron and Best in a Technology Level. Most cards only score victory points at the end of the game, when their condition is met. Only the bonus for the Gold Prestige card

is awarded during the game: When a player builds a skyscraper of Gold technology level or a Legendary Skyscraper, he receives one bonus point for each skyscraper of lower technology level – silver, bronze or starting building – of his opponents.

Bonus cards „Streets of New York“

In addition to the real estate lot cards there are five bonus cards „Streets of New York“. Those cards represent the five most important streets in the Finance District of Manhattan. The cards determine which streets will give a player who has most skyscrapers at that street, a bonus of five points.

How tactical is the game or is chance-driven?

You need to take into account three facts when building skyscrapers:

1. The four real estate cards on display. 2. The Bonus Task Card and 3. The three bonus cards „Streets of New York“. Those cards together determine when it is of advantage to change technology or in which boroughs it is best to build and/or which buildings it would be best to demolish to advance quickly in technology levels. The selection of four real estate lot cards already reduces the chance element, so that each player has nearly the same chance to acquire a real estate lot suitable for his tactic.

Evaluation

The components are very clear and correspond nicely to the topic. The graphic design of cards and tiles is as it should be and registers as suitable and agreeable. The flow of the game is smooth and offers challenge and fun. But you have to take into account the actions of your fellow players to avoid being left behind. As regards to the three action cards, the ability to use one of them is

rewarded with not enough points. Despite using tactical elements, the game is entertaining and absolutely suitable for a family game. As it depends on players when the game ends, this feature, too, provides thrill in the last phases of the game and sometimes also some excitement. ☑

Erwin Koczan

INFORMATION

Designer: Chenier la Salle

Artist: Vincent Dutrait

Price: ca. 40 Euro

Publisher: Blue Orange 2015

www.hutter-trade.com

PLAYERS:

2-4

AGE:

8+

TIME:

60+

EVALUATION

Tile placement, building

Users: For families

Version: multi

Rules: de en es fr it nl pt ru

In-game text: no

Comments:

Attractive design, in harmony with the topic
* Easy rules for easy access * Very good family game

Compares to:

Other building games with replacing built structures

Other editions:

Currently none



My rating:



WHAT A COMMOTION...

POTION EXPLOSION

... TO MAKE UP A POTION!

8↑

Even at my age seeing all those colored marbles invites me to play and take my mind back to childhood, when I used to play with the other kids in the court yard, trying to grasp the complete lot with a lucky strike. Marbles are still sold today in many toy shops even if less and less children use them as they prefer the "electronic" ones that they find in any console or portable phone. But for me finding marbles as the basic element for a board game was a very nice surprise and a lot of back flashes.

The box of Potion Explosion includes 80 of them in four colors, together with 64 cardboard tiles in the form of distillation flasks (to prepare 8 different potions), 21 "Professor's help" tiles, 15 "Skill" tiles and 4 "Bunsen" benches (one per player). My only small remark about the components is that two of the colors (black and blue) are mat and very easy to recognize, while the others two (red and yellow) are semi-transparent and for color-blind players it may be difficult to distinguish them. Otherwise everything is sturdy, colored and very pleasant to use.



Before starting with the first game the "dispenser" must be assembled: extract with attention all the pieces from the cardboard sheet and follow the very clear instructions printed on the rulebook. I suggest to put a few drops of quick drying glue on the assembled dispenser in order to "fix" it forever. The thermoformed plastic tray inside the box has been perfectly designed to accept both the assembled dispenser and all the other components: each of them has its fixed place. Very practical and very nice: I would like that more manufacturer could do the same.

Pffssssss

The science Professor lights up the Bunsen stoves and starts to teach the players on how to produce interesting potions. Each "flask" tile shows all the information that we need during the game: a symbol to identify the eight different potions; a number printed on a ribbon that tells us the Victory Points (VP) that we will receive at the end of the game; two to three colored stripes to show which are the necessary ingredients (marbles of the same color) and from four to seven holes inside the stripes, where the marbles will be stored. Two flasks of each potion also have a small "yellow star" and will be used during the set-up.

Two series of potions are randomly discarded at the beginning of the game and the related 16 "flask" tiles are stored in the box. This leaves us with six different potions for a total of 48 flasks. The twelve tiles with the yellow star are now placed face up on the table, while the other 36 are placed beside the board, one stack for each type, for future use.

The First player select one Potion between the 12 displayed, then every player do the same in clockwise order. The last player select now a second flask and the others follow in anti-clockwise sense.

Each player places the two potions on his personal board, one on each Bunsen: the lateral "still" is the player's reserve and may contain up to three ingredients (see picture 2 to have a look at the starting situation). It is now time to place all the marbles on the dispenser: they roll towards the 5 holes and from there they fall on five slides where the players may see most (but not all) of them.



Kaaaaabooooooooommmmm

The players, in turn, look at the sequence of colors on the five slides and decide which ONE marble to take in order to start feeding the first potion. When a marble is taken all the remaining "upstream" marbles will roll down and clash (the explosion) against the others: if this clash is between marbles of the same color the player will take all of them too. If a new "explosion" between



identical marbles is generated the players will take them too, and so on. But let me immediately note that while the FIRST explosion is the norm, the second is very rare and a third is near impossible.

The player has now one or more marbles on his hand and may place them on the "holes" of his potions inside the "stripe" of the same color. Often some marbles cannot be used because the potions do not have any more free "holes" in those colors or because we collected marbles of colors that we do not own at all: hopefully we may store up to three "surplus" marbles on the holes of the lateral "still". In the next turn they will be again available for new potions.

At this point the player's turn is over, unless he wishes to make one or both of the following optional actions:

- 1 - Ask for an "HELP" from the Professor: the player may take another marble of his choice from the dispenser (but without explosion this time)
- 2 - Drink one or more of the potions already completed on the previous (or in the present) turns and use their "bonus", hoping to finish more potions.

When a player complete a potion he has to put again all the used marbles inside the dispenser, while the potion tile is collected for the final VP count (or to be used for its bonus). As a final task the player has to replace any finished potion with a new one selected between those available on the board. Which one depends on the strategy that he is trying to follow.

As I wrote before a game of Potion Explosion is always played with 6 series out of

the 8 different potions available on the box. Each series is composed of 8 tiles that need from 4 to 7 colored marbles to be completed and have a different VP value.

The "Potions of Prismatic Joy", for example, are as follows :

- two potions need 4 marbles in three colors (2x red, 1x blue and 1x yellow) and grant 3 VP
- two need 5 marbles in two colors (2x red and 3x black) and grant 4 VP
- two need 6 marbles in three colors (1x red,

Pietro Cremona

That's fun! No long-term strategies, no programming of moves, simple using opportunities that offer themselves and sometimes being a bit malicious!

2x blue and 3x black) and grant 5 VP
- two need 7 marbles in two colors (3x blue and 4x yellow) and give 9 VP.

As you see the value of a potion rise with the number of marbles that are necessary to complete it. And this is the first "consideration" that should be taken when you have to select a new potion as all potions also grant a different bonus: for example you may take one or more marbles from the dispenser (but no explosion), or steal marbles from the other players' reserves, or use again a potion already "drank", or use the marbles in your still (reserve) without respecting the colors, etc. An used potion is turned upright to show that it has been drank, but all used potions are still counted at the game's end to calculate the VP.

The "professor's help" allows you to take a marble from the dispenser (without explosion) but I suggest to use it with care as for each "help" that you use you will get a special tile that will cost you 2 VP at the game's end. Of course if this "help" allows you to finish an high value potion that you may drink immediately to complete the second one on your Bunsen... well, no hesitation: do it. Otherwise it is better to wait.

The players that succeed in preparing FIVE different potions receive a "Skill" tile that grants 4 VP at the game's end. You also get the same reward if you complete THREE potions of the same type. The rules do not mention if you may get a reward for a second combination of 5 different potions or other 3 tiles of the same kind, but a quick call to the designer confirmed that each player may get just ONE per type.

The "Skill" tiles are also used to mark the turns: at the beginning of the game a certain number of them is placed on the table (in a four players game, for example, you

place 6 tiles) and when the last one is taken the final turn of the game starts. You can still get "Skill" tiles in this last round from stock, if the stack is empty.

At the end of the last turn all the players sum the VP of their finished potions and add the "skill" tiles bonus, subtracting the "-2" malus of the "helps". The player with the higher total wins.

Puuuuffffffff.....

The length of a game of Potion Explosion is relatively short: 30-40 minutes. But this does not mean that the game is a simplistic one: some "thinking" is still necessary. First you need to concentrate on which marble to take out in order to maximize the explosions; then you have to make some considerations on the potions that you have in your bench and those still available. How many extra marbles do I have ? Which colors ? Which are the potions that I still need to collect for the "skill" bonus ? Which ones have the right colors to immediately place my extra marbles ? This is the kind of questions that pass in the mind of the players.

The main goal of the game is to collect the most potions possible, but I suggest to go for a mix of "light" potions (4 holes) and "heavy" ones (7 holes) as the latter grants more VP: when you have to take a marble from the dispenser always verify if you have extra holes in your reserve: if the answer is positive, and if you spot a good combination, do not be afraid to collect extra marbles that you cannot use immediately: place them in your "reserve still" and start to look at the available potions with the same colors that you may select on your next turn.

In the first game or two the players very often forget that a turn is not finished when you take the marbles from the dispenser: they still have the opportunity to get an "help" from the Professor and/or they may "drink" some (or all) of their finished potions. Before "passing" consider what you have available and if you find a good "combo" use it immediately. Remember that in the last step of a turn you have to replenish your Bunsen with new potions, if possible: so the



best that you can do is to try to get a couple of tiles on every turn to get many VP (easy to say but difficult to do !).

Sometimes you will also need to play in a "unusual" way and with a little spot of "malice", mainly to block a possible fantastic combination for your opponents instead of finding a good one for you.

I usually play more complex games with my friends at the Club, but Potion Explosion is really a fantastic game for the Family or to introduce new players to our "little world". Do not search for long term strategies nor try to make programs on the next moves, but be ready to jump on a favorable combination as soon as you find it and, above all,... be happy.

Pietro Cremona



INFORMATION

Autor: L. Silva, A. Crespi, S. Castelli

Grafiker: Giulia Ghigini

Preis: ca. 35 Euro

Verlag: Heidelberger 2016

www.heidelbaer.de

SPIELER:
2-4

ALTER:
8+

DAUER:
45+

BEWERTUNG

Sammeln
Zielgruppe: Für Familien
Version: de
Regeln: de en es fr it nl pl
Text im Spiel: nein

Kommentar:
Zutatenspende muss zusammengebaut werden * Schönes Material * Gute Regel * Taktik in Wahl der Tränke

Vergleichbar:
Sammelspiele mit Formationsbildung

Andere Ausgaben:
Horrible Games (en), Edge Entertainment (es, fr), 999 Games (nl), Rebel.pl (pl), weitere sind angekündigt



Meine Einstufung:



SQUARE CITY PLANNING

QUADROPOLIS

TOWER BLOCKS, HARBORS AND PARKS

8↑

The name of the game gives us the shape of our city, we have square city maps, a square Construction Site for buildings, and of course also square buildings. Those 142

buildings come in six types – Tower Blocks, Shops, Public Services, Parks, Factories and Harbors. Each of them is marked with symbols for the type, for the resources it gives

you when built and the resources that you need to activate the building for victory points. Some buildings also show victory points. Tower blocks can be stacked.

At this point I need to mention how buildings are scored at the end because this heavily influences the choice of buildings to take. All buildings are scored only at the end of the game, but only when they were activated by placing the necessary resources on them, and in relation to other factors like



number of identical buildings, placement of buildings and types of adjacent buildings, whereby diagonally adjacent buildings are not considered to be adjacent.

To set up the standard game you need to sort the building tiles according to the big numbers on their back sides, they indicate the round in which the buildings are used. Then each player takes a city tableau, offering 16 building sites in four quarters, a scoring summary and his four architects, who are numbered from #1 to #4. Those architects are the engine of the game – their use determines the buildings which I can take and also the location on which I can place them in my city, and they are also the cause

Dagmar de Cassan

Undoubtedly a game that works well and also a game that polarizes opinion! Some love it, some dislike it, so try it for yourself!

of interaction, as only one architect is possible at a given slot.

For the first round a starting player is chosen and the building tiles for Round 1 are put into the bag. 25 tiles are randomly drawn and placed face-down on the Construction Site board. Then you turn over all tiles or the tiles marked for the current number of players.

Now each player, beginning with the starting player, has one move in turn, four moves per round, with each move comprising four parts:

- Take a building: You select one of your architects and place him next to a row or column of the Construction Site, the slot must be empty and the architect cannot point at the Urbanist. The number of the architect and the slot where you place him determine the building tile that you have to take – Architect #1 at row 3 means that you take the first tile in the third row. This is a compulsory step, you must place your architect, even if that results in an empty square or if you have to take a building that you do not want.

- Then you place the Urbanist onto the square determined by the architect and take the tile. This blocks up to four possible slots for an architect of the next player.

- Now you can place the building into your city, the number of the architect you used determines the row or column; in case of a building that can be stacked you can also use the level corresponding to the number of the architect. If you cannot place the building or do not want to, you can discard it.

- As the fourth step you then take Inhabitants or Energy Units as indicated on the newly placed building.

Resources can be placed on buildings at any time in the game, they can also be relocated at any time to activate buildings. Tower Blocks only need the resources indicated on the top tile to be activated.

Whoever builds the unique Tower Block of a round is starting player for the next one.

When all players have played their four moves, the Construction Site is cleared and you again draw 25 tiles randomly from the tiles for the current round and you again play four moves for each player in turn.

After four such rounds the game is scored; before scoring all players have a last chance to rearrange resources within their city or to place them in the city to activate buildings. Buildings themselves can never be relocated.

For the scoring of the individual types of buildings in relation to their numbers, their neighboring buildings, levels of Tower Blocks, etc., there is a very good and practical summary for each player, therefore I do not list the scoring values here. You must only remember that each unplaced Inhabitant gives you one penalty point, as does each unplaced Energy Unit.

First of all, let me mention the unequivocally positive aspects of the game as there are: High quality components, very well-structured and concise rules, the game is simple to play and allows easy access. This is supplemented by a well-constructed box inlay for the components and scoring summaries for each player. So all in all, an ideal family game or a game for beginners. If you play it for the first time you have no real disadvantage, the scoring information is in the summaries and there are no up-cropping interactions between buildings or effects triggered by buildings that need to be considered during the game – you choose, take and place a building into your city.

Quadropolis works, undoubtedly, opinions on the game, however, did vastly diverge in our rounds. Some players like the element of a certain unpredictability that starts with the randomly drawn selection of tiles and continues in the increasingly restricted options for architects and building placement with each turn and round, some claim that they are being played by the game.

Others love the puzzle character of the game – what will I place where, how can I get as many resources as possible without squandering buildings on them, how do I

use my resources best to activate rewarding combinations in case I did manage to acquire them and to place them accordingly. Enough decisions, in a way, provided I can implement them.

Some complain about the lack of interaction, others think there is enough of it, given the actions of other players that remove a tile or block it for me.

For me there is a way out of that dilemma, which is playing the expert version of the game! This version introduces two new types of buildings – Office Towers and Monuments – and you use the back side of the city tableaux which feature five districts. Districts and also squares in the districts are numbered and you can place a building on a square with the number of your architect or on any free square in a district of this number. There are now five architects accordingly, #1 to #5, and architects are now used with their gray side and therefore do not belong to a given player anymore. All architects now form a common pool from which you take one for each turn and you can take the same number more than once in a turn! This vastly increases my options for decisions! ☑

Dagmar de Cassan

INFORMATION

Designer: Francois Gandon

Artist: S. Miramon, C. Daujean

Price: ca. 40 Euro

Publisher: Days of Wonder 2016

www.asmodee.de

PLAYERS:
2-4

AGE:
8+

TIME:
60+

EVALUATION

City building, tile placement

Users: For families

Version: de

Rules: cz de en es fr it kr nl pl

In-game text: no

Comments:

Clever mechanisms * Options diminish in the course of the game * More possibilities in the expert version

Compares to:

Suburbia and other urban planning games, Targi for the Architect mechanism

Other editions:

ADC Blackfire, Rebel.pl (cz pl), Days of Wonder (en fr it kr), Edge Entertainment (es)



ANKH

QUIRKS OF A QUEEN

8↑

At night the Pharaoh Queen leaves her sarcophagus and the mummies are out of their bandages with excitement; because for the best gifts to the queen and with her favor they might have the chance to become alive again. But the lady enjoys her quirks and changes her preferences

The game features Mummy cards in four colors, showing val-

ues 1 to 5, and 18 Papyrus cards. One papyrus card, showing the actual wish list of the Queen, is on display, all remaining papyrus cards and all mummy cards are shuffled together each player is dealt four cards and the rest is draw pile.

In your turn you either play a mummy card on the table into your row or a papyrus card to replace the papyrus card on

display; this changes the wish list, because each papyrus card features one gift for double its points, one gift for its value in points, one gift that the queen ignores and which is not scored, and another gift that she dislikes and which in consequence gives you its value in penalty points. Instead of playing a card you can also discard any number of cards and draw the same number of cards from the pile.

When a player has the minimum number of mummies, as indicated on the wish list, in his row, a scoring is triggered and all score points for their collection of mummies, cards are scoring positive points, penalty points or are ignored according to the current wish list. If you reach or top 50 points, the game ends and you win with most points.

Well, the queen is really quirky and moody and players can of course intensify her quirks by changing her mood with papyrus cards from their hand – lots of interaction and a bit of netting! ☑



ATLANTIS

WHOSE ISLAND PART WILL SURVIVE?

10↑

Vineta, Atlantis of the North, has become Atlantis in this new edition, but here as well as there the city is sinking, you are a god and want to protect one part of the island town.

Atlantis is assembled from nine parts; each player draws a house color and a city part, has a set of 30 cards and draws seven for his hand. In turn player place houses, one at a time, of any color,

and on any part of the city.

In each of the eight rounds one part of the city sinks; in the three turns of a round one card is played. You either play storm cards in front of city parts with access to the sea, to build up a storm wave, or action cards which change the situation on the island – they relate to moving of houses, shifting or removing storm cards, blocking a city

part, number of turns in a round and cancelling out of an action card just played.

In each turn you play one card and draw a card. After three turns in a round the storm card values in front of city parts are summed up, the strongest storm causes the respective city part to sink. Some storm cards now go to their owners and players, starting with the one who began the storm, receive houses that did sink, according to the strength of their cards, while houses are available.

After eight rounds you reveal the house color and the city part you were assigned and score one point for any house, three points for a house in your color and city part points according to the marker for the city part.

Atlantis is, in this edition, too, a very well-working and nice game, with a rather high element of chance; the variants make it interesting for experienced players, too, as they are a lot more tactical. ☑



INFORMATION

PLAYERS:
2-5AGE:
8+TIME:
30+

Designer: Dave Grigger

Artist: O. & S. Freudenreich

Price: ca. 9 Euro

Publisher: HUCH! & friends 2016

www.hutter-trade.com

EVALUATION

Collecting and scoring sets
Users: For families
Version: multi
Rules: de en fr nl
In-game text: no

Comments:

Cute story * Witty graphics
* Standard mechanisms, nicely combined

Compares to:

Set collecting games with changing set values

Other editions:

Currently none



INFORMATION

PLAYERS:
2-5AGE:
10+TIME:
45+

Designer: Onca, Gibrin, Miyali

Artist: Tomek Larek

Price: ca. 20 Euro

Publisher: Trefl 2015

www.trefl.com

EVALUATION

Placement, bluff
Users: For families
Version: multi
Rules: de en pl
In-game text: no

Comments:

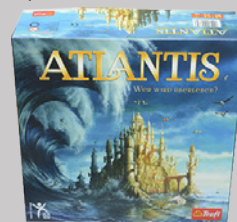
New edition of Vineta *
Rather chance-driven in parts * Variants make it interesting for experienced players * Very attractive components

Compares to:

Vineta; games with secret goals and changing game boards

Other editions:

Trefl (pl)



BISON

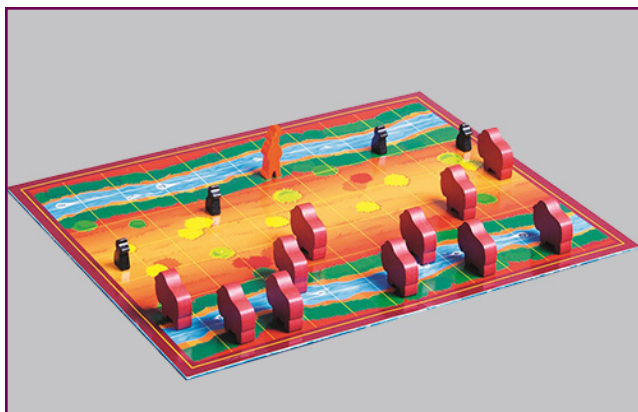
CONFRONTATION IN THE PLAINS



Buffalos threaten an Indian village on the prairie; the Chief tries to save the village with the help of his four dogs.

One player embodies the buffalos and tries to cross both rivers; the other player as Indian Chief tries to capture the buffalos or stop them. Eleven buffalos are lined up at the base line behind one of the rivers, the chief starts on the middle square on the

other side of this rivers, flanked on both sides by two dogs each. Players alternate in moving one of their pieces, the buffalo player begins. Buffalos move one square per turn, only straight ahead; they can cross rivers but cannot attack the chief or dogs. Dogs move any distance across empty squares, horizontally, vertically or diagonally. They cannot cross rivers and cannot



capture buffalos, but can block buffalos by stopping in front of them. The chief can move one square in any direction, cannot cross rivers, but can capture buffalos. To capture a buffalo, the chief must move onto a square occupied by a buffalo; this captures the buffalo and it is taken out of play.

When a buffalo crosses the second river and reaches a square on the other side, the buffalo player has won; when all buffalos are captured or blocked, the Indian Chief player has won. Then players switch roles and the winner of the game is who wins once as buffalo player and once as Indian Chief player.

41 years after its first edition the game is as thrilling, challenging and tactical as then, sophisticated and yet suitable for families; earlier editions also came with a suggestion for a handicap system in case of differing player's experience, using variations in buffalo numbers. ☑

INFORMATION

PLAYERS:
2

AGE:
7+

TIME:
30+

Designer: Alex Randolph
Artist: not named
Price: ca. 23 Euro
Publisher: Piatnik 2016
www.piatnik.com

EVALUATION

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

Comments:
New edition * Very good game for two * Simple rules * Lots of tactics

Compares to:
Fuchs & Henne and other asymmetric games for two players

Other editions:
Currently none; lately at Winning Moves France, 2000, and Piatnik, 1999, earlier ones at Schmidt and Lakeside, first edition 1975 as Prärie at Pelikan



CACAO CHOCOLATL

CHOCOLATE FROM COCOA

8+

In the worker placement and tile placement game CACAO you hold eleven worker tiles featuring between zero and three workers along one edge and place them adjacent to jungle tiles; jungle and worker tiles alternate in the display. Depending on the type of jungle tile bordering your worker(s), you receive cacao fruits or sell cacao fruits or move the water car-

rier on the score track. Temples score gold for majorities in adjacent workers at the end of the game. Sun worshipping places give you sun tokens to overbuild worker tiles or score gold at the end, you can only own three at any given time. When all workers are placed, you win with most gold. CACAO CHOCOLATL offers four modules to expand Cacao, you



can use them individually or in any combination with the core game. The MAP MODULE provides two additional jungle tiles; if you want to take one you discard one Map tile. The WATERING MODULE with three tiles lets you move the water carrier counter-clockwise on the water track for four cacao fruits per step for storage on your board. The CHOCOLATE MODULE turns cacao fruits into chocolate bars with three tiles Chocolate Kitchen via activated workers, and three tiles of Chocolate Market let you sell cacao fruits or chocolate bars. The HUT MODULE allows you – at the end of your turn - to build a hut of your choice for gold - you can only build one hut of each type. At the end building costs are scored like gold, some huts give you a bonus.

In keeping with its name, this expansion sweetens and enriches the core game, makes it more varied and offers many additional opportunities! ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: Phil Walker-Harding
Artist: Claus Stephan
Price: ca. 14 Euro
Publisher: Abacusspiele 2016
www.abacusspiele.de

EVALUATION

Tile placement
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Modules work in any combination * Clever additional rules * Good expansion that does not change the basic feel

Compares to:
Cacao and games using resources management via tile placement

Other editions:
G3 (pl), GoKids (cn), both announced



CARCASSONNE

ÜBER STOCK UND STEIN

7+

Towns, roads and monasteries have been built, and now we begin to farm, dealing with fruit trees, grain and sunflowers. The landscape tiles show lanes and fields and meadows, very often with animals. There are also harvest chips - five chips each for apple, pumpkin, strawberry, sunflowers and grain as well as eight chips for scarecrows.

You start with four meeples and two stables, one additional meeple is placed at case Zero of the track on the scoring board. As usual, you draw a tile from one of the face-down stacks and place it next to a tile already in place, adjacent borders must correspond in landscapes - meadow to meadow, lane to lane, field to field. Then you can place one meeple on a lane or a



field or put a stable into a meadow, when the corresponding landscape is still available. When the newly placed tile completes a lane, you score one point per tile and take back your meeple. If you did not place a meeple on a new tile, you can let a meeple walk along a lane for one point per tile, but not beyond a crossroads. Completed fields give you two points per tile and harvest chips for symbols on the tiles, and you take back the meeple.

When all tiles have been placed, you score points for unfinished lanes, incomplete fields, harvest chips and also sets of five different harvest chips, the scarecrow is a joker for this, and also animals on the tiles around a stable.

This version again demonstrates the flexibility of Carcassonne and that it is always Carcassonne, all the same. Really new is the walking of meeples. Über Stock und Stein is again very attractive and of interest to newcomers to the game as well as to seasoned fans. ☑

INFORMATION

PLAYERS:
2-5

AGE:
7+

TIME:
35+

Designer: Klaus-Jürgen Wrede
Artist: Doris Matthäus
Price: ca. 19 Euro
Publisher: Hans im Glück 2015
www.schmidtspiele.de

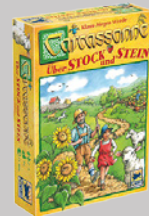
EVALUATION

Place tiles and meeples, collect
Users: For families
Version: de
Rules: de en fr ru tr
In-game text: no

Comments:
Basically Carcassonne as we know it * Rules changes in details * All in all the same mechanisms

Compares to:
All editions of Carcassonne

Other editions:
Z-Man Games (en), Filosofia Éditions (fr), Hobby World (ru), Hans im Glück (de+tr)



CASTLE PANIC

COOPERATION AGAINST MONSTERS



As a group all players together use cards against monsters, swap cards and create a joint strategy.

In three version the set-up is given and always the same. In the basic version a turn comprises drawing new cards, discarding & drawing a new card and swapping cards (both facultative). Then you can play any number of cards to eliminate monsters

or stop them or to renew walls or draw more cards. Cards for attacking a monster must correspond in color and circle sector type to the location of the monster. Monsters in the forest ring cannot be attacked, and only a few cards allow to attack them in the castle circle.

Each hit takes off one life point, a monster with zero life points is eliminated. Then monsters ad-

vance by one circle or one case in the castle circle; at a tower or wall they lose one life point and destroy tower or wall. At the end of your turn you draw two monsters and place them by rolling dice. Special effects that you draw at that point are immediately resolved.

When all 49 monsters and effects are resolved, all players win together. But when the last tower has been destroyed by monsters, all lose together. When all win, you are named Master Monster Killer when you collected most victory points. In the fully cooperative version there is no Master Monster Killer, eliminated monsters do not turn into trophies. In the version Lord of the Monsters one player controls all monsters and plays against all other players.

The chance element of drawing cards and rolling dice is balanced by strategy and tactic from cooperative play, the game is fun and that sometimes chance has the upper hand is inherent in the game. ☑



INFORMATION

PLAYERS:
1-6

AGE:
8+

TIME:
60+

Designer: Justin de Witt
Artist: Justin de Witt
Price: ca. 34 Euro
Publisher: Pegasus Spiele 2015
www.pegasus.de

EVALUATION

Cooperation, monster bashing
Users: With friends
Version: de
Rules: de en
In-game text: yes

Comments:
Good Mix of chance and tactics * Tactics and strategy result from cooperation * Attractive design * Standard topic

Compares to:
Games with cooperative use of cards and scoring

Other editions:
Fireside Games (en)



CATAN DAS DUELL

RIVALRY BETWEEN PRINCES



With "Catan Das Duell" the card game, based on the board game "Die Siedler von Catan" is given its second new edition with a new name, rules and cards have remained the same, so you can use all additions for the previous version with this version.

Each player lays out his principality of two settlements, six landscapes and one road, two dice provide resources and an

event for both players. Then you use cards from your hand for actions or upgrading of the principality; settlements and cities give victory points. There are additional rules for using the theme sets: Event cards from base set and theme set are shuffled together, other draw piles remain separate. The starting cards are not dealt randomly, but each player chooses three



cards from one of the draw piles of the base set. You cannot change the card sequence in the stack, but after choosing you can rearrange your principality. Upgrade cards are available to both players; each upgrade may be used only once in a principality. City upgrades and Landscape upgrades come in the theme sets, and also conditions that must be met for use of some of the cards. You can also demolish buildings, returned cards must be placed beneath stacks with the same backside. The introductory game "Die ersten Cataner" uses the base set and is won with seven victory points, theme set scenarios with twelve points. Sets are "Zeit des Goldes", "Zeit der Wirren" and "Zeit des Fortschritts", each introduces additional cards. In "Duell der Fürsten" you use all sets to win with 13 points.

As its predecessors, this is still one of the best games for two players and a challenging development game with cards! ☑

INFORMATION

PLAYERS:
2

AGE:
10+

TIME:
75+

Designer: Klaus Teuber
Artist: M. Menzel, M. Kienle
Price: ca. 20 Euro
Publisher: Kosmos 2016
www.kosmos.de

EVALUATION

Place cards, development
Users: With friends
Version: de
Rules: de and others
In-game text: yes

Comments:

Second new edition with changed title * New graphics * Rules and components unchanged * Can be combined with earlier additional packs

Compares to:

Die Fürsten von Catan, card games with resources from landscapes

Other editions:

None yet for this edition, many editions in different languages for the previous edition "Die Fürsten von Catan"



CLACKS A DISCWORLD BOARD GAME

LAMP PATTERNS FOR LETTERS



As a clacks operator in Ankh-Morpork you want to transmit messages faster than the post office. In the middle of the board 16 lamp tiles are set out, for each letter there is a pattern of lit lamps in a rectangle of 2x3 lamps. Between those lamps you find green and red Tower Select Buttons. Each player is assigned a color and you only use lamps around your but-

tons. Your marker begins on one of the starting buttons. Clacks cards name words and show the lamp patterns for each letter in the word. On pattern cards, called jacquards, you find two to four dots in varying geometric patterns.

In the competitive game you spend maximum five stress points per round; you move – if you did transmit a letter in

your previous turn – to another of your tower buttons, for one stress point per tower – and then play jacquards for maximum the remaining number of stress points, to turn over lamps according to the pattern on the jacquard. Jacquards with a fault mark give you a Fault card, that you can play later in the game. If you have formed the pattern for a letter, you mark it on the card. If you are first to have thus transmitted your complete word in the correct letter sequence, you win.

In the cooperative game all players together must transmit a two-word message before the Post Coach reaches Genua – each stress point on jacquards you use causes one step for the Post Coach.

You seem to hear the shutters clack while you look for suitable patterns and hope that nobody plays a fault card against you in this excellent implementation of the topic from Going Postal by Terry Pratchett into a challenging family game. ☑



INFORMATION

PLAYERS:
1-4

AGE:
7+

TIME:
30+

Designer: L. Boyd, D. Brashaw
Artist: Amber Grundy
Price: ca. 40 Euro
Publisher: Backspindle Games 15
www.backspindlegames.com

EVALUATION

Pattern formation
Users: For families
Version: en
Rules: en pl
In-game text: no

Comments:

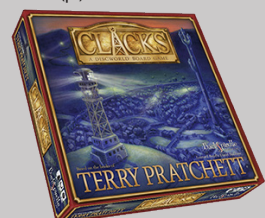
Very good components * Topic excellently implemented * Pattern formation puzzle * Challenging and well-working * Solo version included

Compares to:

All games with pattern formation my turning over tiles

Other editions:

Phalanx (pl)



DAWAK

DAS ALLES WISSEN ALLES KÖNNEN QUIZ



107 double-sided quiz cards pose questions or set tasks for which you need speed and knowledge to master them. For correct answers or solutions you receive the card; whoever owns seven cards first, wins. A Punch card is laid out, and 9 figurines in three sizes, shapes and colors are set out.

game master rolls the die and reads out the task of the cor-

responding color, all other players try to answer first. For knowledge questions – which are questions in lines 1 to 4 you need to hit the Punch card first to be allowed to answer. The questions come from different categories, e.g. „how many tentacles in an octopus?“ or “how do you write 19 in Roman numbers” or “spell the word Chromosome”, but can also be questions



relating to the current group of players, e.g. “who is the oldest?” or “How many players are taller than 1.90 m?” or even “what is faster, a Golf GTI or a hunting falcon?”. When the first player answers incorrectly, the second one to hit the Punch card can answer, and so on. If nobody can solve, the card goes out of play. In any case the game master role passes to the next player. The DAWAK cards set tasks which relate to the figurines, for instance „Whoever grabs most pieces with less than two eyes, gets the card“ or „whoever grabs most pieces with ears, gets the card“. For those DAWAK tasks nobody needs to hit the Punch card, all try immediately to resolve the task.

DAWAK is a party game featuring standard mechanisms that are cutely implemented and combined with an interesting and varied mix of more than 1000 questions all in all, the grabbing and spotting DAWAK tasks are a nice addition. ☑

INFORMATION

PLAYERS:
3-7

AGE:
10+

TIME:
20+

Designer: Alexandre Droit

Artist: Agence Cactus

Price: ca. 20 Euro

Publisher: Ravensburger 2016

www.ravensburger.de

EVALUATION

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

Comments:

Standard mechanisms *
Good mix of questions and tasks * Speed tasks are a cute detail

Compares to:

Quiz and party games with speed tasks

Other editions:

Ravensburger (fr)



DER SCHATZ DER 13 INSELN

ISLANDS, FOG, VOLCANOES AND CLOUDS

6+

13 islands promise rich loots of treasures – as a courageous adventurer you guide your dirigible around cliffs, volcanoes and through dense fog, collect artifacts and objects and rewarded for them with clues for the treasure island.

The dirigibles are placed on their starting positions, each player draws an order card and the islands are equipped with

face-down objects for exploration. In your turn you either target a new island and research an object there, or remain on your current island and explore another object. In order to fly you cover you hold the navigation mask in front of your face with one hand and move the dirigible with one finger of your other hand, thus you fly “blind”. If you manage to arrive at an



island without encountering an obstacle, the other players inform you and you stop your dirigible and set aside the mask. If you fly your dirigible into an obstacle – that is, move it into one of the groves or holes between island - you have to draw a damage card or must repair the dirigible, your turn ends and you continue next turn adjacent to the point where you were stopped.

To explore an object on an island you turn over a tile on the island – if it corresponds to your own order card, you take it. Two completed orders give you a clue for the treasure island. With three clues you can head for the treasure island. If you have accessed the right island, you win. The fascinating element in this game is the blind movement based only on the visual memories previously collected. Directing the dirigible is limited to the use of one finger – a fantastic and super training for spatial memory and hand-eye-coordination. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: Marco Teubner

Artist: Adam Stower

Price: ca. 19 Euro

Publisher: Haba 2015

www.haba.de

EVALUATION

Spatial memory, blind movement

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Excellent training for spatial memory, hand-eye-coordination and dexterity * Attractive component * Nice mix of mechanisms

Compares to:

Games on memorizing tracks and “blind” movement

Other editions:

Currently none



DIE BOX

GAMES FOR TWO OR FOR MANY



GANZ NACH PLAN!? – Card shedding game for 3 or 4 players, in relation to the seating. You play a card and implement the effect, if you are then out of cards, you win. SCHLAURAFF for 2-4 players – Tactical dice game for chips; you play for a column and assign dice, also more than once; chips with exact assignation are conquered. RAUFER – Card game for 3 or

4 players; you play a card and demand Up or Down, who cannot play a higher or lower card accordingly, draws one; when nobody can place a card, the demander must take all drawn cards. If you place or last card or are the last one able to answer, you win. NUSSKNACKER – Deduction for 2-4 players: One card is removed, all others dealt; in turn you ask someone for a



number that you also hold – as one card or as sum of several cards. If the answer is yes, you swap the involved cards. Correct guessing of the card earns you a chip and you win with 5 chips. SCHOLLENSCHUBSEN for 2-4 players; in a grid of columns 1-4 and rows A-E you place or shift ice floes of different sizes according to dice results and then move explorers according to free spots on floes; you want to first to get all your explorers to the right edge of the board. MISD – Reaction game for 2-8 players, one shape and one color are missing on each card, fastest naming the combination earns you a chip. BAUAB – Placement game for 2 players to set up high buildings of your own and inhibit others in building; you place chips for options, planning and parks; enclosed planning and option chips are useless and conquered.

All in all, a nice collection featuring attractive variations of standard mechanisms. ☑

INFORMATION

PLAYERS:
2-8

AGE:
4+

TIME:
var.

Designer: Till Meyer und Team

Artist: Christian Opperer

Price: ca. 15 Euro

Publisher: Spieltrieb 2015

www.spiele-entwickler-spieltrieb.de

EVALUATION

Game collection

Users: For families

Version: de

Rules: de

In-game text: yes

Comments:

Good mix of topics and mechanisms * Nicely done variations of standard mechanisms * Compact edition

Compares to:

Collections of family games

Other editions:

Currently none



DUNGEON RAIDERS

TREASURE HUNTING IN THE DUNGEON

8+

Adventurers in a dungeon of five levels of five rooms each; monsters and traps need to be avoided and treasures found. Players are assigned a character and receive life points and items accordingly and also a set of Strength cards of values 1-5. Stacks for the five levels are prepared according to instruction, stacks will hold open and face-down cards. The rooms in a level

– open or face-down, storage rooms, treasure chambers, dungeons with monsters or rooms with traps – are set out in a row and resolved from left to right. The current room is revealed, if necessary, and each player choses a strength card and sets it down face-down, then the cards are revealed and their values added up.

In a treasure chamber the trea-

sure goes to the player with the strongest card; in a storage room each player receives an item according to the card he played. For a monster the total value of all cards played must be higher than the strength of the monster to defeat it, otherwise the player of the lowest card loses one life point.

Traps in rooms can affect some players or all players, depending on the values of the lowest and highest cards that were played, regardless of who played them. When all rooms of a level have been resolved, you take back all your strength cards for the next level. If you are down to 0 life points, you are dead and out of the game. At the end of level 5 a boss monster must be defeated. Then you win with most treasures, but only, if you do not have the fewest life points left.

Adventure for families, rather chance-driven; if you want to have a more tactical game you can play the strength cards openly and in turn. ☑



INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
20+

Designer: Phil Walker-Harding

Artist: C. Nieto, X. Carrascosa

Price: ca. 14 Euro

Publisher: Homoludicus 2016

www.heidelbaer.de

EVALUATION

Fantasy, adventure, cards

Users: For families

Version: de

Rules: de en es jp ru

In-game text: yes

Comments:

Nice design * Good family game * Simple rules, short playing time * Standard topic

Compares to:

All simple dungeon crawls

Other editions:

Homoludicus (en,es), Ten Days Games (jp), GaGa Games (ru)



EXPO 1906

STEAM POWER OR ELECTRICITY



At the World Expo 1906 in Milano new technologies using steam power or electricity for energy are presented; a jury evaluates the inventions and at the end decides on one of the technologies. On six innovation tracks you want to progress and thus collect VPs and bonuses for completed projects. On the main board you find resources, technologies and the tracks

for Patent Office, Prestige and Funding. On your laboratory board you place project, technologies and resources and must deal with junk from failed projects.

In each of the several turns in a round you play and resolve one action card: Station – Acquisition of up to three resources; Academy – Acquisition of Project or Technology tiles; Labo-



ratory – Place 1-4 tiles from your stock (projects, resources or technologies) into your lab or remove projects, resources, technologies or junk; Journal – three steps advancement in the Patents Office, different tracks are possible. Skyscraper – gives 4\$ funding; Meeting Room – Two actions from move/rotate tile in lab, +1\$ funding, one step in the Patents office or Jury tile and then end of round. You can never play the same card as the previous player. A project is completed, when the necessary resources are placed orthogonally adjacent. Resources technologies provide resources, Improvement technologies upgrade and enhance actions. After ten rounds you score projects of the energy source preferred by the jury and for levels 8, 9 and 10 of innovation tracks. Expo 1906 offers well-working resources management, plays a bit dry, but harmonious and with good rules, the only “but” is the ban on two identical cards being played in a row. ✓

INFORMATION

PLAYERS:
1-4

AGE:
14+

TIME:
90+

Designer: Conzadori, Mangone

Artist: Giorgio de Michele

Price: ca. 30 Euro

Publisher: Gotha Games 2015

www.gothagames.co.uk

EVALUATION

Development, resources
Users: With friends
Version: en
Rules: de en fr it
In-game text: yes

Comments:

Harmonious design * Good components * Somewhat dry gameplay * Ban on two consecutive identical cards is questionable

Compares to:

Brass, Industria and others for topic and some mechanisms

Other editions:

Currently none



FINGER TIPS FIGUREN

POLICEMAN, ASTRONAUT, PIRATE, ALIEN, ROBOT



Playing cards are shaped like a hand, each finger shows at its tip a character in typical dress – cook, nurse, clown, witch, and many more. You use those cards in three game versions:

SPASSMACHER: Each player is dealt seven cards, which he stacks face-down, one card is displayed showing five different characters. The active player tries to find a character from

his top card on the card in the middle. If he finds one, he places his card in a way that the character fingers touch, his card cannot touch any other card. You may shift cards, but cannot pick them up and place them elsewhere. If you can place a clown, you have another turn. If you are first to discard all your cards, you win.

HALS ÜBER KOPF – Again you

need to match a character on your own card to a character depicted on a card on the table to form a pair; in this version all players search for pairs at the same time and – if they find a match – put their card on the one in the middle; then you immediately turn over your next card on your stack and search for another pair, and so on; you win if you are out of cards first. WER IST WO? – You have a face-sown card, nine cards are placed in a grid. Then all players reveal their card and try, in turn, to reveal cards in the grid, showing characters from their own card in correct sequence. If you find a card you take it, set it down and replace it in the grid with a card from the stack; if not, your turn ends. Whoever finds his five cards first, wins.

Cute, simple and an attractive enticement to look quickly and closely and for acting spatially very precisely, especially in the Spassmacher version. And it is fun to play, too! ✓



INFORMATION

PLAYERS:
1-5

AGE:
3+

TIME:
10+

Designer: not named

Artist: not named

Price: ca. 13 Euro

Publisher: Game Factory 2016

www.carletto.de

EVALUATION

Find pairs, discard cards
Users: For children
Version: multi
Rules: de fr
In-game text: no

Comments:

Simplest rules * Trains dexterity and observation * Also available as Finger Tips Tiere

Compares to:

Card games with pair assembling

Other editions:

Finger Tips Tiere



GAUNER RAUS!

FIND HIDE-OUTS, SURROUND CROOKS!

10+

Crooks are hiding and their locations are deduced one by one. The game features six sets of cards A-F in six colors, one die shows the colors, the other the letters. You receive a sheet from the deduction pad and are dealt cards in relation to player numbers, surplus cards are set aside unseen. The sheet has columns for colors and rows for letters, each intersection represents

a room and at the same time the crook card of this letter and color. At the start of the game, you roll both dice, count all cards of the resulting color and the resulting letter in your hand and write down the total in the corresponding intersection on the sheet. A card that is identical to the dice result, that is, shows color and letter, is only counted once!



Then in turn the active player rolls the dice, counts and sums the cards – cards already on the table are also counted – and notes the total and then can ask a player for a card. If this player has the card, crook has been found and the card is set down and you can ask again, otherwise your turn ends. The rules give detailed instruction on how and when to mark intersections, correct markings are essential for the game to work. Crooks found are also marked on your sheet for points. If someone must put down his last card, you win with most crooks found.

This game is pure logic and works very, very well, usually you can even correct a mistake later, but it is tedious and kills the fun, so pay attention! Also important are good illumination and clear sight of other players' sheets, you need that information! If you like this kind of games, you will love Gauner raus! ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
60+

Designer: René Puttin
Artist: R. Vogt, J. Rüttinger
Price: ca. 13 Euro
Publisher: Drei Hasen i.d.A. 2016
www.hasehasehase.de

EVALUATION

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

Comments:
Excellent deduction game *
Not for every type of player
* Demands exact markings and logical conclusions

Compares to:
Deduction game with asking for cards

Other editions:
Currently none



GOBBLESTONES

PLACE TILES, SCORE POINTS

10+

As a goblin you love to gobble up colored stones, the more valuable the better, but here the stones are placed and symbols are eaten by being covered. The game features square tiles in five colors and ten small square boards of 5x5 square cases each. Those cases are either grey and are jokers for each color or show one of the five tile colors and a number; those numbers are the

same for a color on one board, but vary from board to board, red can be worth 5 on one board and 2 on another board. Now a board is laid out with 3x3 small boards, randomly chosen. You draw five tiles for your rack and then, in your turn, place tiles on squares of the same color. The first tile in the game must be put on the middle square of a board tile, then you can place



0 to 5 tiles in your turn, the first one must be orthogonally adjacent to a tile already on the board, the others must be placed orthogonally adjacent to the first one in a row. Never ever may you place tiles to result in a square of 2x2 tiles. You score the sum of covered squares and then draw tiles equal to the difference of Five minus number of tiles you placed, that is, you draw three tiles if you placed two tiles. If you cannot replenish your rack correctly, the game ends, you score one point for each tile left on your rack and win with most points.

In a bluff variant you place tiles face-down; the others can believe you or doubt you; whoever is in the wrong, loses the points scored in this turn.

Pretty, colorful, simple and fast – a harmonious family game in the tradition of Qwirkle, a game that is fun and allows some planning as there is no limit to tiles on your rack! ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Stephen Glenn
Artist: Tina Bongorno und Team
Price: ca. 25 Euro
Publisher: R&R Games 2015
www.rmgames.com

EVALUATION

Tile placement
Users: For families
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Simple rules * Nice components * Very good family game * Story does not fit the mechanism

Compares to:
Qwirkle, Scrabble and other tile placement games

Other editions:
Currently none



H.I.D.E.

HIDDEN IDENTITY DICE ESPIONAGE

You want to surpass a legendary secret agent of old and either acquire the status of legend yourself or be the richest agent after three rounds – achieved by revealing identities of other players for Intel cards representing money and keeping your own identity secret. You have 6 to 8 dice, a screen and a Hide Out board.

In a maximum of three rounds

there are three phases per round: 1) Choose target – all put all dice in the bag, take a rank card and place it, receive gadget cards and place Intel card at buildings. Then each player draws a die secretly and selects a target building by rotating the die to show the selected building. 2) Go on a mission with up to four turns; the starting player draws players + 1 dice and rolls



them; then in turn each player chooses a die and places it in relation to correlation with his identity die. If you place the die on top of a building you try an assassination – you choose a player and guess at color and symbol of his die; if you succeed you receive one of his rank cards, all his other rank cards turn into Intel cards. Those actions are repeated three times. 3) Mission accomplished, in case of several agents with the same goal there is a showdown using dice; this is not considered to be an assassination. You win if you receive your 7th Intel Card; or else you add the values of your Intel cards after three rounds – cards of your own rank are not counted – and you win with the highest total.

The sub-title of the game also names the game's disadvantage – deduction based on drawing and rolling dice must be chance-driven, tactic comes from your choice of attacking or keeping your secrets. ☑

INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
30+

Designer: Keewoong Kim

Artist: Jun Ho Na

Price: ca. 27 Euro

Publisher: Korea Boardgames 15
www.koreaboardgames.com

EVALUATION

Dice, deduction
Users: With friends
Version: multi
Rules: en kr
In-game text: no

Comments:

Rather chance-driven *
Topic seems a bit random
* Deduction topic not best implemented

Compares to:

Deduction games

Other editions:

Currently none



HARBOUR

SHIP GOODS, BUY BUILDINGS



10+

As a Goblin entrepreneur in the harbor of Gullsbottum you store and trade commodities and buy buildings. A market board and number of players + 3 building cards are set out, the rest is draw pile. Each player is dealt a random bonus point card and a board for use with its character side or its landing stage side, and also one commodity per type, of which you play three

randomly chosen ones into your storage area. The market is also equipped with one commodity of each type.

As active player you must move your marker into a free building – this can be one of your own or that of another player, you need to pay for using it, or one in the display – and then implement the building action; those are usually acquisition of commodi-



ties, transforming commodities, buy buildings with shipping of goods or marked adaption or special actions according to the text on the building card. Individual parts of two-part actions can be done in any order. Symbols on buildings give advantages to owners. If you buy your fourth building, that is, own a total of five buildings, the game end is triggered and you win, after a last turn of all other players, with most valuable buildings. Optionally, you can use the market board showing the side with Domestic Traders, once per buying action you can, before shipping commodities, sell one commodity per type as a complete package to the Domestic Traders, this does not count as "Shipping".

Scott Almes has made quite a stir with his "Tiny Epic ..." series and Harbour is as compact and as good, as easy and provides a lot of fun, too, with lots of interaction and a hefty does of unpredictability from the market. ☑

INFORMATION

PLAYERS:
1-4

AGE:
10+

TIME:
60+

Designer: Scott Almes

Artist: Rob Lundy

Price: ca. 18 Euro

Publisher: Frosted Games 2015
www.frosted-games.de

EVALUATION

Worker placement
Users: For families
Version: de
Rules: de en
In-game text: yes

Comments:

Compact game * Coherent graphics * High replay value * Lots of in-game depth from simple rules

Compares to:

Worker placement and resources management games

Other editions:

Tasty Minstrel Games (en)



HOBBY

BALL FOR THE POOL?



Four hobbies are presented – Horseback Riding, Soccer, Swimming and Painting.

A big wooden board shows four big square indentions in the middle and 36 slots around the edges for the image tiles. There is a template card for each hobby, showing a hobby-related scene on one side and, on the other side, hobby-related item images and a small-size

replica of the hobby scene from the front side. 36 puzzle parts show the item images on one side and part of the scene on the other side; at the start of the game they are image face-up sorted into the corresponding slots, which are marked with a contour drawing of the image item.

Each player chooses a hobby and takes the corresponding



template card; if you want you can place into one of the four slots in the middle of the board. Your marker corresponding to the color of your hobby is placed on the flag of the same color. Then you roll the die in turn: For pips you move forward accordingly and take the puzzle part that you reach, if it belongs to your hobby; slots thus emptied do no longer count for movement steps. If you rolled the cup you can take any of your own item images. If you reach an image tile showing a cup, you turn it over and can take it if it fits your hobby puzzle. Images that do not fit your hobby are put back in their slots. Whoever is first to complete his hobby scene, wins.

In a variant for older children you play without templates.

High quality, well-made and good and not cheap – this is a very attractive assignment gaming, which exercises hand-eye-coordination, imagination and first rules games; a copy template for the images allows you to make a memo-game. ☑

INFORMATION

PLAYERS:
1-4

AGE:
4+

TIME:
15+

Designer: not named
Artist: Katrin Kerbusch
Price: ca. 70 Euro
Publisher: Beleduc 2016
www.beleduc.de

EVALUATION

Assignment
Users: For children
Version: multi
Rules: cn de en es fr it nl
In-game text: no

Comments:
High-class components *
Very simple rules * Good
for first rules play * Also
good for free play

Compares to:
Assignment games, Lotto

Other editions:
Currently none



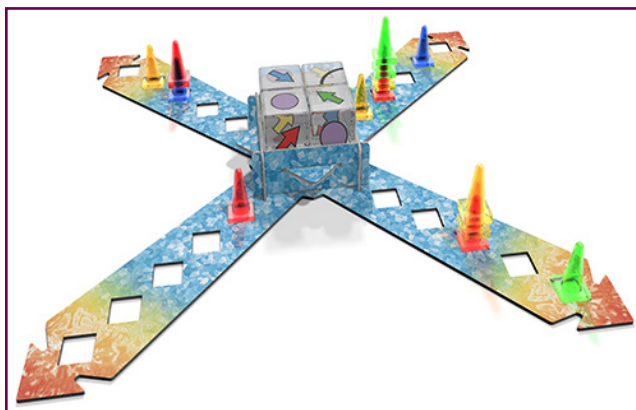
ICE CULT

MOVE ALONG WITH ARROW AND CIRCLE

10+

Your markers need to be taken out of the cold and off the path quickly. Movement of all pieces is governed by symbols on transparent dice/cubes, which are not rolled, but tilted. The playing pieces start between the paths, you always use all of them, and four cubes are placed in a way into the basis so that the four arcs form a visible circle on top.

In you turn you take two cubes and tilt them together by 90 degrees and repeat this with the same two cubes or with two other ones of your choice. Then you move pieces according to the symbols and colors visible on top of the cubes: For each arrow in a color you move one piece of that color either from the starting position on the first case of the path at



which the arrow points, or one step along this path. Pieces can be stacked on top of other pieces and a piece that has to be moved carries pieces on top of it along. Pieces under pieces being moved stay behind. You must resolve each arrow if possible. Purple circles are jokers, for each circle you can choose one of the visible arrows and use it again. For each arc you can rotate a cube by 90 degrees, so that an arrow points at another path. If you are first to move all of your own pieces of the paths and thus into the finish, you win. Abstract and attractive, absolutely free of chance and full of interaction! The cubes are clear, so you can see what the result of a tilt will be, but you cannot predict what the other players will do! So use your own moves as clever as possible! ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Joe Wetherell
Artist: Victor Boden
Price: ca. 30 Euro
Publisher: Zoch Verlag 2016
www.zoch-verlag.com

EVALUATION

Tilt cubes, move pieces
Users: For families
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Elegant mechanics *
Abstract mechanism * No
chance element

Compares to:
First game of this kind

Other editions:
Currently none



KALEIDO

KALEIDOSCOPE FOR THE SHOGUN

10+

Under order from the Shogun artists cooperate to create an impressive kaleidoscope, but at the same time strive to win the reward alone.

The game features colored triangles in five colors – one for each player – and hexagonal frames – the game uses the punchboards that held the triangles for those frames in which there is room for six triangles

per frame. Depending on the number of players you receive 13 or 14 triangles of a color, plus two white triangles as well as two frames; two more frames are laid out in the middle.

In your turn you must place a triangle into a free spot in any frame, either one of your own or into one of those already in the middle of the table; before or af-

ter placing the colored triangle you may place a white triangle anywhere or place one of your frames next to one of the frames already in the middle.

When a frame is completely filled it is scored – the two players who have most and second-most triangle in that frame score eight and four points, respectively. Then you may rotate the frame that was scored. If all players are out of colored triangles, you score all completely filled hexagons that can be formed within the board by adjacent edges of three frames; frames can be included in several hexagons for scoring. If you have the most points after this final scoring of all possible hexagons, you win.

It is, again and again, fascinating to experience who standard mechanisms are combined in a new way to result in challenging games that are interesting to play; here the final scoring involving several frames provides strategy and tactics. ☑



KALEVA

DUEL OF MYTHICAL LEGENDS



Before the world that we know was created the Kaleva heroes fought for dominance. Whoever prevailed would decide whether the pillar holding up the sky would be made out of silver or out of bronze. For this conflict heroes used gods, mages, sages and deities and also the protection of the ancient looped square symbol.

You have your own deck of 27

cards of values 0 to 9, two of the characters depicted on the cards have special abilities in addition to their number value.

You shuffle the cards, draw six of them, display them and then place them face-down in any order on your side of the board. In your turn you move one piece per turn one step in any direction, silver begins, but you can only move straight into a

magic shield space = opposing base line space and you cannot pass diagonally between two opposing pieces. You attack another piece by moving your piece onto an opposing piece; both players then reveal a card, the defender in the column of his piece and the attacker in the column where his piece began its move – the higher card wins, in case of a tie the attacker wins. The defeated piece and both cards go out of play, you replenish the cards from the stacks. , the cards in this column decide the outcome. If you are first to take over three slots for opposing magical shields, you win. Instead of moving a piece you can re-enter a defeated piece on a free corner space of your shield line. Your piece in an opposing shield space stays there, the owner of the lost space may swap two of his cards. If you are first to occupy three shield spaces of the opponent, you win. Kaleva is a mix of lots of chance, some card memory and also tactic and bluff, and a well-working game by all means. ☑



INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
30+

Designer: Hinata Origuchi

Artist: Hi

Price: ca. 14 Euro

Publisher: Ouyuan/Japon Brand 14
www.japonbrand.myshopify.com

EVALUATION

Place tiles, majorities
Users: For families
Version: en
Rules: en jp
In-game text: no

Comments:

Elegant minimalistic components * Simple rules
* Needs lots of tactics and strategy

Compares to:

Pentago for rotation of board parts

Other editions:

Ouyuan (jp)



INFORMATION

PLAYERS:
2

AGE:
10+

TIME:
20+

Designer: Esa Wiik

Artist: Pasi Juhola

Price: ca. 28 Euro

Publisher: Mindwarrior Games 15
www.mindwarriorgames.com

EVALUATION

Abstract placement, card comparison
Users: With friends
Version: multi
Rules: de dk en fi fr nl pl no se
In-game text: no

Comments:

Abstract, no real link to the theme * Good design *
Short, concise rules * Good mix of bluff, tactic and luck

Compares to:

Abstract position games

Other editions:

Currently none



KARMA

PLAY CARDS OR TAKE CARDS

8+

This is a card game where one player loses the game and thereby causes all other players in the game to win together. 60 cards comprise 48 number cards and 12 Karma cards; all cards are shuffled together and each player is dealt three cards face-down, which he places face-down on the table, in a row, he must not look at them. Then all are dealt six cards in hand,

choose three of them and place one of them on each of their face-down cards, the remaining three cards are your hand. The first player discards card and draws a card, then – as active player – you put one or several cards on the discard pile or take the discard pile. To play cards you can only play number cards that are equal to or higher than the top card on the stack.



As an alternative you can play a Karma card for actions or rule changes.

When three identical cards are played consecutively, regardless if by one or several players, the discard pile is taken out of play. You can only play cards from the table when no other cards are available, that is, you are out of cards in hand and the draw pile is empty. An open table card is discarded openly; a face-down table card is played, without checking it first, onto the discard pile; if it does not correspond to the discard rule, you take the discard pile. At the end of your turn you replenish your hand to three cards. If you are the last player to have cards on the table you lose the game, all others win together.

If you like unusual card games, you should take a look at Karma, the game is cute, offers tactic despite a hefty chance element and sometimes having to take card is not too bad! ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
35+

Designer: Marsha J. Falco
Artist: not named
Price: ca. 8 Euro
Publisher: Amigo Spiele 2015
www.amigo-spiele.de

EVALUATION

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

Comments:
Pretty design * Simple rules * Nice family game *
Of interest for fans of card games

Compares to:
All card shedding games featuring cards for rule changes

Other editions:
Set Enterprises (en), G3 (pl),



KING CHOCOLATE

RICHES FROM CHOCOLATE

Six steps in the production chain from cacao to chocolate. Each player can only control four of the six production steps with his workers, so you need to cooperate in order to keep the chain working, and yet only the player with most money wins at the end of the game. The starting ring and four production tiles are set out and behind your screen you have four

workers and a starting set of production tiles. In your turn you place a tile adjacent to one already in place, hexes of the same color form groups. If you have no tile to place, you draw one and your turn ends. Otherwise, you then can spend 3 Action points for the options Place Worker and Fill group (2AP), draw a tile (1AP) and move worker (1AP, in any



order and also more than once. Production is done by moving cacao cubes from one stage to another – Pod - yellow, Bean - green, Roasting - orange, Grinding - red, Liquor - light brown, Chocolate – dark brown, always into a free circle of a group in that stage. From the chocolate stage cacao cubes go back into stock. Groups you use need not be adjacent and you need not control them. When you move cacao off a group its owner receives 1\$ from the bank, moving cacao cubes off a group that is not controlled by a player gives 1\$ to the active player. If the tile display cannot be replenished, the game ends immediately.

King Chocolate is an elegant, streamlined game whose simple rules allow quick access, but which demands complex tactic and decisions; the need to cooperate for your own advantage is an extremely sophisticated mechanism that makes for a high replay value, as does the modular board formed based on player decisions. ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
60+

Designer: Stefan Alexander
Artist: Dontanville, Magin, Steen
Price: ca. 52 Euro
Publisher: Mayfair Games 2015
www.mayfairgames.com

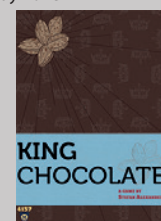
EVALUATION

Resources, worker placement
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:
Topic and mechanism fit well together * Forced cooperation for your advantage * Simple rules with enormous in-game depth

Compares to:
Worker placement games with cooperative elements

Other editions:
Currently none



LABYRINTH

THE PATHS OF DESTINY

8+

Adventurers in the labyrinth fight each other and the golem and create their own paths in the labyrinth to achieve their goal and to hinder others in theirs, and only one hero will overcome the Golem and win. You need to acquire a key from another player and then take it to the middle of the labyrinth. In a turn you have two action points that you can spend for

actions costing 1, 2 or 0 points: 1 – Build, Move, Risky Jump, Rest, Attack, Set a Trap, Move the Golem or Trigger an Event; 2 – Safe Jump, Activate a Crystal of Fate; 0 – Use a Crystal of Fate, Pick up Key or Item, Exchange Items or Free Attack.

To attack, characters must be in the same corridor and the active player must declare the attack and the character he attacks;



then combat is resolved by rolling dice, the defeated player loses one life. If he has lost all lives, he puts down his key or an item and begins again at the start with four lives. When the golem stands in the same corridor as a character, the character must roll two dice and achieve a result of 12, otherwise the character is sent back to the start.

If you change character, the number of lives and the status of your Crystal of Fate and of your Daze markers remains unchanged; the new character also keeps all keys and items; markers and effects of the old character remain active on the board, but you cannot use them for the new character. If you own a key and are alone in the center space in your turn, you win.

This is yet an adventure with lots of standard action and rather chance-driven, best suited to be used as an introduction into the genre of Dungeon Crawl games. ☒

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
60+

Designer: Matuszak, Pronobis

Artist: Marek Roliński

Price: ca. 30 Euro

Publisher: Let's Play 2015

www.letsplaygames.pl

EVALUATION

Adventure, labyrinth

Users: For families

Version: pl

Rules: en pl

In-game text: yes

Comments:

First edition 2011 * Standard mechanisms * Nicely varied details * Best as introduction to the genre or as a quick filler

Compares to:

Adventure games with path building

Other editions:

German edition announced from Corax Games



LOONY QUEST

VERSUNKENE STADT

8+

The Arkadia tournament is over, but the King's evil brother is holding five heroes in captivity. The journey to free them takes you to the legendary sunken city of Spektra, home of an old and powerful Loony tribe.

Five new worlds with a total of 32 levels must be explored – Pirate World, Nautilides World, Deep Sea World, Spectral World and Vortex World. You play as in

the core game: You draw what is demanded in the target overview on your „screen“. For valid drawings - elements must never touch, cross or branch off, the maximum number must be correct and all ways used to draw must be allowed - you score experience points and also bonus and penalty tiles.

There are new game features: Hidden passages can be used



in crossing and connecting missions, they are hidden behind doors, shafts, portals or stairwells; when a drawn line ends on such a passage you can continue the line from any other passage. The Pyramid Ship is a 3D construction and used for an obstacle in all levels of World 11. The pyramid is placed on the level board and nobody may touch or move the pyramid until the level is completed. You are, however, allowed to move around the table to obtain a better view of the board.

Scouts as a bonus allows you – at the start of a mission – to put your screen on the level board and make one mark. Cursed for a penalty is discarded and you draw two new penalty tiles. There are also two new bonus levels that are played like those in the basic game.

Fascinating, marvelously and beautifully designed and even more challenging than the core game, you are happy about every well-drawn line! ☒

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
20+

Designer: L. Escoffier, D. Franck

Artist: P. Mafayon, M. Leyssenne

Price: ca. 15 Euro

Publisher: Libellud/Asmodee 16

www.libellud.com

EVALUATION

Drawing, memory

Users: For families

Version: de

Rules: cn de en es fr it jp pl

In-game text: no

Comments:

Needs core game to play

* Again marvelous design

* New features, rules from the core game apply

Compares to:

Loony Quest

Other editions:

Libellud (fr, multi)



MANHATTAN TRAFFIQ

DOWNTOWN TRANSPORTS

10+

In the streets of Manhattan you compete for the most remunerative routes in person and commodities transport and place lorries and taxis in the scenarios „Times Square“ and „Central Park“ on the growing map of the city.

The game features 44 city tiles and six action tiles: Add city tiles (2x), Draw city tiles (2x), Taxi movement (1x) and Lorry move-

ment (1xc). Depending on the number of players you use 2 or 3 lorries and 4 to 8 taxis of your color.

Starting tiles for the chosen scenario are put down, for a first game the rules recommend the scenario „Times Square“.

44 city tiles are shuffled and stacked and you draw two tiles. In your turn you have two actions, chosen from four options:



Place a city tile or drive a taxi or lorry, each once per turn, or – as your last action – draw a city tile. You place a new tile with correlating edges; if you thereby form a square you put one of your vehicles onto the crossing and may then do a ride with one of your earlier placed vehicles and compete at its new location: If you have more vehicles than another player on the crossing of the roads where your newly placed vehicle and the moved vehicle are located, this player must remove his vehicles. You win instantly if all your vehicles are on the map or – when all tiles have been placed and a final round was played – with most points from vehicles on the board, 2 points per lorry and 1 point per taxi.

Tile placement with a twist, which is the competing at locations – this mechanism requires good spatial thinking and planning ahead. Manhattan Traffiq is a very well-made and thrilling challenge for families with some gaming experience. ✓

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Dirk Arning

Artist: Christian Opperer

Price: ca. 15 Euro

Publisher: Mücke Spiele 2015

www.mucke-spiele.de

EVALUATION

Placement, position
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:

Topic fits the mechanism nicely * Competition is a sophisticated mechanism detail * Two scenarios are available

Compares to:

Carcassonne for placement and tile placement

Other editions:

Currently none



MAUS UND MYSTIK

GESCHICHTEN AUS DEM DUNKELWALD



7+

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

In Downwood Tales the mice

must leave their old oak, home of their town, because the tree is dying and the mice need to find a new home in Downwood.

This second expansion for Mice & Mystic is a campaign expansion with intense dynamics and special rules for Searching, Support, Special Set-Up, Rules, Narrative Sections, Optional Side Events and Night. New campaign rules include new nega-



tive effects - Fire and Cursed; groups can comprise more than four mice and there are three new heroes, Ditty the Shrew, an amiable and cute female rascal, Mouse Guardian Ansel, a selfless protector of the Needy, Weak or Feeble, and Jakobe, the Clever Gecko who is an intimate initiate to Downwood. In relation to the rules the two non-mouse characters are considered to be Honorary Mice.

Pets, Allies and Residents are also featured in the campaign rules for the game. Especially challenging and thrilling are effects caused by branches and leaves; mice can now climb and drift downwards again on leaves or use them for boats. And then there is rain, or Pesky Bees, Flight, a snake that is difficult to cope with, and, and, and

....

Attractive, with a dense atmosphere, lots of variety and lots to do; the new town and the non-player characters are especially challenging in this well-made, nice continuation of the mice's adventures. ✓

INFORMATION

PLAYERS:
1-4

AGE:
7+

TIME:
90+

Designer: Jerry Hawthorne

Artist: John Ariosa and Team

Price: ca. 50 Euro

Publisher: Heidelberger 2015

www.heidelbaer.de

EVALUATION

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

Comments:

Campaign expansion * Can be combined with Heart of Glorm * Needs core game to play

Compares to:

Core game of Maus und Mystic, other fantasy adventure games

Other editions:

Plaid Hat (en), Raven Distribution (it), Filosofia Éditions (fr)



MESS MACHINE

PLAN, COOPERATE AND BLUFF

10↑

A toy producing machine broke down and toys need to be repaired. You choose one of four toys, shuffle the parts face-down, lay them out in a 4x4 grid, reveal them and rotate them to the correct position.

Four buttons = cases on the board let you switch two parts – A switches part 1 and 3 or 2 and 4 in a row; B switches 1 and 2 or 3 and 4 in a row; C switches

1 and 3 or 2 and 4 in column and D 1 and 2 or 3 and 4 in a column. You then look at the grid and choose two of your four button discs, set them down face-down and mark one as your direct button, the other one is the indirect button. Then, in your turn, you take a button marker off the board and switch tiles accordingly. If then one or two parts are in correct position, you



score 1 point. When there are no markers for a button, you must use another button and nobody scores VPs for correct positions of parts anymore.

When you succeed to repair the toy, you score 1 VP for each marker in the color of your direct button that you hold yourself, and 2 VP for each marker in the color of the indirect button held by another player.

During the game the machine can make more mistakes and switch parts – you have to roll for row and column – in the medium game when there are only 5 markers left with a button and in the difficult game when 5 and 2 markers are left with a button. Mess Machine is a sophisticated little game with a felicitous mix of strategy, tactic and cooperation! Will I score for correct placement or do something else and hope that someone will choose my "indirect" action and give me two points at the end? But remember, the picture must be correct to score in that way!

☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Nikos Chondropoulos

Artist: George Doutsopoulos

Price: ca. 15 Euro

Publisher: Desyllas 2015

www.desyllasgames.gr

EVALUATION

Swapping, Logic
Users: For families
Version: multi
Rules: de en fr
In-game text: no

Comments:

Three variants * Each variant can be played in three levels of difficulty * Features a training image * Sophisticated mix of strategy and bluff

Compares to:

First game of its kind

Other editions:

Desyllas (gr)



METRO 2033 BREAKTHROUGH

UNDERGROUND RESOURCES AND INFLUENCE

Post-apocalyptic topic, based on the novels by Dmitry Glukhovsky - survivors set up a new civilization in the Moscow Metro. You begin with five Faction markers for your population and your goal is to double your faction. In your turn you can do one of three main action options: 1) Play a card from hand, pay with faction markers and then take an open or face-down card Pay-

ment is made by moving the necessary factions markers from the area above your faction card to an area below it. 2) You discard a card, receive the cost – faction markers are moved from below to above your faction card - and take a card. Active cards that are discarded trigger effects for all players. 3) You discard three cards without receiving income and take/draw three



cards. Card types are Resources, Stations, Caravan, Heroes and Threats.

At any time during your turn you can do any number of free actions: Complete a Quest or Clear Up. To complete a quest you deliver resources, with gives you support and enhances your influence. Resources are represented by symbols on cards. If you have completed a quest you take a faction marker from stock and place it above your card and also move all markers from below to above. When Cleaning up you discard cards you played, with the exception of the Faction card. If you discard a Station card, markers on it go back to your Faction card. If you are first to own ten markers of your faction you win.

This game is a variation of the topic from Metro 2033, this time with cards only and with an emphasis on resources management, which can be done via card management of cards in hand. Very strategic, with unusual interaction. ☑

INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
60+

Designer: Evgeniy Nikitin

Artist: Sergey Dulin

Price: ca. 20 Euro

Publisher: Hobby World 2015

www.hobbyworld.ru

EVALUATION

Cards, resources
Users: With friends
Version: en
Rules: en ru
In-game text: no

Comments:

Bleak, good graphics * Very concise rules * Good mix of resources and hand management * Sequel to the Metro 2033

Compares to:

Metro 2033

Other editions:

Hobby World (ru)



MONKEY BEACH

TREASURES FROM INSIDE THE ISLAND

3↑

The little pirates want to salvage their treasures before the volcano erupts, but they have forgotten the exact hiding places and need to find the treasures again. Twelve treasures in six different shapes are put into the island bag through the volcano. Twelve green tiles for three exits – beach, jungle and waterfall – are shuffled together with four

volcano tiles and stacked face-down, as are twelve blue treasure tiles.

If you are the active player, you turn over one blue tile for a treasure and one green tile for an island exit; if you turned up a volcano tile instead of an exit tile, you set the volcano tile aside and turn up another green exit tile.

Then you try to locate the trea-

sure with the actual shape by feeling with your hands along the outside of the bag and then shunt it along, again from the outside without putting a hand inside the bag, and push the treasure out at the indicated exit. If you manage this and you have found the correct treasure, you take tile and treasure. If you found the wrong treasure – shape or image are wrong – you put it back into the island bag and both tiles are returned beneath their respective stacks. When all twelve treasure have been found or when the fourth volcano part is revealed, the game ends and you win with most treasures.

Monkey Beach is a visual and tactile pleasure and also a wonderful idea for a game. Feeling for shapes in a bag is a well-known mechanism, but not from the outside! Together with the treasure story and the design of bag and treasures the game is a thrilling experience as well as an excellent training for motor skills and spatial thinking. ☑



INFORMATION

PLAYERS:
2-4AGE:
3-7TIME:
15+

Designer: F. Creative
Artist: Forrest-Prusan Creative
Price: ca. 34 Euro
Publisher: Ravensburger 2016
www.ravensburger.de

EVALUATION

Motor skills, tactile sensing
 Users: For children
 Version: de
 Rules: de
 In-game text: no

Comments:
 Beautiful components
 * Simple rules * Good training for motor skills and 3D-thinking

Compares to:
 Blinde Kuh, Ramba Zamba and other tactile games

Other editions:
 Currently none



PORT ROYAL

EIN AUFTRAG GEHT NOCH

1↑

8↑

Cards show Ships, Persons, Expeditions or Tax Increases, with symbols and cost/influence points. You turn up cards one by one and decide after each on if you stop or continue. Expeditions are set aside separately. If you stop, you and then all others can take one of the revealed cards. Ships give cards as money; persons for advantages and symbols cost money. If you

continue to turn up cards and cannot fend off a second identical ship using swords on cards in your display, your turn ends. An expedition is paid for with symbols from your display.

In the expansion events in the harbor step up: Contracts are added to the expeditions, you can meet competitively each on his one or cooperatively in a race against time; the time frame is

set by a timer card stack – with its size in relation to player numbers and seals on orders - of which you draw a card per turn. If you use the contracts, you need to use the new characters and ships: Clerk for taking one additional card without payment to the active player; Gunner for money based on ships in the harbor display, Vice Admiral for coins per Vice Admiral based on cards in the harbor and two new ships per color. You win either as in the core game with 12 influence points on your cards or cooperatively with a given number of contracts met. There is also a solo version.

A harmonious and well-working expansion that intensifies play without making it more complex or more complicated and yet the contracts bring with them the need for different strategies, as the difficulty to meet them does vary considerably. All in all a must-have for all who love to play Port Royal. ☑



INFORMATION

PLAYERS:
1-5AGE:
8+TIME:
50+

Designer: Alexander Pfister
Artist: K. Franz, H. Schneider
Price: ca. 10 Euro
Publisher: Pegasus Spiele 2015
www.pegasus.de

EVALUATION

Reveal cards, collect sets
 Users: For families
 Version: multi
 Rules: de en
 In-game text: no

Comments:
 Two modules – characters + ships and orders * Play options are extended * Character of the game remains unchanged * Very attractive expansion

Compares to:
 Port Royal

Other editions:
 Currently none



PUKI DUKI

A CAT AND A DOG AND TWO BALLS



Dog and cat have something in common in each situation in this game, that this, two items. 36 tiles show dogs, cats and the individual items. The tiles are shuffled and dealt evenly to all. One player puts down dog or cat, the next one adds the tile showing one of the items with it, the third then places cat or dog and the fourth the second item. If you cannot add a suit-

able tile you pass your turn. Then the player who placed the last tile must tell the others what you could do with the things and then the tiles are set aside.

There is, for instance a cat wearing a hat and a bow tie, the dog featuring hat and bow tie and one picture of the hat and one picture of the bow tie. Or someone places the dog with a puddle and the pail, the next

one the pail, the third one the cat with pail and puddle and the last one the puddle on its own. There are also cat and dog with flower and butterfly, fish and gold fish bowl, dog bowl and bone, big ball and small ball, a green and a yellow ball of yarn, with mouse and cheese and teddy bear and cushion. It does not matter if a row is started with the cat or the dog, you can always combine four pictures. For better training observation and recognition of items, the items in the pictures are depicted in varying sizes and different placements. You win, if you are first to be out of cards.

Puki Duki is yet another one of those very simple and yet enchanting games for toddlers that are published by Logis. They usually feature one very simple mechanism and provide great training effects from observing and allocation. Due to having players explain the items the game also trains language and vocabulary. ☑



INFORMATION

PLAYERS:
1-4

AGE:
3+

TIME:
20+

Designer: Laima Zuloné

Artist: Laima Zuloné

Price: ca. 11 Euro

Publisher: Savas Takas 2015

www.logis.lt

EVALUATION

Placement, allocation

Users: For children

Version: multi

Rules: de en lt

In-game text: no

Comments:

Enchanting illustrations *
Simple mechanism *Trains
language, vocabulary and
observation

Compares to:

Allocation games

Other editions:

Logis (lt)



REVOLTA

DUCKS VS ROBOTS



Red Ducks versus Blue Robots is the constellation in this quick card game.

There are 66 cards of values 0 to 5 and each player is dealt 11 cards, another 11 cards form a neutral stack in the middle, an eventual rest is set aside.

In each round you reveal one card from the neutral stack. All players choose a card from their hand and then reveal them si-

multaneously. The values of all red cards and all blue cards are summed separately and the color with the highest total value is the winning color. In case of a tie the color of the neutral card decides.

Then the trick-winning card in the winning color is determined – the card with the lowest value that was played. If there is a tie in this value, the card with second-

highest value wins the trick, and so on; if there is no single card, the trick is won by the neutral stack. The trick is then set out for the winner or next to the neutral stack. When four stack have been won in one of the two colors, the game ends immediately with this color being the winning color – robots or ducks – and you score one point for each trick that you hold in the winning color. Then all players display their hand and score one point per card in this color, the winner is the player with the highest total.

In the version RevoltaaA Bananas cards are not revealed simultaneously, but are played in turn and there is no neutral stack, a new round is lead by the starting player.

RevoltaaA is not a revolutionary game, but a cute, quick, little card game with a nice mechanism for winning a trick, a good filler and also very nice for beginners or to take on holidays. ☑



INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
15+

Designer: Reiner Knizia

Artist: Franz & Imelda Vohwinkel

Price: ca. 12 Euro

Publisher: PLAYthisONE 2015

www.playthisone.com

EVALUATION

Cards

Users: For families

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

Nice topic * Yet abstract
game on comparing sums
* Nice family game for
a filler

Compares to:

Trick-taking games

Other editions:

Currently none



RÜBEN RALLYE

IS THE BRIDGE LONG ENOUGH?

4↑

The rabbits want to harvest the Golden Carrot on Carrot Island and need to build a bridge from stones and planks.

The starting island and Carrot Island are assembled and laid out in about 80 cm or four box lengths distance between them. Depending on the number of players you plant one, two or three carrots on the island and set out three, four or five stones

and all bridge planks. All players put their rabbit on the starting island.

The active player rolls the color dice to determine the bridge plank he will use - the plank stays on the table - and places a stone in front of his rabbit towards Carrot island and tries to guess the distance between rabbit and new stone to correspond to the plank length.



Then you pick up the bridge plank and place: If you can connect the location of your rabbit and the new stone with the plank, your rabbit moves across the bridge onto the new stone. If you believe that you can already reach Carrot Island with the plank you must use, you do not place a new stone, but place the plank between your rabbit and Carrot island. If the part touches Carrot Island, you go there and take the biggest available carrot. Whenever your guess was wrong and the plank is too short, your rabbit does not move. When all carrots are harvested – all rabbits but one have reached the island – you win with the biggest carrot.

The basic mechanism of River Dragon was here transformed to a cute game for children, simple and very attractive, the plank length are very well geared to train guessing of distances – if you guess well, you will be in front in the race for the Golden Carrot. ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
15+

Designer: Sylvain Ménager

Artist: Daniel Döbner

Price: ca. 15 Euro

Publisher: Haba 2016

www.haba.de

EVALUATION

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

Comments:

Standard core mechanism *
Good training for assessing distances * Safe distances only will not make you win

Compares to:

Driver Dragons for the core mechanism

Other editions:

Currently none



SAFIRAS WETTLAUF IN TARAKONA

RACE OF ELEMENT DRAGONS

3↑

Safirias are elemental dragons living in Tarakona – there are Earth dragons, Water dragons, Air dragons and Fire dragons and, unfortunately, also the bad little Shadow dragon Draki. Dragons draw their power from their element gems.

In this dragon race you want to get your dragon to the finish as quickly as possible. In the easy basic version you lay out the

board showing the side with paths without shortcuts and without symbols on the cases, each player chooses a dragon. You roll the color die and move your dragon to the next free case of the color.. In Variant 2 you play as in variant 1, but use a number die; when the target case is occupied you go the next free case. Variant 3 is played on the side of the board that shows



various path shortcuts and symbols on the cases. You roll both dice, choose one and move your dragon accordingly. The other die is given away to a player of your choice who now can move his dragon accordingly. Symbols on the cases have effects: On "Abkürzung" go go in the direction indicated by the die symbol for the die you used. "Drei Farben" – you must choose the color die. "Sechs Farben" – you stop when you choose the color die or get it as a gift. "Vorsprung" – if your turn ends on that case you move again for the indicated number of cases. "Nochmals Würfeln" – if you reach this case you roll the depicted die and move again. The winner is always the dragon which reaches the Color Realm first

The dominant topic of the Safiras collectible dragon figurines and their story is friendship, as implemented in this game by giving away dice; otherwise all three variants use simple basic mechanisms. ☑

INFORMATION

PLAYERS:
2-4

AGE:
3+

TIME:
20+

Designer: not named

Artist: Fiore GmbH

Price: ca. 20 Euro

Publisher: Noris Spiele 2016

www.noris-spiele.de

EVALUATION

Roll & move
Users: For children
Version: de
Rules: de
In-game text: no

Comments:

Game based on collectible figurines * Pretty playing pieces * Simplest possible rules * Three versions of the game

Compares to:

All start-to-finish roll & move games

Other editions:

Currently none



SCHATTENMEISTER

IDENTIFY SHADOWS TO SCORE

8+

In this game of shadows and silhouettes the shadow silhouettes of individual items are superimposed on each other and you need to be Master of Shadows to unscramble the mix – does the round bit come from the apple or the turtle?

Ten image cards – marked by a letter on the back – show nine images plus a color dot. Shadow cards show a mix of silhouettes

and markings for an image card in white, blue or yellow, which are the case colors of the track. Players have a screen and behind it a color card for marking found images. Player markers start at the first case. On the shadow card of the round you choose the marking according to the marker in the lead on the track – white for the first card – and turn over the correspond-

ing image card to the image side. Now all players try simultaneously to identify as many images in the mix as are marked by the number given below the current color mark. If you find an image you mark it behind your screen by placing a betting piece on the corresponding color dot on your card. If you found all images you take the most valuable Shadow Stone still available. You can never place more betting pieces than stated by the number marking the number of images. When all Shadow Stones have been taken, you score one point for each correctly marked image plus the value of your Shadow Stone if you correctly identified all images.

When someone arrives at the blue finish case on the track, you win at the end of the round if you are in the lead.

This is a very unusual game idea in a very clever implementation, albeit also in a very challenging interpretation, as the items are depicted in unusual guises. ✓



SHIFTAGO

ROWS OF MARBLES

On a board of 7x7 cases you want to be first to arrange marbles of your color in a horizontal, vertical or diagonal row, winning conditions vary in relation to the chosen version of the game and the number of players; you might have to form one or several rows of varying length to win.

The basic rules are always the same: You place one of your 22

marbles in a border case of any track on the board. If this case is already occupied by a marble, you shunt it along to the next case, if necessary chain reaction for additional adjacent marbles are resolved, but you can never push a marble off the board.

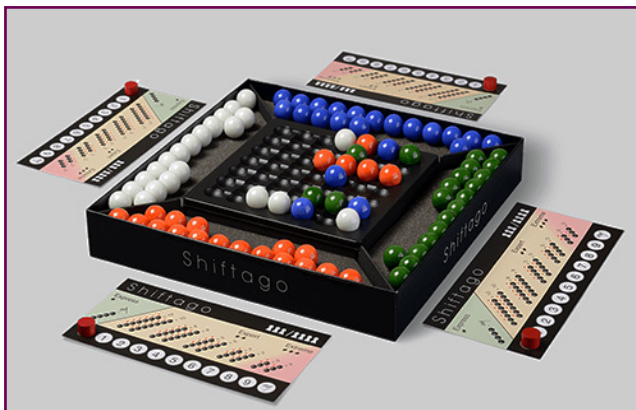
A check on the formation of a row is always done for the current situation after the active player has placed his marble,

rows of other players' marbles that might have been formed by the turn of the active player are disregarded.

In the variant of

In the version Shiftago Express you need to form rows, in a game of two players you must align five marbles in a row, in a game of three and four players you align four marbles. In Shiftago Expert and Shiftago Extreme you score points for rows that you form – you win with 10 points scored by forming rows of 5, 6 or 7 marbles for 2, 5 or 10 points; again you only score rows formed by the active player who, after scoring a row, has another turn. In Shiftago Extreme you also score rows of 3 or 4 marbles, but with 0 points.

Abstract, beautiful, classy, tricky and well-working with Shiftago Express providing training games for the two other version. You need to plan despite permanently changing situation on the board in this tactical and strategic jewel. ✓



INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
40+

Designer: Wolfgang Warsch

Artist: Marek Bláha

Price: ca. 23 Euro

Publisher: Piatnik 2016

www.piatnik.com

EVALUATION

Spotting guessing

Users: For families

Version: de

Rules: de

In-game text: no

Comments:

Simple basic mechanism *

Silhouettes hard to identify

despite image templates *

Clever, unusual game idea

Compares to:

First game of its kind

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
var.

Designer: R. Witter, F. Warneke

Artist: Illespiel

Price: ca. 50 Euro

Publisher: WiWa Spiele 2016

www.shiftago.de

EVALUATION

Abstract, shunting

Users: With friends

Version: multi

Rules: de en es fr it

In-game text: no

Comments:

Classy components *

Simple basic rules * Three

game variants * Tactical

und strategic challenge

Compares to:

Abalone and other marble-

shunting games

Other editions:

Currently none



SHOPPING QUEEN

SCORE WITH KNOWLEDGE AND ACTIONS

Shopping Queen is a German TV Show, in which candidates have 500 Euros and four hours to assemble the perfect outfit. You collect fashion points and will be crowned Shopping Queen with most points. Those points are acquired by assembling the completest possible outfit and by positive action evaluations from the other players. You choose one of two mottos,

need not announce it but try to meet it by the end of the game. The game board with fashion cards is prepared. In your turn you roll a die and advance the Guido marker – depending on the square that the turn ends on you either answer a knowledge question, resolve an action, choose one of those two options or go shopping immediately when you end up on Guido's



starting spot. A card that was drawn for your question or action can also be a Guido card; those cards are event cards and their effects are instantly resolved.

For correctly answered questions and well-implemented actions – half of your fellow players was happy with it – you may roll the die and go shopping accordingly. You roll the die, move your shopping vehicle to a shop and buy a fashion card there. You have the duration of eight rounds of Guido around the board, but can move to the runway earlier if you have acquired the must-haves of your motto. On the runway you present and defend your collection and score for it – you draw and keep score chips depending on the order of arrival on the runway and sum this chip, chips from other players and the points on your fashion cards.

A girls game if there ever was a girls game, featuring standard mechanisms and a nice question mix; if you like the show, you will like the game. ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
60+

Designer: Schäfer, Feldkötter
Artist: F. Streesse, Kreativbunker
Price: ca. 33 Euro
Publisher: HUCH! & friends 2015
www.hutter-trade.com

EVALUATION

Quiz, action, collecting
Users: With friends
Version: de
Rules: de
In-game text: no

Comments:
Standard mechanisms * Of interest for fans of the show
* Topic nicely transplanted
* Pure girls' game

Compares to:
Roll & move games with quiz and action elements

Other editions:
Currently none



SMART GUY

A VARIANT OF STADT-LAND-FLUSS

8+

Smart Guy offers a version of the standard, well-known mechanism in Stadt-Land-Fluss, in which the basic mechanism is the same, with changes in details.

The game features 54 cards showing a category term on the front – for instance Hobbies, Reptiles or Fungi – and a letter on the back, in those cases A, I and U.

In Variant I - FINDE EINEN BEGRIFF – the cards are stacked letter-side up; the top card is turned over and provides the category. Whoever is fastest to name a word for the category, beginning with the letter showing on the top card of the stack, wins the card and turns over the next one. When only one card remains, you win with most cards. In Variant II – BIS EINER

NIX MEHR WEISS! – you stack 21 random cards letter-side up. Again you reveal a card for the topic and find one suitable word in turn. If nobody in the round did repeat a word, the next card is turned up. If you answered with an unsuitable term or one that was already named, you take all cards played so far; this time you win with fewest cards when only one is left in the stack. In Variant III – SO VIEL WIE MÖGLICH – you reveal four terms and all write down words suitable for those terms and beginning with the letter on the top card; you score 3 points for letters you wrote down alone, and 1 points for words you have in common with other players. If you did not find a word for a topic, you score a penalty of -2 points. When only two cards are left, you win with most points. Smart Guy is a well-made version using cute and unusual categories; like all those games, this one, too, works best with a homogenous group of players. ☑



INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
20+

Designer: Meelis Looever
Artist: Kreativbunker
Price: ca. 12 Euro
Publisher: moses, Verlag 2015
www.moses-verlag.de

EVALUATION

Association, vocabulary
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:
Standard mechanism, nicely varied * Works best with homogenous groups
* Good vocabulary training
* Nice for holidays and travels

Compares to:
Stadt-Land-Fluß and all its versions

Other editions:
Currently none



SPACE CADETS: AWAY MISSIONS

ADVENTURES IN THE ROCKET PATROL



In this cooperative game players are members of the Rocket Patrol, explore UFOs, acquire Alien technology and fight hostile extraterrestrials; all opponents of the Rocket Patrol are provided by the game itself.

In the rounds of the game each player has a turn for his character - the turn order is chosen by players together - comprising taking of an order/scan marker,

scan a face-down map hex by turning it over and triggering effects of Alien or Alert markers. If there is no hex to scan, the Red Alert Stage begins. Next in a turn are actions for action points and free actions like trade, take items or use gear. Once in a turn you can spend O₂ for an additional action. After player turns come Alien turns with simple movement and attack rules,



Aliens act in order of their state of sentence.

The success of actions is determined by dice roll - results of 1, 2 or 3 bring success, any other result has no effect, 0 means 10. Modifications from effects relate to the number of dice to roll, not to their result. If several dice are rolled one success result guarantees the success of the action, additional success results are Overkills and can be used as respective options for a character, the weapon or the Alien.

All scenarios follow those basic rules, but each one has individual mission goals that must be met in order for the Rocket Patrol to win; if one Rocketeer dies, all players lose together. Standard SciFi flair from the time of All-American heroes, but featuring marvelous details like the Overkill mechanism and the choice of turn order. Good solid fun without any fussy embellishments, quick to play and offering high replay value. ☑

INFORMATION

PLAYERS:
1-6

AGE:
14+

TIME:
120+

Designer: Dan Raspler, Al Rose
Artist: William Bricker
Price: ca. 45 Euro
Publisher: Stronghold Games 15
www.strongholdgames.com

EVALUATION

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

Comments:
Flair of classic SciFi * Solid mechanisms with sophisticated details * Lots of fun and replay value * Stand-alone, NOT an expansion for Space Cadets

Compares to:
SciFi games with scenario mode

Other editions:
Currently none



SPLASH!

ONE CHOSSES A BLOCK,
THE OTHER PLACES IT

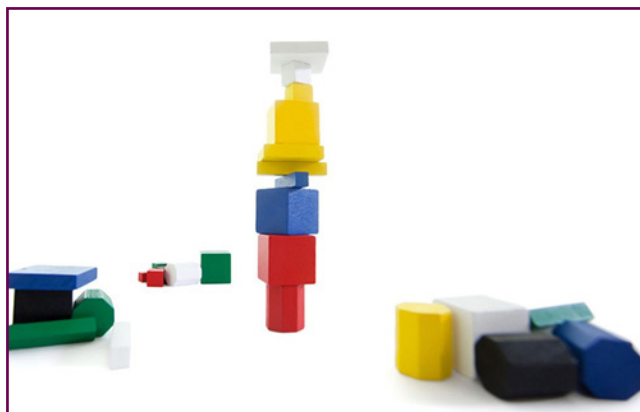
6+

Build towers without having blocks falling into imaginary water.

In turn you take one of 30 building blocks in five shapes and six colors - the rules suggest that you try to get as many different shapes and colors as possible. All players have the same number of blocks, an eventual surplus goes out of play.

Then, again in turn, you hand

one of your blocks to your left neighbor, who begins a tower with it or extends the tower. The block that you hand on and which must be placed by your neighbor, must correspond in color or shape to the previously placed block and is only allowed to touch this recent block. If you do not hold a block suitable to hand on, you can select and take a block from any other



player. Only if there is no suitable block available, can you hand on any block.

When the tower tumbles the player who did hand on the block that caused the fall, receives a water crystal and building is continued with the remaining rest of the tower. If after the fall there are only individual blocks, the active player decides which block to use as basis for the new tower. Whoever caused the tumble, takes three of the remaining pieces into his stock and then hands on one block according to the rules. If you are first to hold three water crystals or to be out of blocks, you win. In a team variant you play in two teams, if one player meets the victory condition, all team members win together.

Not really new, but with an interesting irritation component or dilemma- do I play nasty and hand on an impossible piece or do I play more friendly? In any case, motor skills in travel size, handy and nice! ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
20+

Designer: W. and M. Fort
Artist: Natalia Zelenina
Price: ca. 13 Euro
Publisher: Game Factory 2015
www.gamesfactory-spiele.com

EVALUATION

Building, dexterity
Users: For families
Version: multi
Rules: de fr it more languages
In-game text: no

Comments:
Known mechanism * Choice of block introduces irritation element * Good motor skill training in travel size

Compares to:
Construction games with balance

Other editions:
999 Games (nl), Brain Games (et, lt, lv), dV Giochi (it), Egmont Polska (pl), Kaissa (gr), Lifestyle (ru), Swan Panasia (cn)



STORYTELLING

SUN, PIGGIES, AND A FARM

5+

One of four fairy tales is selected, one player is the narrator and tells the story with the help of cards. Players are tasked with finding the currently needed images. The tiles for the story are shuffled and set out face-down in a 4x4 grid, the narrator takes the story cards, sorts them by number, and reads out the first card: "One fine day the three piggies left the farm where they

lived". The active player sees the currently wanted images for that story part on the back of the card – sun, three piggies and a farm, in this order – and turns up one tile in the grid. If the tile shows the needed image, he may turn up another tile, and so on. If he manages to reveal all images for the current story card in the correct sequence, he then repeats the part of the



story that was read and is given the card. If he turns up a wrong image, the story card is set aside and the next card is read out for the next player.

When all the cards for the story have been read and less than ten cards have been won by players, you turn over the stack of set-aside cards and read them out again one by one. As soon as ten cards have been won by players, the game ends and the winner is the player with most victory points on his card.

For all four stories the rules list a variant for somewhat more experienced players, for instance a cooperative race hare versus tortoise with changed grid arrangement; when tiles are correctly revealed, the tortoise moves, or else the hare.

This is a cute game for families with smaller children, the stories are familiar ones and the memo mechanism has been nicely varied to engage audio and visual memory. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Toni Serradesanferm

Artist: Evelt Yanait

Price: ca. 35 Euro

Publisher: Viravi 2015

www.viravi.es

EVALUATION

Memorizing images and story parts

Users: For families

Version: multi

Rules: ca de en es

In-game text: yes

Comments:

Cute illustrations * Nice mechanisms * Trains audio and visual memory

Compares to:

Memo games with story background

Other editions:

Currently none



THE CURSE OF THE BLACK DICE

DRINKING RUM CHANGES DICE RESULTS

As a member of a pirate crew players must cooperate and yet only one can be the winner in the end.

The game features four missions, which in turn comprise three segments each – six adventure cases equal to the symbols on the black cursed dice, cases for rewards for completed adventures and cases for penalties in case of failed missions.

A mission is chosen, five black dice are in play for each player and you randomly draw tiles for the crew, one per player. The captain is chosen and then each player rolls his black dice and places the symbols on top of the mission card in the column for the respective symbol.

Then each player rolls his personal dice and can then either use the ability of his pirate or



drink rum and roll again. Afterwards you choose a symbol and add all dice showing this symbol below the mission card to the column of the symbol. This is repeated in turn until all players have placed all dice. Then the mission is resolved: From left to right the number of black cursed dice and player dice for a symbol is compared. The same number or more player dice than black dice indicate a completed adventure and rewards are awarded. Less player dice than black dice indicate failure, penalties are applied and the black dice are re-rolled; symbol results for symbols that have not yet been resolved are added to the respective columns. When the end-of-game condition for the mission is achieved, you win with most gold.

Dice comparison as usual, there is, however, the sophisticated mechanism of re-rolling dice of a failed adventure and with it the danger of failure for future, seemingly successful adventures. Very well done! ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
40+

Designer: Alexander Lauck

Artist: Piotr Uzdowski

Price: ca. 30 Euro

Publisher: Board & Dice 2015

www.boardanddice.com

EVALUATION

Dice, pirates

Users: With friends

Version: multi

Rules: de en pl

In-game text: no

Comments:

Nice mix of mechanisms

* Challenging details *

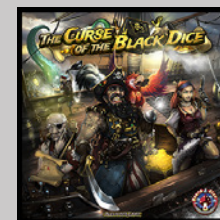
Conditions change in the course of the game

Compares to:

Comparison of dice results and achieving template results

Other editions:

Currently none



THE WITCHER

ABENTEUERSPIEL

An adventure game that is set in the universe of the The Witcher video game and The Witcher novels by Andrzej Sapkowski. As one of four characters with special abilities – Monster Hunter Geralt von Riva, Canny Troubadour Rittersporn, Dwarf Warrior Yarpén Zigrin or Cunning Sorceress Triss Merigold – you travel across the lands, fight enemies and follow up clues to

complete quests and collect victory points.

Each hero has his own deck of cards, has one quest at a time and can only draw from related stacks of cards. As the active player you have two actions – you chose them by placing markers on your hero sheet – and you cannot do an action twice in a turn. Actions are Travel, Investigate, Train, Rest,



Alchemy (for Geralt), Preparation (Triss), Sing (Rittersporn) or Lead (Yarpén). Before, in between or after those two actions you can do any number of Free actions – Change clues into proof, Complete a side quest, Complete a support quest or Complete a main quest, Trade, or Bribe friends (Rittersporn only). Then you have to face a danger of your current location, either a catastrophe that you resolve or a monster that you must fight. Fights are resolved with effects prior to rolling dice and then rolling dice and applying modifications to the results. If someone completes his third main quest, all others have one more turn and then you win with most points.

This is basically a multi-player solitaire game, featuring very different characters and a lot of very negative events that you must cope with; all in all it feels like a somewhat more complex Talisman with a high factor of chance from rolling dice and drawing cards. ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
240+

Designer: Ignacy Trzewiczek
Artist: P. Juszczyk + Team
Price: ca. 50 Euro
Publisher: Heidelberger 2015
www.heidelberger.de

EVALUATION

Adventure, fantasy
Users: For experts
Version: de
Rules: cn cz de en es fr
it jp pl
In-game text: yes

Comments:
Very nice design * Little to no interaction * Successful quests demand lots of planning and lots of luck

Compares to:
Talisman and other adventure games with little to no interaction

Other editions:
Game Harbour (cn), ADC Blackfire (cz), Fantasy Flight Games (en), Edge Entertainment (es, fr), Giochi Uniti (it), Arclight (jp), CD Projekt Red (pl)



TINY EPIC DEFENDERS

DEFENDING CAPITAL CITY



After the Big War fought in Tiny Epic Kingdoms, unity was achieved and peace reigned in the land. But then the threat by demons came out of the mist. Players defend the Capital City and win or lose the game together.

Each player is randomly assigned a hero. The land is set up from cards for Capital City and seven regions around it,

the player meeples begin in the City. Depending on the number of players and intended level of difficulty a Hordes Deck and a Turn Deck are prepared and a randomly chosen Epic Foe set out. Then you play rounds: In turn you draw a card from the Turn Deck – Enemy, Allies or Artifact – and resolve it, players can do any number of actions in any order while having suf-



ficient action points for them; action options are Move, Succor, Fight, use ability of Region, Hero or Artifact. A hero with 0 Health is not eliminated, but cannot defend, succor or fight unless aided by artifact or ability; health can be re-acquired by using the Capital City ability. Destroyed regions can still be entered and defended, but its special ability can no longer be used. Undefeated threats to a destroyed region are redirected and applied to the Capital City. When the Turn Deck is depleted, the round ends. New hordes are added from the Hordes Deck and you shuffle the deck for a new round. When the Hordes Deck has been dealt with the Epic Foe comes into play and you continue to play and reshuffle the deck if necessary until he is defeated or the City has fallen. Epic, difficult, challenging, partly rather chance-driven – but all in all a nice micro game in the genre „cope with accumulating threats“. ☑

INFORMATION

PLAYERS:
1-4

AGE:
14+

TIME:
30+

Designer: Scott Almes
Artist: William Bricker und Team
Price: ca. 25 Euro
Publisher: Gamelyn Games 2015
www.gamelyngames.com

EVALUATION

Fantasy, cooperation
Users: With friends
Version: en
Rules: en it
In-game text: yes

Comments:
Good Mix of cooperation and individual actions * Partly rather chance-driven * Good introduction to the genre

Compares to:
Tiny Epic Kingdoms

Other editions:
Giochix (it)



VAMPIRE QUEEN

PENALTY FROM VAMPIRE QUEEN
AND VAMPIRE SLAYERS



As a Vampire Prince you were out hunting with your vampire clan and now, at dawn, you try to assemble your clan in the tomb as fast as you can and thus avoid the vampire slayers that cause vampires to leave the tomb.

The game features 104 vampire cards of values 1-13, 4 Vampire Queens and 2 Vampire Slayers, depending on the number of

players you are dealt between 9 and 13 cards for each round. The starting player of a turn plays any number of cards of the same value; the other players in turn must answer with the same number of cards of higher value or pass their turn. If you played the highest value cards, you are the next starting player. A Vampire Slayer can only be played as the first card of a round by the



starting player and only as a single card. This triggers a special round – each player in turn must play one single card and you cannot pass your turn, but values need not be raised in turn. If you played the highest card, you take all cards of the turn. The Vampire Queen is a joker card that takes on the value of cards with which she is played. If she is played as a single card, she has a value of 14 and cannot be surpassed.

If someone is out of cards, the round ends and remaining cards in hand give you penalty points equal to the number values of the cards; a Vampire Queen in hand gives you a penalty of -14 and the Vampire Slayers -15 and -20. After five such rounds you win with fewest points.

Vampire Queen is a nice fast family game with reminds one of Karrierepoker, Tichu and others and, of course, the predecessor Ochs & Esel, Vampire Queen and Vampire Slayers introduce additional tactic. ☑

INFORMATION

PLAYERS:
3-12

AGE:
8+

TIME:
30+

Designer: Wolfgang Kramer

Artist: I. Bressel, L. Schiffer

Price: ca. 8 Euro

Publisher: Schmidt Spiele 2016

www.schmidtspiele.de

EVALUATION

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

Comments:

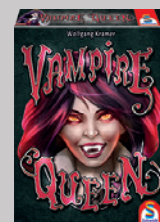
Revised new edition *
Changed topic * Attractive family game

Compares to:

Ochs & Esel, Karrierepoker

Other editions:

Currently none



XENOSHYFT: ONSLAUGHT

NORTEC MILITARY VERSUS HIVE



In nine rounds the bases on the planet that is mined for Xenosanthem ore - must be defended against the recurring attacks of the extraterrestrial hive. It is not necessary to eliminate the enemy, it is sufficient for the defenders to survive three attack waves of the monsters.

Each player controls one division of the NorTec Army – Research, SanArea, Weapons Ar-

senal, Weapons Research, Garisons and Central Command. The game features Item cards and Unit cards with information costs and effects as well as monster cards and division cards with information on bonuses that you can use. After detailed preparations you play rounds: First there is a Draw phase with replenishing hand to six cards – Supply/Resources



phase with receiving Xenosanthem-ore-cards of values 1, 3 and 6 in attack waves of 1, 2 and 3 and buying resources of your choice – deployment phase with setting out enemy and unit cards on the board tracks, maybe even on boards of other players – Combat phase for each individual player with revealing enemy, reaction, combat, advance and aftermath – and, should the basis have life points left – a Wrap Up phase for card management in hand and on boards.

A fantastic game – I am tempted to say, as usual and only to be expected from Cool Mini or Not – in which everything is just right and as it should be – graphics, topic and mechanisms, there is challenging and thrilling interaction from cooperation and discussion, the chance factor from drawing cards exists, but is not dominant. The three attack waves are an enormous challenge and will take a few games to master, and this in turn also enhances the replay value of the game. ☑

INFORMATION

PLAYERS:
1-4

AGE:
14+

TIME:
60+

Designer: Philosophales, Shinal

Artist: A. R. Mirabal + Team

Price: ca. 52 Euro

Publisher: Cool Mini or Not 2015

www.asmodee.de

EVALUATION

Deck building, resources, conflict
Users: For experts
Version: de
Rules: de en es
In-game text: yes

Comments:

Fantastic design * Topic nicely implemented in the mechanisms * Lots of interaction and cooperation * High replay value

Compares to:

Deck building games with conflict topics

Other editions:

Cool Mini or not (en), Edge Entertainment (es)



3 GEWINNT!

Publisher: Ravensburger
Designer: Gunter Baars

6↑



Mice are partying in the cheese paradise and play looking through cheese holes. Three mice of a kind should be arranged next to each other - three mice of one color or three girl mice or three boy mice. Each player draws two mice. In your turn you place one mouse in any column of the cheese grid and draw one mouse from the bag. If you form a group of three you take a cheese piece. They are given out in order of the number of holes on them. When the grid is completely filled or the last cheese piece has been won you win with most holes on your cheese pieces.

Version: multi * Rules: de fr it * In-game text: no

Placement game for 2-4 players, ages 6+

DREAMWORKS DRAGONS JUNIOR LABYRINTH

Publisher: Ravensburger
Designer: Max J. Kobbert

4↑



The tile sliding and labyrinth construction games, geared to children, on a small grid of 5x5 squares, the 2nd and 4th columns and rows in the grid are movable. The twelve discs showing characters from the film are turned over one by one and need to be collected by players. You slide one labyrinth tile into one row or column and try to form a path for your marker to the wanted character. Then you move your marker. If you reach the character, you take the disc. When all discs are taken you win with most of them.

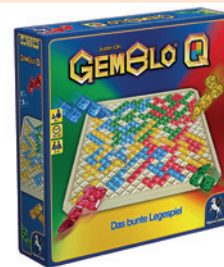
Version: multi * Rules: de es fr it nl pt * In-game text: no

Tile sliding game for 2-4 players, ages 4-8

GEMBLO Q

Publisher: Pegasus Spiele
Designer: Justin Oh

8↑



Gemblo is played on a square board, pieces are made up from small squares, some pieces have half a square - a triangle at one end. Depending on the number of players the board has a different size. You choose a color and start in a corner. The active player places one of his pieces which must always touch another piece of the same color at a corner. The piece may touch a piece of another color along an edge. Diagonal edges of your own pieces may touch. If you cannot place a piece in your turn, you must quit. When nobody can place anymore, each square in remaining pieces is 1 penalty point and each triangle half a penalty point.

Version: de * Rules: : cn de en fr it kr * In-game text: no

Tile placement game for 2-4 players, ages 8+

JAN & HENRY DAS MEMO-SPIEL

Publisher: HUCH! & friends

3↑



The well-known game mechanisms of memory are here used for a game featuring Jan & Henry images. 48 cards form 24 pairs and show images from the series. You decide on the layout for the cards - random or in a grid - and you play according to standard memory rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs.

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

Memo game for 2-4 players, ages 3+

LOGIC CARDS KIDS

Publisher: Game Factory
Designer: Kristaps Auzāns

6↑



53 tasks come in three levels suitable for children. The information is presented in the guise of images and symbols, the task is also given with a symbol: A question mark demands finding the missing element, for instance a number, a symbol, a pattern, a letter, and so on. Three faces demand finding the object that does not suit the other objects and A, B, C demands choosing of the correct answer. A free App is available for download for the solutions.

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

Logic game for 1 player, ages 6+

LUNTE

Publisher: Zoch Verlag
Designer: Bruce Whitehill

8↑



All get four fuse cards and one water card. You add one fuse card or a water card to one of two rows, called burning lines, the value of the previous card is covered. With a water card you take all cards in the row but the water card out of play. Twice in the game you can play a fuse card explosion side up and take all cards from the burning line. When the final card is drawn or all bombs have been triggered, you sum all open cards in your bomb stacks minus cards in hand and win with the highest total. New edition, first edition Mücke Spiele 2014.

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

Card placement game for 3-6 players, ages 8+

QUADROPOLIS MONUMENTE UNSERER WELT

Publisher: Days of Wonder
Designer: Francois Gandon

8↑



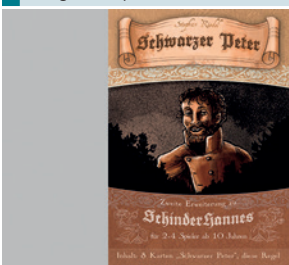
Quadropolis In each of the four turns in a round you place an architect next to free row or column of the Construction Site board and take the building equal to the number of the architect; the architect may not point at the Urbanist. Then you relocate the Urbanist to the vacated spot, place the building on your board according to the number of the used architect and use the resources received to activate buildings for victory points. Monumente unserer Welt is a promotional set featuring Eiffelturm, Freiheitsstatue, Sydney Opera House and Tah Mahal, each monument can replace any one from the core game.

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

Expansion for Quadropolis for 2-4 players, ages 8+

SCHINDERHANNES SCHWARZER PETER

Publisher: Clicker Spiele 2015
Designer: Stephan Riedel



Players embody residents of the Soonwald. In the beat of Schinderhannes you try to filter out information from rumors, that is, cards that you receive to be able to correlate the crimes committed by Schinderhannes with the 16 villages of the area. For each elimination of a false clue you receive bounty. When all crimes are explicitly assigned, the game ends and the player who accrued most bounty, wins. Schwarzer Peter introduces eight cards "not true" which can be played together with an information card and negates the location information on the card.

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

2nd expansion for Schinderhannes for 2-4 players, ages 10

TELL ME NOTFALL

Publisher: Beleduc

4↑



TELL ME is a new series of games that examines important topics in a way suitable for young children. Each box features six topics on five picture cards with identical color frames, presenting the safe and self-reliant behavior in emergency situations. All players together sort the image cards into the correct sequence, the backside of the cards allows for an easy self-check. Each behavioral situation is described in the booklet, cards are explained and the correct behavior is documented. The box NOTFALL comprises the topics of Fire Alarm, Swimming Pool, Bicycle Accident, Never go with a stranger, Stuck in the Lift, Lost in the Shopping Centre.

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

Educational game for 1 or more players, ages 4+



IMPRESSUM

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

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

English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

AUSTRIAN GAMES AWARD 2016



Kerala

You begin with two elephants on a starting tile of one color. In a round tiles = number of players are drawn. You choose one of them and put it into your display, next to or on top of another tile, always adjacent to the location of one of the elephants, which is then moved to the new tile. You try to get only one area of each color, can have two of your own color and should also achieve one area for each color. When all tiles have been placed, you score penalty points for surplus areas and score points for elephant images on tiles as well as bonuses for correctly placed color segments on tiles and elephant figures still standing. Tile placement for area formation for 2-5 players, ages 8+, by Kirsten Hiese with graphics by Antje and Claus Stephan at Kosmos Verlag 2016, ca. 30 min



Mombasa

Economics game for 2-4 players, ages 12+, by Alexander Pfister and with graphics by Klemens Franz and Andreas Resch at eggertspiele / Pegasus 2015, ca. 150 min



Isle of Skye

Placement and auction game on area control, for 2-5 players, ages 8+, by Alexander Pfister and Andreas Pelikan with graphics by Klemens Franz at Lookout Games 2015, ca. 60 min



Abenteuerland

Adventure game for 2-4 players, ages 10+, by Wolfgang Kramer and Michael Kiesling with graphics by Franz Vohwinkel, at Haba 2015, ca. 45 min



Burg Flatterstein

Race and dexterity game for 2-4 players, ages 6+, by Guido Hoffmann with graphics by Rolf Vogt at Drei Magier Spiele 2016, ca. 25 min

All information about the Austrian Game Award: www.spielepreis.at

OUR WINNING GAMES



Codenames

Word association game for 2-8 players, ages 14+, by Vlaada Chvátil and with graphics by Tomáš Kučerovský at Heidelberger Spieleverlag/CGE 2015, ca. 15 min



Gum Gum Machine

Puzzle and collecting game with a machine topic, for 2-4 players, ages 8+, by Stefan Dorra and Ralf zur Linde with graphics by Michael Menzel at HUCH! & friends 2015, ca. 30 min



Magic: The Gathering Arena of the Planeswalkers

Fantasy adventure game for 2-5 players, ages 8+, by James D'Aloisio, Ethan Fleischer and Craig Van Ness at Hasbro 2015, ca. 60 min



Dynasties

Development game for 3-5 players, ages 12+, with graphics bei Claus Stephan at Hans im Glück Spiele 2016, ca. 90 min



La Granja

Economics game with worker placement for 1-4 players, ages 12+, by Michael Keller and Andreas Odenthal with graphics by Harald Lieske and Lin Lütke-Glanemann at PD Verlag 2015, ca. 120 min



Signorie

Worker placement game with dice for 2-4 players, ages 12+, by Andrea Chiarvesio with graphics bei Mariano Iannelli, at What's your Game / Asmodee 2015, ca. 150 min

All information about the Austrian Game Award: www.spielepreis.at

AUSTRIAN GAMES AWARD 2016



Ausgefuchst!

Memo and dexterity game for 2-4 players by Thilo Hutzler with graphics bei Johann Rüttinger at Noris Spiele 2016, ca. 15 min



Leo muss zum Friseur

Cooperative movement and memo game for 2-5 players, ages 6+, by Leo Colovini with graphics bei Michael Menzel, at Abacusspiele 2016, ca. 30 min



Raben schubsen

Vexation game with deduction for 2 players, ages 5+, by Marco Teubner with graphics by Antje Flad and Volker Maas at Moses Verlag 2015, ca. 10 min



Tropicano

Dice and building game for 2-4 players, ages 5+, at Beleduc 2016, ca. 10 min



Epic PvP

Card duel for 2-4 players, ages 12+, by Ryan Miller and Luke Peterschmidt with graphics by Jay Hernishin, Javier Bolado, Riccardo Rullo and Nate Lovett at Pegasus Spiele 2016, ca. 20 min



Nebel über Valskyrr

Cooperative fantasy adventure game for 1-4 players, ages 14+, by Blazej Kubacki with graphics by Enggar Adirasa and Agnieszka Kopera at Heidelberger Spieleverlag / NSKN 2015, ca. 120 min

All information about the society „spielen.at“: www.spielen.at

OUR WINNING GAMES



Die Omama im Apfelbaum

Cooperative narrative game for 2-5 players, ages 8+, by Andrea Kattinig and Klemens Franz with graphics by Susi Weigel at Piatnik 2016, ca. 25 min



Memory Das Brettspiel

Memo, collecting and placement game for 2-4 players, ages 7+, by Wolfgang Kramer and Michael Kiesling with graphics by Anne Wertheim and Andreas Adamek at Ravensburger Spieleverlag 2016, ca. 30 min



Nitro Glyxerol

Shaking, collecting and shunting game for 2-4 players, ages 7+, by Luca Borsa and Andrea Mainini with graphics by Alexander Jung at Zoch Verlag 2015, ca. 20 min



Skull King Das Würfelspiel

Trick announcing game with dice for 3-6 players, ages 8+, by Manfred Reindl and graphics by Eckhard Freytag at Schmidt Spiele 2016, ca. 30 min

Our 4 target groups

We sort our award winners into 4 target groups:

- For Children:** Games for children and educational games. Adults may play, but need not play. Against adults children can not win.
- For Families:** Parents and children play on equal footing, all have the same chances to win.
- With Friends:** Young adults and adults play on equal footing, all players are older than 12 years.
- For Experts:** Games with complex rules, a high accessibility threshold and lots of interesting games play, especially suitable for experienced players.

Please be aware that boundaries between groups are blurred. Children who play often and gladly can be ahead of their age group when playing. „For Families“ is not equal to the classic „Family Game“!

Your taste and fun while playing decides what is a game for you. When choosing the right game for you, we always recommend to play the game!



WIENER SPIELE AKADEMIE

Awarded for the 16th time on June 25th 2016 the **Viennese Games Academy** has announced the award winners. The **Austrian Games Award** is presented annually. **Spiel der Spiele** is awarded to the game which is considered by the Games Committee to be especially up-to-date and entertaining, every interested player should have played. All our award winners are available from games stores in Austria. One is always to be found near you.

The **Games Committee** chaired by Dipl.Ing.Dagmar de Cassan comprises: Dr. Gerhard Bergauer, Dipl.Ing. Bernhard Czermak, Prof. Samy Molcho, Dr. Christoph Proksch and Gert Stöckl.

More information can be found at:
www.spielepreis.at



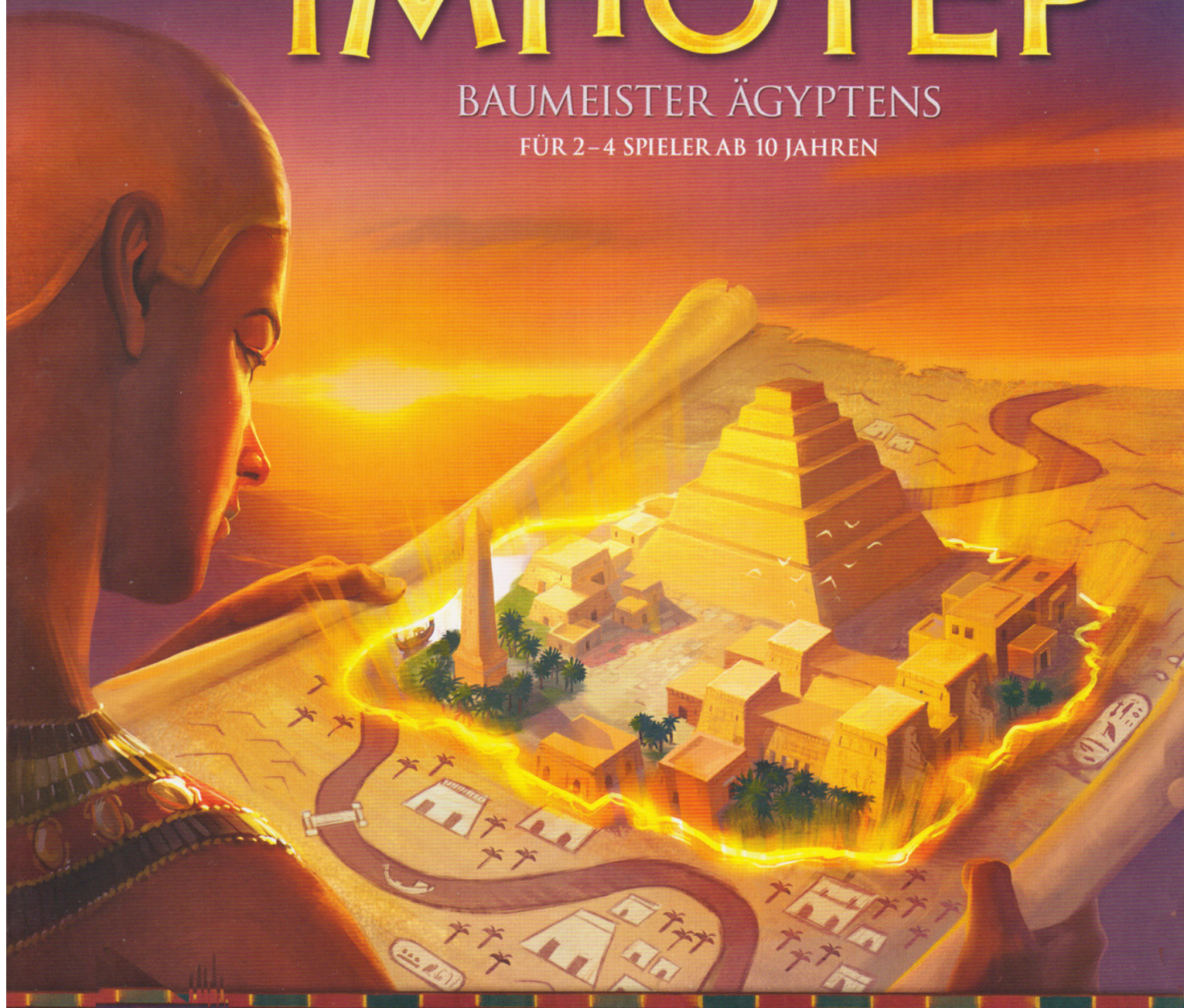
All information about the society „spielen.at“: www.spielen.at

PHIL WALKER-HARDING

IMHOTEP

BAUMEISTER ÄGYPTENS

FÜR 2-4 SPIELER AB 10 JAHREN



KOSMOS