

win

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STONE AGE JUNIOR



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 63 GAMES

BERRIES, FISH AND JUGS

STONE AGE JUNIOR

GOODS FOR HUTS

5+

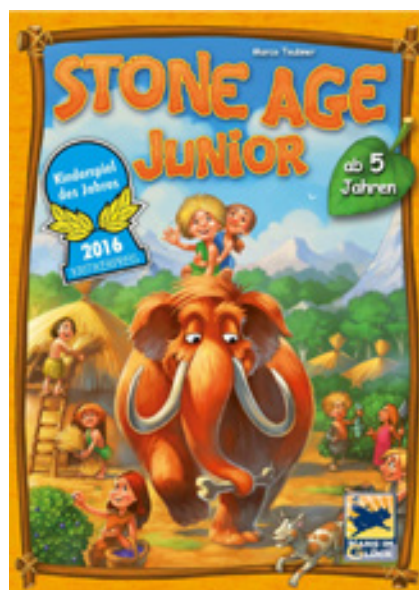
Thematically based on Stone Age, players experience the daily live in the Stone age in the guise of Jana and Jono, children in the era – you collect, trade and build huts to expand your settlement.

Each player receives a settlement in the guise of a rack into which you place the huts and behind which you place your goods. 15 Huts are placed in three stacks á five huts on the board and the top hut of each stack is turned up. Each hut depicts the goods that you must discard in order to build the hut. There are the goods of berries, fish, jugs, arrow head and tooth; depending on the number of players each kind is available three or four times; one piece of each kind is placed on the Trade case, the remaining

If it is your turn, you turn over one of those Forest tokens:

When the back side now shows a dice symbol, you move your marker forward in direction of the arrows exactly that many steps and implement the action on the case you reach. For a Forest token with a symbol – goods, dog, hut or trade – you go directly to this case and implement the respective action.

On a Goods case you take one piece of this kind and put it behind your settlement, you may keep your goods hidden from the other players. On the Trade case you can trade any number of goods from your



own stock in your settlement for exactly the same number of goods from the Trade case,

Dagmar de Cassan

Just as in Carcassonne with Stone Age Junior a game for frequent players has been turned into a fantastic game for kids; topic, components and mechanisms fit together marvelously.

pieces go to their respective, marked cases. All players put their marker on the Construction Site in the middle of the board. 15 Forest tokens showing dice, action and goods symbols are arranged around the board face-down.





after trading there must be five goods again in the Trade case. On the Dog case you take one of the two dog tokens and put it – visibly – next to your settlement. When both dogs have been taken, you take a dog from the dog owner who would be the earlier active player after your turn ends. Those dog tokens are joker for goods, when you want to build a hut. This you can do, when you have reached the Construction Site case. When you have acquired all goods necessary for one of the open-faced huts, you put back those goods on their respective cases and take the hut from the stack and place it into your own settlement. A dog token can replace one good, you may – if you have them – also use both dog tiles in one turn. Then you turn over the top hut on the stack where you took your hut from so that there are again three huts available. When one stack is empty, the selection is limited accordingly.

Regardless of having built a hut or nut, you then turn all open-faced Forest tokens back over to the forest side and then swap two tiles. This introduces tactic and memory into the game; if you remember well where which symbol can be found and which tokens were swapped, you can specifically reveal a certain tile and thus selectively collect the necessary goods. If you build your third hut, you instantly win the game!

Stone Age junior borrows the name and the topic from the „big“ game of the same name by Hans im Glück and seems to intend to present the era of the Stone Age seen from the eyes of children, and this has been achieved so magnificently that the game was named Kinderspiel des Jahres 2016.

Mechanisms and rules are simple and full of flair, you collect and trade as in those times, the goods fit the topic and the illustrations

are enchanting.

Let me repeat, topic and name have been taken from Stone Age, the game itself is a wonderful game for children with a short duration and even tactic from selective collecting and trading using memorizing the symbols on the Forest tokens. ☑

Dagmar de Cassan

INFORMATION

Designer: Marco Teubner
Artist: Michael Menzel
Price: ca. 28 Euro
Publisher: Hans im Glück 2016
www.schmidtspiele.de

PLAYERS:

2-4

AGE:

5+

TIME:

15+

EVALUATION

Move, collect, swap, memo
 Users: For children
 Version: de
 Rules: de en es fr nl
 In-game text: no

Comments:
 Kinderspiel des Jahres 2016 * Very nice components and design * Simple rules * Plays quickly and easily

Compares to:
 Stone Age for Topic, otherwise movement/collecting games with memo and swapping

Other editions:
 999 Games (nl), Devir (es), Filosofia (fr), Z-Man (en)



My rating:



40 Years for WIN

Dagmar de Cassan, Editor-in-Chief

Toddlers learn to understand the world by touching everything and maybe even putting it into their mouth.

Later, when they are older and can pick up things properly and begin to speak properly they try to imitate everything their parents do.

Wand what do children from families of parents being crazy for games and play all them all the time? They want to to the same and play games, too. In their early years this works well with games that are specially geared to toddler abilities, but even then the motto is: I will understand it properly in a few years time, but I want to play it now! And win!

Well, the jury Spiel des Jahres has shown understanding for that wish and has awarded the “children version” of Stone Age.

Now children can play the same game as their parents or at least believe that they do.

This tendency to “junior editions” can be found with many publisher, see Bohnanza junior or Ticket to Ride junior.

How nice to show children that games of grown-ups are available for them, too!

Let's teach our children to play with us, anywhere, anytime.

Do you like our WIN?

All our visitors can read it free of charge, see

<http://www.gamesjournal.at>

See also <http://www.spielehandbuch.at> ☑

PIRATES, FANTASY AND ELECTRONICS

WORLD OF YO-HO

WAR OF THE ORCHIDS

Pirate fantasy on the high seas using App and smartphone; you have barely unpacked board, ships, four red and four blue figurines and the summary cards and must already make a decision – shall we play with one phone per player or only one phone and the cardboard ships?

Of course we are all owners of a smartphone, albeit of different makes, and start downloading the Apps on our phones, which takes some time, as of course each of

the the phones works differently, but finally all press their „ready“ buttons and select their captains (Parrot, Walrus, Shark or Pelican) and Ships (Whale, Jellyfish, Turtle and Swordfish) and the starting values for their ships. All captains come with a rather big disadvantageous characteristics, the ships on the other hand provide an advantageous characteristics, which makes for interesting combinations. You can then choose missions -maximum three at any given time

– and already shop for some equipment.

As we all use a phone, the figurines for ship and captain are placed on the phone – which mixed success as to adhesion duration – and we get used to the fact that our phones now work as playing pieces – ships – and are moved across the board. When the phone is on the board the display shows the part of the board covered by the phone; when you pick up the phone, an interface shows information on the game situation and/or action options.

Players decide on the number of points necessary for winning. The App then takes control of the game, determines who begins and whose turn it is and names the options for the two actions that each player can do in his turn.

Options for actions are Movement – always



orthogonally onto an adjacent case; Attack – can happen when two ships are on adjacent cases on the High Seas, none of them can be anchoring in the harbor; Special Actions for missions and events; Repairs on the High Seas depending on the captain's abilities; Sailing into Harbor with the choices of Barracks for acquiring missions; Tavern for a ranking of players based on the booty they own, Shipyard for replenishing the Resistance value of the ship, which costs money, and Market to sell or buy combat equipment or to buy equipment for the captain or ship parts.

Dagmar de Cassan

The cute use of the smartphone as a playing piece is fun, despite the sometimes glitch-prone App, all in all the game has potential to develop!

When leaving the harbor you can pay tax; if you do not pay, visitors arriving later might acquire information on the actions that you implemented while in the harbor.

Snails are the money in the game, you earn it with completed missions and use it to acquire equipment.

The App looks after the scoring, too. At the end of each round it sums the booty and ends the game as soon as one player has achieved the winning condition, that is, the pre-set number of points. If you manage to be first to do this by completing missions, winning battles against other ships or defeating sea monsters, you win.

So far so thrilling, or somehow not – it is fun in any case to shunt the phones back and forth on the board; however, the App does not always do what you want, at least not for us, we shunt the phone to the left, the App thinks that we sailed upwards, and so maybe you had to complete a circle to arrive where you want to go; this was not really an enticement to keep playing, but of course we kept playing because we are all inquisitive and also embodying booty-hungry pirates in this game! So we concentrated on the missions, which sometimes need to be completed within a given number of turns. A nice detail mechanism there is the possibility that the App can assign another player to take revenge on you in case you failed a mission.

Graphic design of the game and the App including the background music and information are well programmed and attractive, all fits the topic very harmoniously, especially the battles against ships and sea monsters – you first choose your weapons and then the battles happen on the displays – very, very nice. The handling all over is sometimes a bit tedious, the figurine markers for captain and ships did not stick to the phones really well and you always had to put them back if you wanted them for flair! In the one-phone

version of the game the handling is also a bit tedious, you move cardboard ships across the board and hand on the phone. A positive feature is the selection offered at the start of the game, you can choose a standard or narrative game and can also add the tutorial, that explains each action option when it first appears in the game. Our unanimous verdict was „nice“, but in the long run not enticing enough for experienced players, because there are games that implement the game with more tactic and more planning and where „handling mistakes“ are more easily repaired than in the App.

However, the game must be credited with one big positive fact: With the use of smartphones as playing pieces and the direct movement of the phones as playing pieces including the „see-through“ effect the games provides the most atmospheric and plausible use of smartphones in a game board so far and adds a considerable fun element with the graphics of the app with showing the the board on the display and the really well-done combat sequences, in which ships and weapons move between phones in a very nice simulation. ☑

Dagmar de Cassan

INFORMATION

Designer: Étienne Mineur and Team

Artist: F. Dervieux, É. Mineur

Price: ca. 60 Euro

Publisher: Volumique / Iello 2016

www.amigo-spiele.de

PLAYERS:

2-4

AGE:

14+

TIME:

90+

EVALUATION

Fantasy, pirates, App

Users: With friends

Version: de

Rules: de en fr it

In-game text: no

Comments:

Attractive components * Topic nicely implemented * Handling a bit tedious * Most attractive use of smartphones in a game * Cannot be played without App

Compares to:

Alchemist, Eye Know, Captain Black and other hybrid games

Other editions:

Apps available in several languages



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 an educational games. Adults can play in a guiding function.

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

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

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

FEATURES

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

Empty boxes: This feature is neglectable or not present

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

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

Three colored boxes: This feature is dominant and essential

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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

INDUSTRIAL REVOLUTION IN JAPAN

NIPPON

THE HISTORY OF ZAIBATSU

Quite a few years now, What's Your Game? Is very high up on my watch list as a publisher of extremely high-quality, challenging strategy games. 2015 the company presented us with two new games at the same time, one of them is called Nippon and, to preempt the conclusion, it lines up seamlessly into the range of the games published by What's Your Game? so far, especially since the Portuguese designer duo Paolo Soledade and Nuno Bizarro Sentieiro, who did publish a game with What's your game already, Madeira, is also responsible for Nippon.

We find ourselves at the beginning of the Industrial Revolution in Japan, in the Meiji era. The Japanese market is dominated by imports from Europe and America, but the Emperor has ambitions to change this and

Markus Wawra

Nippon is a very beautiful, complex strategy game. Mechanisms are not world-shakingly new, but refreshingly different, nicely assembled and balanced. I always have many options, tactically and strategically, and must consider many elements for my decisions. Sounds exactly like my game. And yet I do not award the full score of points, because for me the strategic component is not big enough. Win or lose is rather decided by the flow of the gameplay and that sometimes comes across as random. But do not misunderstand me – I would recommend to try Nippon at least once to every fan of complex strategy games.

to close the gap between Japan and the western world with the help of Japan's own corporations, the Zaibatsu.

Each player heads one of those Zaibatsu and try to position this corporation at the end as the most powerful and most influential.

The game is played in turns. In your turn you have two options: You can either do an action or consolidate.

There are nine different actions that allow us to advance the development of our Zaibatsu, be it with research, construction of new factories or other infrastructures, production of commodities and placing them into the market to export them.

So far so familiar and standard, but new is that you have to take a worker off the worker area assigned to the respective action area in order to do an actions. Those workers have one of six different colors. You can make your own choice of which worker to remove, but your selection is limited by the

workers available in the worker area.

This removing of workers has two consequences for the gameplay:

On the one hand it is more advantageous to collect as few colors as possible, because workers must be paid by color. If you consolidate you must pay 3000 Yen for each worker color. If you have five workers of one color, you pay 3000 Yen, if you have five workers in three colors, you will pay 9000 Yen.

On the other hand the game is propelled by the worker areas. Because when one worker area is empty it is replenished immediately, so that all action options are available all the time, but after a given number of empty areas in relation to the number of players intermediate scorings and also the end of the game are triggered.

Thus Nippon has no classic game rounds, the timing of the scorings and the total duration of the game are governed by players. As the timing of the scorings can decide the outcome of the game, those timings are a tactical element that must not be underestimated.

If you consolidate, you must first discard all your remaining resources – money and coal – and then you receive new income – money and coal in relation to the current development level of your Zaibatsu – and must pay for your workers and then discard the workers. If you have collected at least three workers, you receive a multiplier tile. Those multiplier tiles are important for the final scoring, but also usually give a small instant bonus.

And how does Nippon play?

Nippon is basically a strategic game, you can and should specialize in only a few segments where you develop your Zaibatsu. In which segment you then develop your cooperation in the end is not a deciding element, because there are more than enough options to compensate for underdeveloped weaknesses with once-only bonuses.

Money and coal are scarce, as most action options cost money and the important production of commodities costs you coal, so that, ideally, actions should be planned ahead at least to the next consolidation. Available workers are a factor in those considerations, too, because, first of all the vari-

ous worker colors cause money to be even more scarce and, then workers trigger scorings. Those scorings are absolutely the deciding element in the game, too. You want to deliver to the Japanese market shortly before a scoring, because this market is scored with a majority mechanism. But as the moment when a scoring is triggered is not always obvious this can cause the best planning to be obsolete.

In connection with those facts you should always pay attention to the actions of your fellow players. Because with the choice of actions and with the choice of workers you not only influence your own game, but also that of your fellow players, both positively and negatively.

According to my experience it is not the strategic component, which is undoubtedly present in Nippon, that decides winning or losing at the end of the game, the deciding elements are the tactical and interactive ones.

An explicit compliment is due for the components, the graphic design and the rules of Nippon, all of which are old What's Your Game? Virtues, but need to be mentioned!



Markus Wawra

INFORMATION

Designer: P. Soledade, N. B. Sentieiro
Artist: Mariano Iannelli
Price: ca. 42 Euro
Publisher: What's Your Game? 2015
www.asmodee.de

PLAYERS:
2-4
AGE:
12+
TIME:
90+

EVALUATION

Development, majorities
Users: For experts
Version: de
Rules: de en fr it pl
In-game text: no

Comments:
Excellent rules * Very interactive * Lots of options * Good, beautiful components

Compares to:
Madeira, Vinhos

Other editions:
Ghenos Games (it), Hobby.eu (pl), What's Your Game? (en, fr)





A JOURNEY OF 75 WEEKS

LEGENDS

TO EIGHT LEGENDARY PLACES

9+

In the tradition of Phileas Fogg members of the Adventurer's Club want to visit all eight most legendary places worldwide in a period of 75 weeks and collect as much information on the legends as possible. Within those 75 weeks adventurers want to meet four times in the Adventurer's Club and share their acquired knowledge.

Well, the possible travel routes are marked on the board that is assembled from six parts, the board is very nicely designed to look like an old, somewhat damaged map. A time track indicates weeks 0 to 89, die prestige track is depicted on a separate board. Each player has his own adventurer board and the corresponding components, that is, six travel diary books, his adventurer and a marker for the prestige track and the time track and a marking aid. Silver sand timers are placed on cases 25, 45, 60 and 75 on the time track, case 25 also receives a golden sand timer. 14 legends cards each in eight colors represent Atlantis, Avalon, Bernsteinzimmer, Bundeslade, Elefantenfriedhof, Grab der Nofretete, Shangri-La Yeti, and are supplemented by eight joker cards.

The starting player and his left neighbor begin with five of those cards, all other players are dealt six; in turn players put two of those cards of their choice face-down into the Adventurer's Club and place one of their diaries into any location of their choice on Book spot 3; each location has four book spots, marked with 2, 3, 4 and 5, paired with Prestige Medals of values 2, 3, 5 and 7.

And now we are ready to begin our travels: In your turn you first must move your adventurer and then choose one action from the options of card action and book action; sequence of play is not in turn, but the active player is always the one who is in last place on the time track. In case of a tie the owner of the marker on top goes first; at the start of the game all markers are stacked randomly.

Movement is a mandatory action, each step from one location to another costs one step forward on the time track; you can move over any distance and should try to always use the shortest path. If you want to enter a location where there are already one or more adventurers you must hand one card or your choice from your hand to each play-

er; if you cannot do so, you cannot enter the location and must choose another one.

At the location you reached you take cards if you choose the card action – either as indicated from the face-down stack or from the open display at the location or at several locations or cards from a renewed open display. All card actions cost the indicated number of steps on the time track.

If you decide on the book action, you place one of your diaries at the location and dis-

Dagmar de Cassan

I am tempted to say – a true Ravensburger game, just right for families, attractive, easy to explain, quickly understood and nice to play, albeit without too many tactical demands.

card cards in the color of the location accordingly, the book is then placed on the book spot corresponding to the number of symbols on the cards from your hand. In the book action each card that you discard costs one step on the time track. Instead of placing a book you can also relocate a book. When the intended spot for a book is occupied, you move the book already there by one position to the left (next to a medal of lower value), if it is pushed off the location, it goes back to its owner.

If you enter the Adventurer's Club, you can place 1, 2 or 3 cards – albeit no joker cards – face-down and draw one card; each placed cards costs one step on the time track.

If you reach the golden sand timer on the track or pass it, you relocate it to any location; if you pass or reach a silver sand timer, you trigger a scoring. For a scoring the cards in the Adventurer's Club are shuffled and revealed one by one, sorted by locations, until five different locations are laid out or until all cards are revealed. Eventual surplus face-down cards go back into the Club. Then the books at the revealed locations and at the location of the golden sand timer are scored:

For their books at a location all players score the number of points indicated on the medals next to the books and then the revealed cards are dealt in descending order of card values and book values – if you own the most valuable book at the location you get the most valuable card, and so on – to the

book owners at the location. Each symbol on cards received gives you a prestige point.

After scoring each player can place a card from his hand into the club; the golden sand timer is set down with the next silver sand timer and play continues with the player in last position on the time track.

When all players have passed the silver sand timer on case 75, the last scoring is done and then you win with most prestige points.

Legendary locations, rock solid mechanisms and a very nice dilemma offered by the decision whether to use cards to place books or to place cards into the Club to be sure to score for books already placed, because there are enough cards in the Club. This is the central element of the game and introduces tactics into the attractive family game, which is quickly explained and can easily be played in the 60 minutes indicated, without too much downtime. A real arc of suspense is missing, though, you do what your cards allow you to do and hope that nobody will chase you off the high-value book spots for which you already did place lots of cards into the club. ☑

Dagmar de Cassan

INFORMATION

Designer: K. Happel, C. Fiore

Artist: Franz Vohwinkel

Price: ca. 40 Euro

Publisher: Ravensburger 2016

www.ravensburger.de

PLAYERS:

2-4

AGE:

9+

TIME:

60+

EVALUATION

Card collecting, marker placement

Users: For families

Version: de

Rules: de

In-game text: no

Comments:

Very attractive design * Well-made family game with interesting details * Nice background story

Compares to:

Games with collecting cards and discarding them for marker placement

Other editions:

Currently none



My rating:





MONUMENTS SET UP IN PREPARATION

TUMULT ROYAL

LAST IN PLACE WILL BE LAST IN PLACE

10↑

Ben, I am your father! Many decades ago, long before the Millennium, I did already win Game of the Year in Germany several times. And together we might now maybe be able to rule the entire board game galaxy. But you need not be afraid, we will not make over Catan into a Star Wars clone (which, by the way, Trekkies out there would never condone), but create something entirely new – may the clemency of the people be with us!

This might be a possible dialogue in the House of Teuber in the age of the Third Trilogy. And, in fact, father Klaus Teuber's life work so far is not only impressive due to its abundance, but also due to the many award-winning titles in this abundance – among them four times the award "Spiel des Jahres" for "Drunter & Drüber", "Barbarossa und die Rätselmeister", "Adel verpflichtet" and of course – the one game that outshines all others – "Die Siedler von Catan". Given all this, it would be very understandable, if the next generation would prefer to do any other job but creating and developing games. Not so Benjamin Teuber! Admittedly, he does not enter the board game stage totally on his own, but with the support and assistance of his al-

ready famous father, but, remember, each Padawan needs the instructions by a master to be able to become a master himself in the future.

"Tumult Royal" belongs into the group of hectic "grab and collect games" and might be compared, for instance, with "Mondo" or "Ubongo", both games that are usually rather fun to play: All players simultaneously grab tiles from the common stock, on the one hand to be able to do something with them immediately and, on the other hand, to be able to grab and use additional tiles until the timer has run out. A disadvantage of those games is, that many players do not cotton on to the stress times when assembling tiles and, therefore, gameplay usually is not balanced, particularly due to the fact that the necessary motor skills and a sufficiently quick grasp on changing situations are not equal in all players. "Tumult Royal", however, is played somewhat differently: First you also collect rather hectically, but the subsequent building is done in a quiet phase so that nobody can fall victim to hurried errors. And to make sure that faster and more dexterous players do not have too much of advantage they are penalized with the loss of collected tiles. So all players

should carefully consider – before the joint raid on the tiles starts – how greedy they want to be when collecting to make sure that the individual building plans can be successfully implemented, as a tile that has been taken is at the same time secure and non-returnable into stock!

The topic is rather atmospheric, we embody arrogant and at the same time eccentric and cranky noblemen who want to bless the whole country with their statues. The materials necessary for those statues are represented by commodity tiles who show, on their front side, either one, two or three units of bread, marble or tools, with marble looking like sugar cubes, more or less. Those

Harald Schatzl

Tumult Royal is a fun collecting and construction game for families and casual players, offering an amusing topic and an excellent mix of chance and tactics.

commodities are simple pinched from the people, which is – in gameplay terms – represented by the simultaneous grabbing of tiles from common stock, while the sand runs down relentlessly in the timer. After a few rounds you will find out that the time factor is less of a problem than supposed at the beginning and that there will be enough time to collect suitable tiles after all. The dilemma is more in the decision if a tile that you picked up is suitable or not. To simply collect as much as you can will only help in a very limited way; when you take too much away from the people they get back at you repeatedly with the name giving tumults.



For this purpose you randomly determine a value between Two and Five on a spinner; this number of commodities of each kind the people would like to see remaining in stock at the end of the general collecting phase. However, as a certain number of tiles is randomly removed from stock at the start of the joint raid, we cannot know but only suppose and hope for the number of tiles of each variety that might be available from the face-down common start at the start of the collecting phase.

When the modest wishes of the people are met after the running down of the final grain of sand, all players may keep the tiles they collected and use them in the consecutive building phase. But if there is a smaller number of items left in one, two or all three of the varieties of commodities, the tumult – for each commodity variety – hits the player who wanted to get away with most items of that commodity (NOT with most tiles of this commodity); he must give back all tiles but one of this commodity and the one he can keep must be the one showing the fewest items of the commodity among his tiles of the commodity. Furthermore, he is penalized with the loss of three of his supporters; those supporters represent a kind of currency in the game.

So, tactically, you have fundamentally those three options to choose from: Either be modest and moderate in collecting, which here, however, is less of a virtue that a restriction for the following building phase. Or you can grab more and at the same time try to be at least less greedy than your fellow players. Which in turn is not as easy as it sounds as all players set down the tiles they collect face-down. Or to strive to collect one tile of each of the commodity varieties with each showing three items, because even if you should turn out to be the greediest with that tile you will not be penalized too much as you are entitled to keep one tile in any case. However, even this sounds a lot more peasant's cunning that it turns out to be in real game play, as everybody tries to collect those coveted three-item tiles and – alas – you do not know if those tiles are even available from stock in the current round. Thus it might be more of a nobleman's cunning to secure for yourself several tiles that only give you one or two items, in the hope that the people will let you get away with it in the current round?

This turbulent, thrilling and challenging collection and tumult phase of the game can be viewed as the very well-working core element of the game. The rest of the current round, unfortunately, is more or less only used to convert the collected tiles into

victory points or to administrate them and – seen from the gameplay point of view – come across rather more as a “necessary evil” than a real entertaining pleasure: The tiles that you collected are in the next phase rather time-consuming converted into statues that are then placed on the board; a certain amount of interaction, however, is happening as you can try to restrict the options for expansions for your fellow players.

If it happens that you cannot even place at least one single statue, you receive a consolation prize, admittedly a (very) small one, in the guise of two free supporters; as an exception from the exception the rules says that this consolation is not given if you were involved in one of the three possible previous tumults. This, to me, seems to be a multiple inelegant regulation as regards the game's target group game: On the one hand you must remember who did trigger a tumult or was victim to it, on the other hand this only intensifies the frustration element that is creeping in: I don't get anything and because I don't get anything I again do not get anything at all!

Rather inelegant or somewhat too complicated, too, is the basic income as regards to the supporters of a player: You always receive a number of supporters when you overpay the construction of a statue with commodities. For a statue on a meadow square you need one item of bread and one item of marble; if you use two tiles with two items of bread and three items of marble you receive, in addition to the statue, three supporters, that is, the difference between cost and price paid. So far so good and understandable. But, however, I am not allowed to hand in an “unnecessary” number of surplus tiles to receive additional supporters. So I also do not receive supporters for tiles which I could not use to set up statues, I must return those unused tiles into common stock, which makes sense as regards to atmosphere and topic – it's your own fault, you should not have been senselessly and uselessly greedy – but as regards to gameplay this enhances the frustration element.

And what's the use for those supporters anyway? In each round you are crowned King or Queen if you have most supporters. The new King is rewarded with carrot and stick, so to say, he is allowed to set up one or two statues for free, but then loses five supporters instantly so that a change in power is facilitated for the next game round. A bit of pity is to be found among the people for the royals left behind, those may be graciously more greedy in the next round than the more fortunate fellow players: When the

most greedy nobleman for each commodity is determined the player(s) in last place may reduce the number of commodities by one item, so that they are less likely to be hit by tumults despite being greedy and the rebellious buck is passed to another player.

Amongst others, this mechanism can help the royal chase to catch up with others; but if you are too far behind in your score this will be difficult all the same, due to the fact that each round – with the same seven permanently repeated phases – starts essentially with the status that was achieved before. To make sure that too big a distance between the players in first and last place does not end up in long-term frustration, a game can be over earlier than the maximum ten rounds, when the difference between the victory points (the number of set-up statues, respectively) of the players currently in first and last place exceeds a certain value determined by the statues last placed on the track – in a way a new version for a kingmaker effect.

The components are designed wittily and gender-balanced and also support the flow of the gameplay, for instance with summaries, very well. Yet the box comes without

INFORMATION

Designer: B. and K. Teuber
Artist: Franz und Imelda Vohwinkel
Price: ca. 30 Euro
Publisher: Kosmos 2015
www.kosmos.de

PLAYERS:
2-4
AGE:
10+
TIME:
40+

EVALUATION

Collect, construct
 Users: For families
 Version: de
 Rules: cz de en
 In-game text: yes

Comments:
 Cute, witty topic and design * Frustration elements are inherent * Not recommended for two players * No box inlay

Compares to:
 Ubongo, Mondo

Other editions:
 Kosmos (en), Dino (cz)



My rating:

an inlay, so that a noble chaos can evolve – a fact that surprises in a product from Kosmos, a company more known for packing lots of air into a game due to unnecessarily generous box inlays.

The flow of each round is, as mentioned, separated into a hectic and cute collecting phase and a quiet construction and administration phase. Due to the not-too-long duration of the game the repetitive play does

not cause irritation, but the somewhat long-winded construction and administration phase dominates in the flair of the game to the disadvantage of the more felicitous collecting phase. The option for a premature end of the game has been resolved very cleverly.

With „Schmuggler“ Father and Son Teuber have already presented their second joint

creation. If they continue with this speed, the two of them will probably finalize their FIRST TRILOGY in this year. Furthermore, „Schmuggler“ – read and be astonished – contains “intelligent” putty; probably with this proof is about to be established that – if not intelligent life after all – there might be at least any form of intelligence in a galaxy far, far away. ☑

Harald Schatzl



EXPLORING NORTH AMERICA

DISCOVERIES

UP AND BEYOND THE MISSOURI

For those who already played LEWIS & CLARK, of the same author and artist, opening the box of DISCOVERIES means to ... get the feeling of something known. Luckily, the two games are completely different. The historical background is obviously the same, but this time we will deal mostly with the "journals" written by the famous scouts, who were asked to describe non only the geographic sites, but also the native tribes, the flora and the fauna of the locations that they crossed.

(Picture 1 on page 15)

Besides the four rule booklets (in English, French, German and Italian) the box contains one small central board (just for chrome, as its real utility is close to zero), four personal boards, 30 colored dice, 55 "double side" cards (showing "Tribes" on one side and "Discoveries" on the other) and four tiles with the name of the scouts. All the materials are sturdy and of good quality, but I suggest to protect the cards with transparent sleeves to avoid damages, as they are used very much.

The central board (200x400 mm) is placed on the table and 3 cards are discovered on its right (Discovery side up) and 3 on its left (Tribes side up). Then each player takes one scout tile, a personal board and five dice of the same color. In turn, starting with the First Player, all select one of the 3 Discovery cards and replace it with a new card. Finally all roll their dice and place them on the Dice Stock area of their personal board.

THE GAME MAY START

OK folks, lest put our canoes on water and let's start our exploration!"

The game rules are really very simple to explain, as players may either:

- Play some dice from their reserve on their personal board or the central board, or
- Get some dice from different boards.

That's all, really.

But to understand how to use option (1) we have to examine a little better the cards and the dice.

As in Lewis & Clark cards have two different uses:

- Face A is used to make "discoveries" and therefore shows a "path" connecting mountains and rivers, minimum one mountain, maximum seven locations). This path may be straight or forked, so that players can select the one that is closest to available resources (mostly rivers or mostly mountains?). Some of the cards also show some special features: Mammals, Birds, Fish and Plants and the players try to collect them to get extra Victory Points (VP) at the game's end. All other cards have a number on the left side (from 2 to 9) that will grant the same amount of VP.

(Picture 2 on page 15)

- Face B shows some of the Native tribes that the scouts will meet during their travel: besides the very nice drawings (each different from all the others) cards have a symbol that explain if the depicted tribe is "friendly" or "wary" and one to three tents (who has a majority of tents at the game's end will get a "bonus").

The number of cards to use in each game may vary between 30 (with two players) to 50 with 4 players) therefore some of them are always discarded. The players have the right to look at them before starting.

Dice have FOUR different symbols printed on them: 2 "A" (for Journal actions), 2 "shoe prints" (for Walking actions), 1 "horseshoe" (for Ride actions) and 1 "Indian Chief head" (for Negotiation actions): there are 5 dice for each color (yellow, red, blue and white) and 10 grey "common" dice.

(Picture 3 on page 16)

The players roll their dice (plus some eventual "captured" ones) and they use the symbols to make their actions. The "grey" dice are initially placed on a "reserve zone" (10 dice in a 4 players game, and down to only 6 in a 2 players game)

All the personal boards are identical in layout and each shows one of the four scouts: Lewis, Clark, Orway and Gass. They have been especially "cut" to host on the left the

dice, on the right the personality tile and, on the top right, one discovery card.

(Picture 4 on page 16)

On the personal board there are sections depicting the possible "7 standard" actions that each player may do. More actions will be available acquiring new Tribes cards during the game. Some actions require just one turn to be performed, while others need more turns: each action case has an icon

Pietro Cremona

A pleasant game, easy to learn and not too difficult to play

that shows which die/dice must be used. Of course the heart of the game are those ACTIONS, and to perform each of them the players need the right dice, so let's look at them:

- Change the discovery card: you place on this case a die of your choice (the case has a question mark printed on it), then you select a new discovery card, discarding the old one. The die that you used is discarded on the central board: right side if you used a horseshoe or a shoe prints symbol and left side if you used the other two.

- Take a Friendly Tribe card: you spend a die with an Indian Chief head and you take the tribe card of your choice, provided that it has a "friendly" icon. The die is discarded on the left side of the central board but you take a grey die from the Reserve: roll it and add it to the personal board as it may be used immediately.

- Take a Wary Tribe card: is like the preceding one, but you need TWO dice. You may take now a wary tribe card and you discard the dice on the left side of the central board. Again you take a grey die.

- Change face to your dice: you discard one die and you turn two of your other dice to a face of your choice: both must have the same face.

The following three actions normally need two phases to be completed and are used to make discoveries: in the first phase you place 1, 2 or more dice to have the "right" to perform the action, while in a following turn you play the "A" dice (journal action) and you may use the triggered bonus (river moves or mountain moves) to explore your Discovery card. These three actions are:

- Horse Ride: you have to place here ONE horseshoe dice in order to have 2 "river"

steps: when you need to use them you just have to place in this case an "A" die. Usually 2 river steps are not enough to discover most of the cards, so you have to search for more steps (river or mountain) from other sections of your board or from the tribe cards.

- Hike: you use here TWO shoe print dice, one of which is immediately discarded on the right side of the central board. When you are ready you place the "A" die to get 3 river steps.

- Mountain expedition: you need THREE dice with the same face (your choice): one is placed on the case and the other two are discarded in the central board. When you are ready you may use the "A" die to get 2 mountain steps.

Let's make an example: you have in your personal board a discovery card that shows a path of 5 steps, of which 3 are river and 2 are mountain. In order to solve this card you need to activate both the Hike and the Mountain expeditions in the same turn. Therefore you use one or more turns to "prepare" the discovery, playing the right dice on the two sections, and then you need a little bit of luck ... and the necessary two "A" in order to proceed.

Advancing on your explorations (and keeping good relationship with Native villages) you will be able to make more powerful actions or combinations using the cases printed on the tribe cards: in this way you will be able to solve even the most difficult discovery cards (those with 6 or 7 steps). Once you successfully performed a Discovery do not forget to end your turn taking back your dice and selecting a new card from the exposed ones. If you are able to trigger extra steps in the same turn you may even solve a second Discovery card: you spend the necessary steps for the first card, then you select a second one from the 3 cards of the board and you use the remaining steps to solve it. If you are able and lucky to solve those TWO discoveries you also gain a free turn and therefore you may immediately play again.

Using dice for your actions reduces your reserve, so sometime you need to "refill" using one of the following possibilities:

- Take all the dice stored on the right side of the central board
- Take all the dice stored on the left side of the board
- Take the dice of your color, wherever they are, including the central board, your per-

sonal board or the personal board of your opponents.

Taking dice from the central board means that you may collect not only your color or grey dice, but also dice of your opponents: of course you will use them immediately (and for one shot actions) to avoid the risk that the opponents recall them.

If a player cannot refill his exploration zone because there are no more Discovery cards the game is over and the players have to add their victory points (VP) from:

1 - discovery cards: add the numbers of each card

2 - discovered species: 3 VP for just one species and up to 24 VP if you have at least one card for each of the four species (Mammals, Fish, Birds and Plants)

3 - visited tribes: all players add the number of their tents, for the majority you score 12 VP in a game of four, the other ranks score 8-4-0 VP.

Tents are ready and the camp fire is roasting a prey –

TIME TO REST FOR TODAY

Discoveries is a pleasant game: it is easy to learn and not too difficult to play, but if a player wishes to run for victory a certain organization is necessary. He needs to plan its actions enough in advance to be able to perform them in the shorter possible number of turns, knowing that dice sometimes are very nasty (but do not forget the "change face to your dice" action).

Very often Victory goes to players that are able to jump on any opportunity that arise during the turn: if a discovery card with a new specie appears on the board you have to try to get it (24 points at the game's end are the equivalent of 3-4 good discovery cards); if you were unable to get the right combination of mountains and rivers change your card with another that you may already satisfy; do not forget to refill your dice reserve and use immediately the opponents dice for one shot actions; in other words never use opponents dice for long term actions (exploration) because they may be recalled (but you may use them in combination with your own, discarding them instead of yours); finally always look at the available tribes cards because you need them if you wish to explore the strongest discovery cards.

Interactions is quite interesting as there is always competition for the best discovery and tribe cards, and selecting the right moment to recall your dice may produce "problems" to your opponents, especially when they were over confident. In effect sometimes it is better to attack the opponents instead of performing a positive action if this may cause serious problems.

This is a good game for regular or expert gamers: causal gamers will find some difficulties in learning how to make the necessary "combos" in order to solve the discovery cards. I do not think that this is a game for families even if I do not agree on the suggested "age" of 14 years or more: I think that even 10 years old young players will be able to learn and play well Discoveries, especially if an adult explain the rules and assist them for a few turns. At least this is what happened here with 10-12 years old boys and girls. ☑

Pietro Cremona

INFORMATION

Designer: Cédric Chaboussit

Artist: Vincent Dutrait

Price: ca. 30 Euro

Publisher: Ludonaute / Asmodee 15

www.asmodee.de

PLAYERS:

2-4

AGE:

14+

TIME:

60+

EVALUATION

Collecting, cards, history

Users: With friends

Version: multi

Rules: de en fr it pl

In-game text: no

Comments:

Easy to explain * Yet no family game * Topic has been implement interestingly and well

Compares to:

Lewis & Clarke for theme, other dice/worker placement games

Other editions:

Asterion Press (it), Rebel.pl (pl), Ludonaute (en, fr)



My rating:



Bild 1 - Picture 1



Bild 2 - Picture 2





ANDROMEDA

SPACE SHIP RELIC AND ALIEN TECHNOLOGY

As a representative of an Alien race – with or without special abilities – you explore a space ship relic and want to secure its technology, gaining Domination Points (DP) for majorities in rooms and completed mission. Each round comprises the phases of Assign Commands, Player's Turns, Check Domination Points and Clean-Up.

For the assigning of orders you

roll all available order dice and the starting players makes an offer – he selects a number of dice according to detailed rules and also the Order Card #1; the next player(s) accept or deny and may then have to make an offer themselves until all have acquired an Order Card and dice. Then each player implements his dice orders in sequence of the Order cards. Contamination



costs you an explorer, other actions are Training, Support, Improvise, Move or Use Technology or, as an alternative, Move or Explore a room; there are also actions in relation to your explorers and rooms controlled by them.

When after the action phase nobody has accrued the necessary number of DPs to win, the Clean-Up Phase follows – technology cards become active again, a new General Mission is revealed and if you did complete a Personal Mission you get a new one; if not, you can swap the uncompleted one for a new one. You win as soon as you have accrued the necessary number of DPs in relation to the number of players or after seven rounds with most points.

SciFi at its best, the Offer mechanism for possible actions is very sophisticated and very interactive; the way to victory is to achieve majorities in rooms, therefore you often need Training, Support and Improvising or Move for your actions. ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
60+

Designer: Jan Zalewski
Artist: Rossa, Szupik, Carey
Price: ca. 40 Euro
Publisher: Heidelberger 2016
www.heidelbaer.de

EVALUATION

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

Comments:
Lots of game for rather few components * Lots of variation in technologies and with/without Alien abilities * Lots of interaction

Compares to:
SciFi Games in general, games with I divide – you choose mechanism

Other editions:
Galakta (en pl),



BAD HABIT

ANSWER WITH NUMBER OR TAKE A DEEP BREATH

One pulls his hair, the other is evasive on the most simple questions? And the third one takes deep breaths all the time? Are they barmy or have problems? No, they are playing Bad Habit and adhere to the rules. 50 cards feature three funny habits each, bad manners or even quirks, all in all a colorful mix of grammatical errors, physical quirks or conspicuous

language habits.

Cards are shuffled and stacked face-down. The first player draws a card, chooses one of the three quirks listed and puts the card down face-down. No players in turn ask questions and you answer them truthfully, unless the quirk you chose demands something else, and incorporate your quirk into the answer. You are not allowed to

incorporate additional quirks for a smoke-screen. If you do incorporate another tick and are caught, you have made a present of one card for a point to each player. This also happens if you do not manage to incorporate your tick and are caught in your failure. If you answered, your questioner can give one guess – if he is correct, he gets the card. When the quirk was not guessed, the next player asks a question and guesses after your answer. When your tick was not guessed after six questions, the card is set aside and the next player in clockwise direction draws a new card for a new round. You win with three cards that you gained.

Bad Habit is a nice idea for a cute party game with very nicely chosen bad habits and quirks, albeit bad habits that are very difficult to incorporate without being caught. This especially is the case when you play often with the same group and quirks are repeated. But it is fun, all the same! ☑



INFORMATION

PLAYERS:
3-6

AGE:
12+

TIME:
20+

Designer: Valéry Fourcade
Artist: Kreativbunker
Price: ca. 12 Euro
Publisher: mooses. Verlag 2015
www.moses-verlag.de

EVALUATION

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

Comments:
Nice mix of tasks * Tasks not easily implemented * Good party game

Compares to:
Erwischt!

Other editions:
Currently none



BURG MINGENSTEIN

SNIPPING AND QUANTITIES

4↑

Quantities and their assessment are basic elements for competence in mathematics; Burg Mingenstein uses quantity assessment and comparison. There is a castle with a tower that is used as a dice tower and the battlements of the castle provide a scoring track for the knight markers.

Six symbol dice show six different symbols in three colors,

the two-part snipping board shows the six symbols on their own, three color cases and three cases with two of the six symbols each. Symbols are assigned to colors and the categories of Knight, Mythical Creatures and Princess.

The active player throws all six dice and a marker into the tower. When the marker lands on the drawbridge, you use the



small snipping piece and for the landscape the big one. Then you check which symbol, color or category appears most often in the dice results and you try to hit this case with the snipping piece. After snipping, you take, if you hit any of the cases and regardless of symbol quantities, all dice showing the symbol(s) or color in the case you hit and advance your knight as many steps; then the next player snips, takes dice and moves his knight, and so on. When all dice have been taken, the next player in turn throws all dice and the marker into the tower again. The first player to reach the finish on the castle wall wins. In a variant you bet on the dice result, throw the dice into the tower and move your knight for correlation between result and bet.

The governing of knight movement by the combination of dice symbols and snipping provides a well-working training for symbol recognition, quantity assessment and motor skills, quite a fantastic combination! ☑

INFORMATION

PLAYERS:
2-4

AGE:
4-8

TIME:
20+

Designer: Wolfgang Dirscherl

Artist: Michael Menzel

Price: ca. 14 Euro

Publisher: Ravensburger 2016

www.ravensburger.de

EVALUATION

Educational, dexterity, quantities
Users: For children
Version: de
Rules: de
In-game text: no

Comments:

Nice topic * Well combined mechanisms * Trains motor skills and quantity compilation

Compares to:

Snipping games, educational games on quantities

Other editions:

Currently none



CLONK!

DWARVES, MINES, TREASURES

8↑

Dwarves mine treasures in a long forgotten mine, but must take care not to wake up the monster in the depths.

You draw one task tile each from two stacks and decide which one to place openly and which face-down on the task card. Five rows of open and face-down treasure cards are on display as mining shafts. On your Gallery Board you have four gallery cas-

es and one mine cart case and you start the game with four treasure cards in hand.

Your turn comprises: Fill Mine Cart – in Round 1 you place a card from hand in the cart, from round 2 on treasure cards from the gallery; Unearth treasures – place treasure cards into your gallery (they must be equal in color or type to the previous card in the gallery or to the top



cart card for the first card), either to top card of a shaft or a card from your hand; if you cannot unearth at least one treasure, you receive a Snore Card, worth three Monster Eyes. Sift Rubble – get bonus cards for empty gallery cases, draw cards and replenish mine shafts from your hand. In your turn you can discard one Kablooeey card from your hand and thereby remove the top treasure card in any shaft of your choice. When the monster awakens, you score treasure cards and Kablooeey cards from your Gallery Board and also completed tasks for coins. If you collected most Monster Eyes on your cards, you lose have their quantity in coins.

Clonk! Clonk! Hear! Hear! A treasure of a game – marvelous for the family, challenging, thrilling and tactical, too, because you can put a spoke in someone's wheel with Kawumm or placing a card in his cart. Topic, design, rules, mechanisms – all good! ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Michael Xuereb

Artist: Marek Blaha

Price: ca. 23 Euro

Publisher: HUCH! & friends 2016

www.hutter-net.com

EVALUATION

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

Comments:

Topic, design und mechanisms go well together * Tactic from Kawumm cards and placing cards into other carts * Therefore also rather interactive

Compares to:

Set collecting games

Other editions:

Currently none



CLOUD KNOWS

SPOT SHAPES IN CLOUDS

8↑

Who does not remember the images that can be found in clouds? Those images are the theme of this game. In three rounds one player plays Cloud, the others Winds and you use four to twelve theme cards per round, depending on the level of difficulty. Cloud secretly chooses a theme card and one term on it. Then all theme cards are shuffled and placed next to

the number cards, one card per number. Cloud then marks background pattern and number of his chosen term on the Sun Wheel.

Winds draw cloud cards and lay them out. Cloud chooses three cards and tries to form part of the basic shape of the answer. Then Winds in turn can either give a cloud card to Cloud or give a guess at the term. When



Cloud accepts a card offered by a Wind, she adds it to the shape according to placement rules and this Wind gets a Rainbow marker from Cloud; otherwise the card is discarded and Wind receives a Dark Cloud marker. If you guess you put any marker on your selected term. After each Cloud reaction Cloud can remove a rainbow marker and relocate, replace or flip a cloud card. When the term is guessed correctly – confirmed by the Sun Wheel – the round ends; Cloud and correctly guessing Wind score the points stated next to the term, all other Winds score a point per Rainbow marker they hold. When Cloud is out of Rainbow and Dark Cloud markers, nobody scores for the round. Cloud formation are hard to interpret as are the shapes that Cloud must lay out in the course of the game, the cloud segments on the cards cannot always be combined into suitable representations of terms. An interesting and challenging game concept for creative minds! ☑

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
30+

Designer: Jesse Li

Artist: Bingtai Jiang

Price: ca. 20 Euro

Publisher: Two Plus Games 2015

www.2plus.com.tw

EVALUATION

Shape guessing
Users: For families
Version: multi
Rules: cn en
In-game text: yes

Comments:

Topic cards of this edition in German * Rules in Chinese and English * Challenging Creative Game * Rules not well formulated

Compares to:

Fist game of this kind

Other editions:

Currently none



COOL AM POOL

MY TOWEL! NO, THAT'S MY LOUNGER!

8↑

Sommer, sun, a pool and competition for the loungers!

Each player holds 16 towels and five bathing guests of his color, the pool attendant starts at the diving board. At the start all players place, depending on the number of players, 6 to 12 empty towels anywhere in rows 2, 3 and 4 of the loungers, loungers of value 5 remain empty.

Then you roll all dice – for each

roll you set aside at least one color points; you can reroll remaining dice and also repeat a actual row when discarding water balls. When there are pool attendants in the result, you must set those aside, too. If you are happy with the dice result, you first move the pool attendant as many steps as there are symbols for him, his new position blocks the color or number area of



loungers for the round.

Then you can use a suitable dice result of color + quantity you can conquer one of your loungers by turning the towel over to the guest side; such loungers are safe! Or you place one of your guest markers on an opposing towel and – in a second turn – then replace the opposing towel + your marker by one of your own towels, guest side up. Or you re-conquer your own lounge by removing an opposing guest and turning the towel over to the guest side. You can also claim a value 5 lounge with a guest-side-up towel. When only four loungers are available, you win at the end of the round with most points from your loungers, your bathers on other towels and water ball chips.

AN enchanting game for your holidays and about holidays with nicely combined mechanisms, a game that is quickly explained, quickly played and offers an unusual topic. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
40+

Designer: Hartwig Jakubik

Artist: Björn Pertoft

Price: ca. 25 Euro

Publisher: Piatnik 2016

www.piatnik.com

EVALUATION

Roll dice, use results
Users: For families
Version: de
Rules: de
In-game text: no

Comments:

Very cute, unusual topic * Standard mechanisms very pretty combined * Nice components * Super game for holidays

Compares to:

Occupying by dice results with re-rolling and setting dice aside

Other editions:

Currently none



DAS ÄLTERE ZEICHEN

TORE VON ARKHAM



As investigators we must once again fight the Ancient One in a race against time, as each night at midnight the Ancient One stirs and his awakening approaches. During their course of their adventures investigators acquire rewards; with an Elder sign they can banish the Ancient One. A turn comprises movement, adventure or waiting and advancing the clock. Adventures

are mastered by rolling the necessary symbols, and you must always adhere to or use manifold interdependencies.

The "Tore von Arkham" expansion introduces the new format "Gates of Arkham / Straßen von Arkham" and moves events from the museum to 20 new locations, gates to other dimension are opening all over town. You need the core game to play,



but only use adventure and myth cards from the expansion, the Entrance Sheet has been replaced by the "Straßen von Arkham" sheet, where investigators begin the game; if they return to this card, they can implement the text on the card. Adventure cards featuring a gate cannot be entered before the corresponding "Andere Welt" Abenteuer has been mastered. There are also new Doom Icons and new Task Symbols as well as new rewards penalties and four new Ancient Ones in levels of difficulty from Easy to Insane; there are also memberships in the Sheldon Gang or The Order of the Silver Twilight – they assist in completing tasks and earn you rewards – and investigators can now acquire Skills for permanent advantages.

An expansion even more challenging and thrilling than the core game, with fascinating new options for the fight against the Ancient One, again a must-have for fans of the Arkham Horror Files. ☑

INFORMATION

PLAYERS:
1-8

AGE:
13+

TIME:
120+

Designer: S. Bailey, R. Launius
Artist: Brian Schomburg + Team
Price: ca. 25 Euro
Publisher: Heidelberger 2016
www.heidelbaer.de

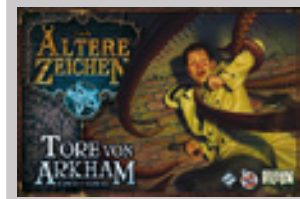
EVALUATION

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

Comments:
New game format * Lots of new rules and options
* Good Components *
Concise rules

Compares to:
Das Ältere Zeichen and other adventure games in the Arkham Horror universe

Other editions:
Edge Entertainment (fr), Giochi Uniti (it), Galakta (pl), Fantasy Flight Games (en)



DISNEY PICTOPIA

WHO AMONG THOSE DWARFS IS THE LEADER?

7+

On the track on the board you must reach Cinderella's Castle and answer a final question to win.

The game comprises 200 cards; on the front they show four images, marked with letters A, B, C and D and on the back five questions marked with the symbols used on the game board track. One of the questions always is a personal "Bühne frei"

question, one question is an individual question and three questions are group questions for all players.

One player in turn is host of the round and draws a card: He rolls the die, moves forward accordingly and reads out the question according to the symbol under his pawn. All other players choose one of their betting chips of values 1 to 5 and put it

on one of the round cases beneath Cinderella's Castle.

In case of individual questions all players but the host answer by marking the letter on their answer-disc. In case of group questions all players but the host agree together on either one, two or three answers, depending on the questions.

"Bühne Frei" questions always relate to the host, he answers with his disc and can, if his answer is another player, mark the player color of this person for his answer. All other players give a guess on his answer by marking it on their disc.

Then the solution is given and all players who answered correctly, move forward according to the betting chips they placed. Used chips are out of play until someone is out of chips and all players get back all their chips. Pictopia is a standard game with nice details, especially an unusual mechanism for determining the reward movement range; the questions are well selected and the topic needs quite some special knowledge. ☑



INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
25+

Designer: not named
Artist: not named
Price: ca. 25 Euro
Publisher: Asmodee 2015
www.asmodee.de

EVALUATION

Quiz, Disney
Users: For families
Version: de
Rules: de en es
In-game text: yes

Comments:
Very special topic * Good mix of questions * Unusual mechanism to determine movement range

Compares to:
All quiz games with question selection via pawn location

Other editions:
Wonder Forge (en), Asmodee (es)



DOMINION ABENTEUER

BONFIRE OR PILGRIMAGE?

In the ninth expansion for Dominion, adventures are the theme, be in the Haunted Woods or in the Lost City, where we meet the Swamp Hag or a Bridge Troll or a Rat Catcher or even a Magpie or a Wine Merchant.

Of course, all those characters and locations bring with them new types of cards with new instructions and new terms. The

Duration cards from Seaside return in Adventures, those cards are valid for the current turn and a later turn.

Traveller cards and Exchange cards are marked with an arrow, traveller cards can be swapped for another card; exchange cards are in play only 5x and not in supply, they are only used with Page and Peasant in play.

Events are yet another new type

of card; each of the 20 events is only available once and the instructions on an event card are immediately implemented when the card is acquired.

Player markers are introduced into a game by either cards or events and their effects are once-only or permanent, and they are strictly limited to one marker of each kind for each player. New instruction terms are Exchange, Announce, Action Stock Supply, No-Point cards, Choose One, Check, Set Aside and In Play.

In total, the expansion features 400 cards, 48 round and 12 rectangular markers (that is, 10 markers per player) as well one Tavern Mat per player and as usual the rules offer suggestions for set of cards to use in a game, either stand-alone with only cards from the expansion or with cards from other editions. Adventures is an extremely sophisticated expansion for the mechanisms in Dominion, the events especially change the feel of the game thoroughly. You must try it! ☑



INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
30+

Designer: Donald X. Vaccarino

Artist: L. Schleter and Team

Price: ca. 22 Euro

Publisher: Rio Grande Games 15

www.dominion-welt.de

EVALUATION

Deck building, expansion

Users: With friends

Version: de

Rules: de en fi fr jp

In-game text: yes

Comments:

Stand-alone or for use with other editions * Marvelous illustrations * Sophisticated, challenging new cards and mechanisms * Absolutely felicitous expansion

Compares to:

All other editions of Dominion, Deck building in general

Other editions:

999 Games (nl), Lautapelit (fi), Ystari (fr), Hobby Japan (jp)



DSCHUNGELBANDE

SLIDE IN MONKEY, FIND AND COUNT ELEPHANTS

5+

Animals are partying along the river and hide under bridges and planks; players need to find as many animals as possible on their way to the Jungle Toad King in order to advance quickly and to be first to reach him.

The game features 30 square animal tiles, each of them showing one of five different animals – 6x Elephant, 6x Tiger, 6x Toucan, 6x Anteater and 6x Monkey – and

also five discs showing one of those animals. The square tiles are shuffled face-down and stacked; at the start of the game eight tiles are placed in pairs at the four river beds, revealed and slid into the rivers so that one animal is hidden under the rope bridge and the other is visible in the water hole.

The active player rolls the die – if the result is the snake, you put

back the pawn in the lead by one step, albeit only if at least one pawn has passed the seventh case; otherwise, you simply you roll again. For another animal as a result you search for this animal: you reveal an animal from the stack and slide it into a river of your choice; then you count all visible animals of the kind you rolled and advance your pawn accordingly. I you start or/and end your move on a bridge or plank or waterfall next to a tile showing your animal friend, you can take an extra step. Animals that are slid off the board at the waterfall are put underneath one of the stacks.

Dschungelbande offers a very attractive memo version in a very nice combination with a roll & move game; the determining of the number of steps via the memo mechanism is very well implemented and pure fun! I am sure there is another tiger under this rope bridge! ☑



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: S. Dorra, M. Reindl

Artist: K. Witt, A. Besser, A. Resch

Price: ca. 25 Euro

Publisher: Kosmos 2016

www.kosmos.de

EVALUATION

Slide, memorize, find

Users: For children

Version: de

Rules: de

In-game text: no

Comments:

Very nice combination of mechanisms * Very pretty design * Easily explained * Trains motor skills, too

Compares to:

Sliding games with memo/ hide/find mechanism

Other editions:

Currently none



EPIC PVP FANTASY

GOBLINS AS PALADINES



PvP denotes Player versus Player; in epic battles in Fantasy settings you combine Dwarves, Goblins, High Elves or Humans as so-called People with Druids, Villains, Paladins or Trappers as so-called Classes into unique combinations of abilities for tactics and strategy.

Each player chooses a People deck and a Class deck plus summaries, shuffles the cards and

stacks them face-down. Then you draw as many cards for life points from the stack as your people summary denotes and place them face-down and then you draw five cards from the deck for your hand.

Players alternate their turns and you lose the game if your life points are down to 0. A turn comprises the phases of Increase aggression, Draw cards,

Play actions, Assign defense, Defend, Suffer attack damage and End of turn. In the Increase Aggression phase you place two cards from your deck face-down onto your aggression stack and then draw cards for your hand from this stack. Then you play actions of values 1 to 6 up to the maximum of your aggression = number of cards in your aggression stack; abilities are free and can be played at the given time; actions can be used to defend against opposing attacks – each undefended attack gives you 1 damage and you discard the top card from your life points stack. Then you rotate your cards towards your opponent who discards all actions in his combat area.

Epic PvP is a deceptively simple and sophisticated card combat system, players are permanently confronted with the dilemma of drawing cards, resulting in a reduction of number of cards that can be played, or not drawing cards to be able to play more cards. ☑



INFORMATION

PLAYERS:
2 (4)

AGE:
12+

TIME:
30+

Designer: Miller, Peterschmitt
Artist: Jay Hernishin and Team
Price: ca. 19 Euro
Publisher: Pegasus Spiele 2016
www.pegasus.de

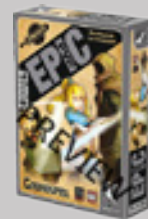
EVALUATION

Fantasy, Card duels
Users: With friends
Version: de
Rules: de en
In-game text: yes

Comments:
Team version for four players

Compares to:
All card duels for two players

Other editions:
Alderac Entertainment Group (en)



EUROPA

PARIS IST JA KLAR,
ABER WO LIEGT CORDOBA?

10+

After Minden, Nessebar, Winden and Singapore we are back in Europe – topic of this new edition are cities and landscape in Europe and again we try to pinpoint a location and decide for ourselves how detailed we want to mark the position of the location with our betting cubes.

One round comprises laying out, selecting and maybe exchanging of cards, the place-

ment/tip phase and evaluation. For each player a location card is displayed, query side up. In turn of the position on the scoring track (in round 1 the starting player begins and then you continue clockwise) each player chooses a location card. If you want, you can use one of your two exchange tiles and draw a new card. Each player has two such exchange tiles.

You bet by placing your cubes; first you place a cube into the eastern or western half of the board, left or right of the vertical white line. This one cube placement must be done; the placement of additional cubes – in given order – is voluntarily. As second cube you can place one into the northern, middle or southern Segment of the board; then you can place a cube for a sector in the chosen segment, identified by numbers, and finally you can bet on one of the squares in the sector. For each correctly placed cube you may advance one step, but if only one of the bets is wrong, you do not move your marker at all. Depending on the number of correctly placed cubes you keep cards for the final scoring.

Geography for fun, East or West usually is not a problem and then it is up to you how much you know and how much you dare! This is one of the best geography games, if not THE best ever. ☑



INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
45+

Designer: Günter Burkhardt
Artist: SENSIT
Price: ca. 30 Euro
Publisher: Kosmos 2016
www.kosmos.de

EVALUATION

Geography, betting
Users: For families
Version: de
Rules: de
In-game text: no

Comments:

Compares to:
Deutschland, Österreich, Die Welt

Other editions:
Not of Europe, but the "Die Welt" uses the same mechanism



FLORI VIELFRASS

CATERPILLARS EAT, GROW AND MOVE

4↑

Caterpillars Flori and his friends do what caterpillars do, they eat! In this game they eat to get longer and more colorful. Each player begins the game with a caterpillar consisting of one caterpillar head and three caterpillar body parts in different colors, there are six different colors to choose from. Those initial caterpillars are set out behind an imaginary starting line and in front of each caterpillar you set

out three more body parts in regular distances, leaf side up, to represent food. The bigger the distances the longer the game takes, the rules recommend to use the game box to measure distances.

You roll three color dice and may re-roll twice to roll colors of your own caterpillar, you try especially to roll the color of the



hindmost part of your caterpillar. If you managed to roll this part, you may insert it behind the head by moving the head forward and placing the part behind it, which results in a forward movement of the caterpillar. If you also did roll the color of the now hindmost part, you can move this one forward, too, and so on, one part per die! Then other players can use your dice colors and advance their caterpillar. If you roll a triple of the same color you may put forward the two hindmost parts of your caterpillar, regardless of colors. If you were not able to move, other players cannot use your colors. If you reach a leaf, you eat it – you pick it up, complete your move and then insert the part behind the head. Whoever eats his last leaf piece first, wins. Simple, simply nice and easy, for small children the movement of the caterpillar is rather thrilling. Lots of of fun with small means! ☒

INFORMATION

PLAYERS: 2-4

AGE: 4+

TIME: 15+

Designer: Bernhard Weber
Artist: Michael Menzel
Price: ca. 12 Euro
Publisher: Amigo Spiele 2016
www.amigo-spiele.de

EVALUATION

Dice, colors
Users: For children
Version: de
Rules: de en
In-game text: no

Comments:
Lots of effect with little effort * Simple mechanism
* Pretty components *
Thrilling movement

Compares to:
Games using color dice

Other editions:
Currently none



GAME OF TRAINS

DESCENDING TURNS TO ASCENDING

8↑

Each player has a train engine and seven numbered cards, arranged in descending order, and wants to be first to have seven cards arranged in ascending order in his display. The car cards work for numbers or for card abilities.

At the start of the game, as the starting player, you draw one card, two as second player etc. up to up to four cards as the fourth

player, select one card and replace one card in your display with it; cards not selected are discarded and the replaced card is placed in an open row for card abilities. Whenever there are two or more cards of the same ability in this row, you remove them in pairs, in case of an uneven number one card remains. In your turn you draw a card or use a card ability. If you draw a

card you insert it into your row and place the replaced one into the ability row. To use a card you choose one from the abilities row, use the ability and discard the card. Options for use are: Swapping two cards next to each other or to the left and right of one card; Relocating a card by two positions to the right or left; protect a card against being removed or remove the leftmost, middle or rightmost card in the row, this must be done by all players when chosen. Abilities must be implementable to be chosen.

Simple and yet very sophisticated! The exchange mechanism and the double use of cards result in a quick, thrilling game, basically intended for families, but also absolutely of interest for experienced players, especially due to the fact that you can influence the availability of card abilities by your selection of the card or cards that you discard after drawing a card. ☒



INFORMATION

PLAYERS: 2-4

AGE: 8+

TIME: 20+

Designer: Trehgrannik
Artist: Reinis Pétersons
Price: ca. 10 Euro
Publisher: Abacusspiele 2016
www.abacusspiele.de

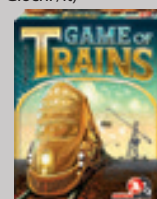
EVALUATION

Card shunting, card effects
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Family game also enticing to experienced players
* Easy to explain * Plays fast * Nice for holiday and traveling

Compares to:
Card games with pattern formation in a display

Other editions:
Brain Games (de ee en fr lt lv ru + hu),
SD Games (es, announced), Rebel.pl (pl), dV Giochi /it)



HAPPY PARTY

WISHLIST FOR A BIRTHDAY

4↑

Another way to receive birthday gifts – you have a wish list and collect your gifts from the list yourself. 16 tiles featuring different gifts are laid out face-down and each player receives a wish list. The “cake” is assembled with box and board, eight candles in their holders are made ready.

The starting player rolls both dice and then puts all the candles on the cake, in any arrange-

ment of his choice. Then he tries to puff down exactly those candles that are depicted on the dice; all other players in their turn can replace fallen-down candles after they rolled the dice, again place them where they like and they can also rotate the candles before placing them. You can only puff once and must keep a given distance from the cake.



If you manage to blow over exactly those candles that are depicted on the dice – for a cake symbol it have to be all of them – you can turn over two gift tiles. If you blow over the necessary candles and other candles, you can turn over one gift tile. If you do not manage to blow over the necessary candles, you can't look at a tile. If a gift suits your list, you take it.

In a variant for elder children, ages 6+, the candles must be replaced on their original spot and you must find the gifts in the order given by your wish list. In both versions the winner is whoever finds all the gifts on his list first.

Children love birthdays! This game is simply perfect and also a perfect game for a birthday party. The memo effect is very cleverly built in, the puffing is not too difficult and most children would like to roll the cake all the time to be able to overthrow more candles. ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
15+

Designer: M. and W. Fort

Artist: Stéphane Escapa

Price: ca. 19 Euro

Publisher: Gigamic 2015

www.gigamic.com

EVALUATION

Dexterity, puffing
Users: For children
Version: multi
Rules: de languages
In-game text: no

Comments:

Very pretty components
* Mechanism very well implemented * Two levels of difficulty * Ideal game for children

Compares to:

Other games with puffing down components

Other editions:

Currently none



HAPPY PIGS

FARMING PIGS FOR A YEAR

10↑

A year among pigs! And of course you want to sell them with a profit in the end! You begin with one field, your action tiles and 45 \$ starting capital, of which you can spend some to go shopping before the first round. The season cards are sorted by season and shuffled; 2 of each season are set aside and the rest is stacked for winter-autumn-summer-spring.

Then you reveal the top spring card and each player secretly selects one of his action tiles and then all are revealed simultaneously. Each action on the season card is split among all players who chose the action tile for this action. Then all implement their action allocation or swap one action for 1 \$. Actions are: Feed – a pig grows by one stage; Mate – standard or large pigs



have one piglet each; Buy – you can acquire fields, items for use with actions (Vaccine, Dietary Supplement or Amulet of Life) or pigs. Sell – a pig at market price, depending on size.

Then the event of the season is implemented and also, after the four tiles for a season, the change of season with loss of all unvaccinated pigs for all players. When all season cards have been played, you lose all unvaccinated pigs one last time and then sell all vaccinated ones. The richest player wins.

A very good and basically simple economics simulation with some tactic in resources management – if I want to sell pigs I need to mate and feed them, and always with keeping an eye on what others might want – plan - like to do and then hopefully do something else so that you do not have to share 8x feeding! Components and rules are super and feeding piglets is fun and earns money! ☑

INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
40+

Designer: Kuraki Mura

Artist: Biboun

Price: ca. 30 Euro

Publisher: Iello 2016

www.heidelbaer.de

EVALUATION

Economics
Users: For families
Version: en
Rules: cn en fr
In-game text: yes

Comments:

Very nice components *
Easy to explain, easy to play *
And yet with some depth and tactics

Compares to:

Simple economics simulations

Other editions:

Kuraki Mura / Swan Panasia (cn), Iello (fr)



JUNTA LAS CARTAS

INTRIGUES, MONEY AND COUPS

Banana republic as the cliché has it, a hotspot of intrigues and a help-yourself opportunity for your own pocket.

You begin with four politics cards – Influence, Building and Intervention – and 1 million Pesos as well as rebellion card in hand and a Middle Man card to store and secure money.

In rounds you play phases: o Receive Development Aid – the

president draws money cards. o Suggest Budget – the president proposes secret many stacks, names value and potential receiver, can promise less, but only as much as he drew, and he can lie! o Vote on budget - play a politics card twice or draw a card twice; all cards have voting values; Influence cards give you an action and are taken in hand; Buildings give you one



action per round, Interventions a unique action, they are then discarded. o Coup, in case the budget was voted down – the Rebel leader (whoever cast most votes against the budget) returns the money received from the budget, the president can re-allocate it; then all play cards for the coup, face down, for their secretly chosen faction; then conflict values of influence and buildings are summed up, you can play other cards to bluff. The losing faction loses money from their Middle Man cards to the winning faction, whose leader remains president or becomes the new president. o Draw politics cards. When the president cannot draw enough money cards in the Development Aid Phase, you win with most money.

Even in this Quickie version of Junta the card game does not lose anything on the cult original, all essential elements of the Intrigue republic are there and work well, El Presidente está muerto, viva Junta Las Cartas! ☑

INFORMATION

PLAYERS:
3-6

AGE:
12+

TIME:
60+

Designer: Krenner, Reiser, Resl
Artist: Claus Stephan und Team
Price: ca. 10 Euro
Publisher: Pegasus Spiele 2016
www.pegasus.de

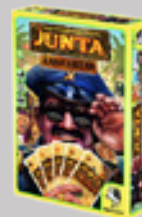
EVALUATION

Cards, politics, simulation
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Abbreviated version of Junta, so to say * Comes with all essential elements
* Great fun to play, works very well

Compares to:
Junta, conflict simulation card games

Other editions:
Currently none



KROSMASTER JUNIOR

FANTASTIC ADVENTURES



Junior edition of the fantasy adventure with individually, painstakingly designed miniatures, with one or several adventures per game, thus you can choose the length of the game. Each Krosmaster guides his own miniature and has his own adventure book with rules for the individual adventures and with the character stats of each character, and in each adventure new

rules are added. Each miniature is accompanied by a pet, which can assist the Krosmaster in his adventures – the character stats of the pet are noted directly on its round cardboard marker. Bushes and totems are deco elements and obstacles and are placed as indicated, their effects must be considered. Kamas are the currency for rewards, victory points are called Gewinnpro-



schen and you win with most of them at the end of all chosen adventures.

The basic mechanisms have been taken from Krosmaster, you use movement points and action points for actions and spells, both in relation to your character stats, and you begin each adventure with an empty treasure chest where you stow rewards earned in the course of the adventure. Possible actions are, for instance pick up Kama, hit somebody with your fist, etc. This junior edition is compatible with Krosmaster Arena.

Well it is really junior, this Krosmaster junior, featuring nice miniatures and deco items as in the big game, with Kama etc. The game plays fast and is easily explained, albeit with very short adventures and all adventure books are identical, that is, all Krosmasters have identical values, and the pets, too. Basically the game is a tutorial for Krosmaster arena with one more rule introduced in each new adventure. ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
15+

Designer: Nicolas Degouy
Artist: Papet, Guiton, Wiese
Price: ca. 20 Euro
Publisher: Pegasus Spiele 2015
www.pegasus.de

EVALUATION

Fantasy, miniatures, adventure
Users: For children
Version: de
Rules: de en
In-game text: yes

Comments:
Very nice components * Of most interest to collectors of the miniatures * Works well as a tutorial for Krosmaster Arena

Compares to:
All other Krosmaster editions

Other editions:
Currently none



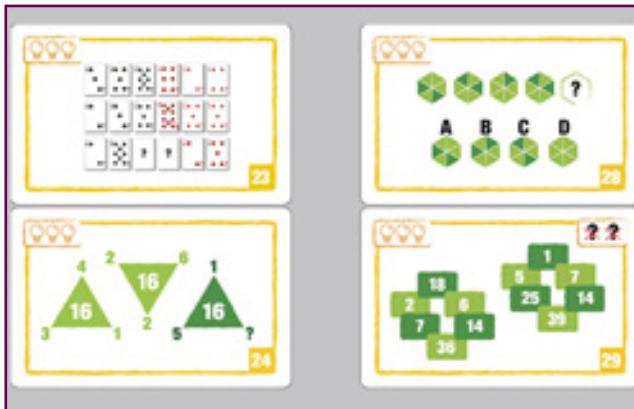
LOGIC CARDS

THINKING IS FUN!



53 logic puzzles come in five levels of difficulty, marked by one to five light bulb symbols. Information is giving in the guise of images and symbols, the puzzle itself is also asked for by using one or several symbols: A question mark tells you to find one or more missing elements in a pattern or a sequence, that can be a number, a symbol, a letter, another pattern, and so; the

question mark can also be combined with other symbols, for instance two arrows if you need to find the direction in which the last cog wheel in the row is turning. A crossed-out question mark tells you to find the element that does not fit the sequence or pattern. An arrow indicates the result that you have to find, for instance a geometric shape, as often as the number



in the shape indicates, usually by rearranging matchsticks or removing them, indicated by the corresponding number of lines + arrow for rearranging or crossed-out lines for removing. An equals sign between two check marks asks you to find a correct equation.

All solutions are printed on the backside of the rules sheet in order of the numbered tasks; but you can also use the QR to download not only the solution with a free app, but also the method used to arrive at the solution.

Those Logic Cards provide an invitation to think, puzzle or calculate percentages, for use at all times and everywhere; the cards are ideal to enliven waiting periods, are easy to carry along, even together with a box of matchsticks, in case you want to "really" arrange matchsticks – for instance, in order to make right an equation in Roman numbers – VI + II = V – by relocating two matchsticks! ☑

INFORMATION

PLAYERS:
1

AGE:
12+

TIME:
var.

Designer: Kristaps Auzāns
Artist: Reinis Petersons + Team
Price: ca. 4 Euro
Publisher: Game Factory 2016
www.gamefactory-spiele.com

EVALUATION

Logic, puzzles
Users: With friends
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Ideal to take along * Can be played anywhere * Nice entertainment for waiting periods * Solution methods can be downloaded

Compares to:
All solitaire logic puzzles

Other editions:
Brain Games



MÄCHTIGE MONSTER

ORCS OR INSECTS VERSUS GUARDIANS

8+

Monsters want to rob King' Edgar of his gold in the castle. Each player embodies a type of monster – Trolls, Undead, Aquatic Animals, Demons, Insects or Dragons – and holds five monster cards. 36 Guards in three different strengths and the King tiles are shuffled. The game board with the number of segments in accordance with the number of players and like-

wise the number of King tiles is set out. You take three monster cards in hand and also eight gold.

At the start of a round you place a monster at a free position at the board or oust a weaker monster, even your own, albeit by paying gold to the guardian, in relation to the guardian's level, and also to the owner of the ousted monster. When each



player has placed two cards – all slots at the board are occupied – the first guardian is revealed; if he is weaker than the sum of monsters next to him, he loses and all players involved in the fight get gold; then the next guardian is fought.

When monsters have lost a fight, the Fight phase ends and defeated monsters are healed – you pay with gold for healing – and set aside; you replenish your monster hand and guards are also replenished on the board and a King tile is set aside. With the last King tile the game ends and you win with most gold. In the version „Des Königs neue Regeln“ small rule changes are introduced with King tiles in each round; in the version „Wächterkette“ you sort the guards on the board by levels.

This is an attractive fantasy adventure, seen from the other side, with monsters winning. The real fun in the game is to outmaneuver the other monsters, especially in case of guards with uneven gold quantities. ☑

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
35+

Designer: Desnet Amane
Artist: Markus Erdt
Price: ca. 20 Euro
Publisher: Queen Games 2016
www.queen-games.de

EVALUATION

place and compare cards
Users: For families
Version: de
Rules: de en hu pl
In-game text: no

Comments:
For once, winning as a monster! * Rather simple rules, well formulated * Many examples * Of equal interest to families and experienced players

Compares to:
Collecting games using card comparison

Other editions:
Queen (en), Piatnik (hu), Rebel.pl (pl)



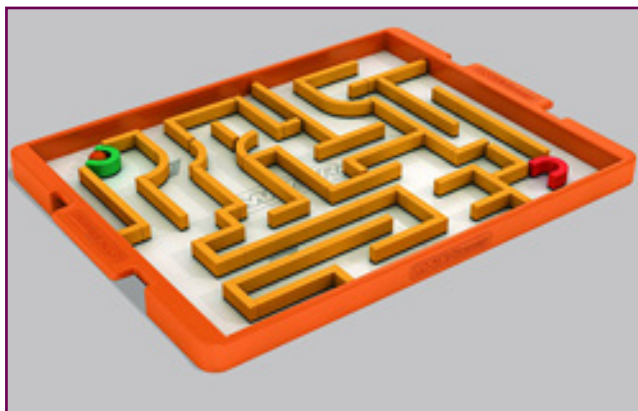
MAZE RACERS

**BUILD A LABYRINTH
FOR YOUR OPPONENT**



Each player takes an empty board which at the start of the game is considered to be divided into four quarters. Each player or each team of two players receives the magnetic foam parts of one color, plus a red and blue part for start and finish and a wooden distance checker plus a wooden marble. Players or teams agree on both a start quarter and finish quar-

ter on the board and place start and finish block parts into those quarters. Then you use your magnetic foam parts to construct a labyrinth, as fast as you can and as complex as you can manage. Start and finish parts can be shifted within their quarters and there must exist at least one corridor from start to finish. The distance checker is used to check if there is enough room in



the corridors for the marble. You agree on a minimum building time for the labyrinth; a player can call "ready" after that time the earliest and then turns over the timer which gives the other player or team one minute to complete his labyrinth. After that minute you swap boards and begin a race from start to finish and back to start, by moving the board accordingly. In a team game each player does one half of the distance. Whoever reaches the start again first, wins the round. For advanced players, www.foxmind.com offers template cards for challenging labyrinths.

Fun pure and simple – and is very nearly more fun to construct the labyrinth than racing through its. Maze Racers is a fantastic family games, younger players, too, grasp quickly that sudden direction changes are important! And that you build for your opponent makes it even more thrilling! ☑

Fun pure and simple – and is very nearly more fun to construct the labyrinth than racing through its. Maze Racers is a fantastic family games, younger players, too, grasp quickly that sudden direction changes are important! And that you build for your opponent makes it even more thrilling! ☑

INFORMATION

PLAYERS:
2, 4

AGE:
7+

TIME:
20+

Designer: Andy Geremia

Artist: not named

Price: ca. 38 Euro

Publisher: Foxmind Games 2015

www.carletto.ch

EVALUATION

Construction, dexterity

Users: For families

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Fantastic family game *
Super components * Fast
learning curve * Good
combination of creativity
and dexterity

Compares to:

Labyrinth by Brio and others

Other editions:

Currently none



MEINE ERSTEN SPIELE

HANNI HONIGBIENE



A color dice and memo game in the series Meine Ersten Spiele. In two variants of the game players train color recognition, motor skills and concentration.

For Game 1 – Honigsüße Bi-enengröße von der Blumenwi-ese – the beehive is put up vertically, flowers are laid out flower side up and you roll the die. For a color the bee flies to the flower of the same color; the flower

is inserted into the beehive, comes back out of the hive honey-side up and is placed on the honey glass. When the flower symbols was rolled, one flower is not yielding honey and one flower must be set aside. When six honey tiles are laid out, all players win the game together. For Game 2 - Farbenfrohe Blü-ensuche für fleißige Bienen – all is prepared as for Game 1, only



the flowers are set down honey side up. When a color is rolled, you must turn up the flower of this color; if you succeed, the flower is converted to honey in the beehive. When a wrong color is turned up, the active player may turn up another one when he can correctly name the color of the previously revealed flower and continue to do so until the correct flower is found and turned into honey as usual. The other flowers are then turned back over again. Again all win together when six flowers are honey side up on the honey glass.

Just like all other games in the series Meine Ersten Spiele, Hanni Honigbiene also totally meets the necessities for a game for toddlers – large, beautiful components in clear primary colors, most simple rules and playable by one player as well as by several players. The converting of flowers to honey is done enchantingly and children consider it to be great fun! ☑

INFORMATION

PLAYERS:
1-4

AGE:
2+

TIME:
10+

Designer: Tim Rogasch

Artist: frau annika

Price: ca. 17 Euro

Publisher: Haba 2016

www.haba.de

EVALUATION

Color dice, memo, toddlers

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Fantastic components *
Simplest possible rules *
Can be played alone or by
several players

Compares to:

All games of the series
Meine ersten Spiele

Other editions:

Currently none



MIA AND ME

GEMEINSAM FÜR CENTOPIA

5+

The floating island of Funtopia and circus director Rixel disturb peace in Centopia, players need to protect unicorns and circus animals from him by hiding them. 8 pink and eight orange square tiles are arranged by back side, four each per color show dice pips in front, four each show characters from Centopia and animals; around the squares you lay out circular tiles

showing the eight Centopia images from the squares plus four filler images. The marker starts on any of the circular tiles.

You roll the die; for a color result you reveal one movement square and one picture square. Then you move the marker in any direction as many steps along the circle tiles as there are pips on the revealed movement square. When the turn ends on



the image equal to that on the revealed picture square, you may turn over the circle tile; if not, it remains as is. The two revealed squares are turned back over. Rixel as result of the die roll steals one of the eight movement squares – arrow markers on the back. When all circle tiles are turned over to hide the characters and animals before Rixel has stolen all arrow tiles, all players win together. Mia and Me Gemeinsam für Centopia is yet another of those cute little games in tins in which Schmidt Spiele specialized – games based on a popular license topic, using simple rules and standard mechanisms, nicely combined and implemented with attractive components. They are also easy to take along in their sturdy tin and let us not forget the fun to play with this well-made combination of cooperation and memory – the game offers exactly what you expect from such a take-me-along game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
15+

Designer: Wolfgang Dirscherl
Artist: not named
Price: ca. 7 Euro
Publisher: Schmidt Spiele 2016
www.schmidtspiele.de

EVALUATION

Cooperation, memory
Users: For children
Version: multi
Rules: de fr it
In-game text: no

Comments:
License topic well implemented * Good components and pretty tin box * Simple mechanisms nicely combined

Compares to:
License topic games with cooperative and memo mechanisms

Other editions:
Currently none



NO THANKS

I DON'T WANT THE CARD
– HERE'S A CHIP

8+

A card of a value between 3 and 35 is positioned in the middle, the active player must take the card and score it's value as negative points or can decline the card by placing a chip on it. Each player begins with 11 chips and should try to keep the amount of his chips secret. The number cards are shuffled face-down and nine are taken out of play without revealed. The

rest of the cards is stacked face-down in the middle. The starting player turns over the first card and then either takes it, sets it down open-faced or refuses to take the card and place a chips with it. The next players in turn have again the choice of taking the card with all chips next to it, adding the chips to his stock and setting down the card openly or of refusing



the card and adding another chip. If a card is taken, a new one is revealed by the player who took the card. Cards that you take give you as many penalty points as they are worth, a consecutive series of cards scores only the lowest value in the series. When all cards are taken you add up your penalty points and deduct the number of chips you have in stock. You win with the lowest score. The rules recommend to play four rounds, after which the winner will be the player with the lowest total score.

This is a game that elicits very different reactions and opinions from players, some hate it, others, that is, most think it a very cute and well-working game. The mechanism is very simple, the riling element very high, it is easy to take along and can be played anywhere, in short, a game that is fun. And there is also some tactic, do I spoil a potential series of numbers for another player? ☑

INFORMATION

PLAYERS:
3-7

AGE:
8+

TIME:
20+

Designer: Thorsten Gimmmler
Artist: Atelier Löwentor
Price: ca. 13 Euro
Publisher: Mayfair Games 2015
www.mayfairgames.com

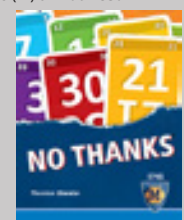
EVALUATION

Avoid cards, take cards
Users: For families
Version: en
Rules: de en fr kr jp nl pl and others
In-game text: no

Comments:
New edition of Geschenk! * Not to everyone's taste * Basically a nice, cute family game

Compares to:
All games to avoid cards and having to take cards

Other editions:
999 Games (nl), G3 (pl), Korea Board-games (kr) announced



OLD TOWN ROBBERY!

A BANDIT MUST BE CAUGHT



Robbery in Old Town! Witnesses are needed to catch the bandit! Town buildings are laid out in a circle, the sheriff begins on his office. Two sets of person cards are shuffled separately and stacked, with the Robbery card separating the two sets.

The game comprises two phases: In Phase 1 the Sheriff makes his round. You roll and move the sheriff accordingly;

at the building he reached you put the top person card from the stack next to it and name a phrase connecting person and building. The next in turn turns over this person card and then repeats the actions of his predecessor, and so on, buildings with persons are not counted for sheriff movement. When the sheriff passes his office, the current owner of the Hat relocates

a citizen and names a phrase for citizen and both buildings. If someone doubts that the named person was transferred, all vote with Yes or No. When there are Yes and No votes, you receive a marker if you are correct; when the Hat owner was wrong, he loses a marker.

When the Robbery card appears it is placed next to last free building and Phase 2 begins. The next person from the stack is the first witness and all point at the building where they suppose him to be. Correct guesses earn you markers. The last person card is the bandit, if he is located successfully you win with most markers.

A very different kind of memo game – you need image memory for the persons and verbal memory for the phrases! Some details could be better as regards to components and rules wording, but that does not reduce the fun in playing, the search for the robber is a nice good family-type game, especially for larger groups. ☑



PAX PAMIR

POWER STRUGGLE IN THE MOUNTAINS

Pax Pamir is part of the Pax series, based on Lords of the Sierra Madre and Pax Porfiriana. Theme are the conflicts in the mountains of central Asia in the 19th century. In the foothills of the Pamir Mountains, Russia and England fight for dominance. You are an Afghan tribal leader, allied with England, Russia or Afghanistan, but loyalties in this struggle can shift.

In your turn you need to do at least two actions, either standard or special and can do a number of additional actions, only limited to those offered by the current Regime card. At the end of your turn you do Market Cleanup. You must be able to pay for actions and each card can only be used for one Action. Standard Actions are discard-

Market or another player or play cards into your Tableau. Special actions are Travel, Counter espionage, Bribe, Assassination, Commerce, Gifts, Tax and Campaign. Free exchange of cards or money between players is not possible, but you can negotiate deals. Those deals, however, are not binding.

If one of the nations achieves Supremacy, you score Loyalty card, Prizes and Gifts, Patriots in your tableau and spies on colored bands of the dominant nation - or only spies if you are not loyal to the dominant nation - and you win with most influence in the supreme nation. Pax Pamir again offers a detailed and realistic implementation of a historical theme; you need good English, time to familiarize yourself with rules and components and also gaming experience; if you know Pax Porfiriana, access to Pax Pamir will be easier. All in all yet another well-made and well-working simulation for fans of historic topics. ☑



INFORMATION

PLAYERS:
2-7

AGE:
8+

TIME:
30+

Designer: G. Cornett, P. Sylvester
Artist: Christian Oppner
Price: ca. 14 Euro
Publisher: Clicker Spiele 2015
www.clicker-spiele.de

EVALUATION

Communication, memo
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Nice memo version * Good for larger groups * Fun for families and casual players * Rules not ideally worded

Compares to:
First game of its kind

Other editions:
Currently none



INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
120+

Designer: C. Wehrle, P. Eklund
Artist: Phil Eklund
Price: ca. 30 Euro
Publisher: Sierra Madre Games 15
www.sierra-madre-games.eu

EVALUATION

Politics, simulation, history
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Adaptation of Pax Porfiriana * Rules and components need some burrowing into * Realistic simulation

Compares to:
Pax Porfiriana, Lords of the Sierra Madre

Other editions:
Currently none



PIÑATA PARTY

COLLECT SWEETS IN THE MEADOW

8+

Sweets have been beaten out of the Piñata at the birthday party and players want to collect them.

The board is assembled in any arrangement of your choice, albeit with the decorative chocolates edge at the outside, so that there are different flower arrangements for each game, then you put a sweet of the same color on each flower.

Two movement cards and a scoring card are revealed for the game, each player has a scoring frame. Players take turns and in your turn you have three actions. Actions 1 and Action 2 - Movement: You choose a sweet or a stack of sweets to be the active one and move sweet or stack on the board according to the current movement cards, you must use the same sweet



or tower and use both movement cards, that is, you cannot repeat a movement. For each of the possible moves there are explicit rules and after your second move two sweets or two stacks of the same color must be adjacent. Action 3: You collect sweets from the board – at least two orthogonally adjacent sweets of the same color, one of them must have been moved previously in your Action 1 or Action 2. In a stack the top sweet is considered. If after removing a sweet from a stack a second pair of sweets appears and the stack was previously moved, you can take this pair or group, too, all sweets in a previously moved stack are deemed to be active. When all players have passed, you score collected sweets according to the valid scoring card and win with most points. Nice, or – if you want – sweet, with a simplified rule for younger players, and a well-working combination of mandatory movement and options to collect. ☑

PRESTO! PRESTO!

A RING IS A RING IS JEWELRY IS GOLD

7+

Quick, quick, find words fast! Find words for images!

63 picture tiles are spread out face-down, you should use seven tiles to form a row in correct alphabetical order of the pictures.

You grab – always with one hand only – one picture tile at a time. If you can use it you add it to your row; if not, you put it back face-down. The rules for

adding a picture to your row are: You must add pictures from left to right, you cannot relocate pictures once they have been placed and you cannot insert a picture between pictures already placed.

Images on the tiles are up for interpretation, a ring can be a ring, jewelry, gem, gold, wedding ring or engagement ring; a duck can be a duck, a water fowl, a

bird or a Beijing Duck, depending on the letter you need. It is also possible to use the same first letter twice; in this case the second letter in the word decides on the order. If you are first to achieve a correct row of images, you stop the round and score seven points if you are correct, but none at all if there is a mistake. All other players score the number of correct tiles up to the first mistake.

As a variant you can play in descending alphabetical order or – without alphabetical order – arrange 10 tiles with different first letters or again seven tiles in which no letter of the previous word can appear in the next one. You can choose a variant in each rounds, and after four rounds you win with most points.

Presto! Presto! Is a cute and challenging variant of word association mechanisms, with demands on your vocabulary, but still a good family game. ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Csaba Hegedüs

Artist: Attila Szógyi

Price: ca. 27 Euro

Publisher: A-Games 2015

www.a-games.hu

EVALUATION

Move, collect
Users: For families
Version: multi
Rules: de en hu
In-game text: no

Comments:

Nice topic * Modular board
* Pretty components *
German rules not ideally formulated

Compares to:

Collecting games with mandatory movement of a piece before taking it

Other editions:

Currently none



INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
25+

Designer: B. Lach, Uwe Rapp

Artist: Arthur Wagner

Price: ca. 11 Euro

Publisher: Piatnik 2016

www.piatnik.com

EVALUATION

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

Comments:

Well-working image/word-association variant * Big vocabulary is an advantage
* Nice family game all the same * Good for travels and holidays

Compares to:

Games using word associations for images

Other editions:

Currently none



PUSTEZAUBER

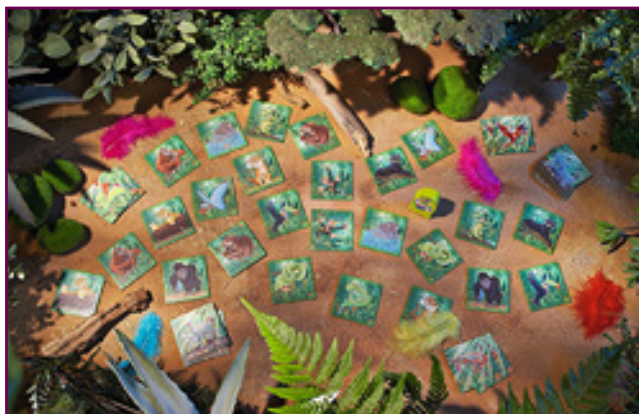
MAGIC FEATHERS
FROM THE MAGIC BIRD

4↑

In the jungle animals have lost their partners in the thick of plants, but the Magic Bird high above the jungle sees all and helps animals with his magic feathers to find their partners. All animal tiles are spread out un-enchanted side up on the table and each player is given a feather.

The active player places his feather on his and puffs at it. You

have two tries to let the feather land on an animal tile; the feather is considered to have landed when the backbone of the feather touches a tile. If it touches two tile you can choose the one you want. When the feather thus touches an animal whose partner is still in the middle of the table, too, you take the animal tile. When the feather ends up on an animal whose partner



one has already collected or which is with another player, you take the partner from the table or – if it is not protected – from the other player and turn the pair over to the enchanted side. For this pair you also take the Magic Bird who protects a single tile, if you have one, and stays with you until another player collects a pair. When the Magic Bird protects an animal and another player lands his feather on this animal's partner, the Magic Bird lures this partner away and you get it from the other player. When all pairs have been found, you win with most pairs.

We have had puffing games, but none with feathers and with such beautiful components; the feathers are colorful and the Magic Bird and the other animals are enchantingly drawn. Letting the feathers float does really work and with a little practice before you play – recommended by the rules – you can really direct the feathers! ☑

INFORMATION

PLAYERS:
2-5

AGE:
4+

TIME:
15+

Designer: Stefanie Schütz
Artist: Marco Robitzky
Price: ca. 9 Euro
Publisher: Haba 2016
www.haba.de

EVALUATION

Puffing, collecting pairs
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Fantastic game idea * Beautiful components * Simple basic mechanism * Lots of fun to play

Compares to:
All puffing games, first one with feathers

Other editions:
Currently none



RACE TO BERLIN

AT THE END OF WWII



Simulation of the last days in WWII, one player represents the Allied Forces, the other Soviet Forces; the Soviet player also moves the German forces on the Western front, and the Allied player moves them on the Eastern front. German units begin with strength 4 and can lose strength, all other units are eliminated when they are cut off from supplies or are forced

to retreat and cannot do so. One turn comprises Logistics Phase, Action Phase and Strategic Movement Phase. Aim of the game is to occupy the center of Berlin (B1) on the board before the end of the third round. In the Logistics Phase you alternate to place Logistics blocks vertically – only you see the number value of your blocks – into available areas on the



board until all blocks have been placed; available areas that hold a unit controlled by the player.

In the Action Phase players then alternate to resolve one of the available actions until one player has no blocks left on the board. Options for actions are: Move a unit or a Logistics block, Attack or Remove a Logistics block from the board.

The game ends automatically if a player occupies are B1 – this player wins instantly – or if a player does not have enough action cubes left to pay a penalty – he loses instantly. If at the end of the Action Phase in Round three nobody has won automatically, you win with most victory points accrued from entering areas that are marked with the color of your own factions.

Race to Berlin is a well made simulation with good short rules, albeit accordingly dry and heavy, no luck involved, but definitely only for specialists and fans of historic conflict simulations. ☑

INFORMATION

PLAYERS:
2

AGE:
14+

TIME:
150+

Designer: Krzysztof Dytczak
Artist: Damian Korczewski
Price: ca. 25 Euro
Publisher: Leonardo Games 15
www.gryleonardo.pl

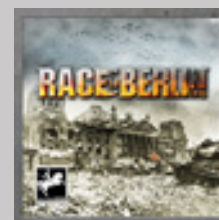
EVALUATION

Conflict simulation, history
Users: For experts
Version: multi
Rules: en pl
In-game text: no

Comments:
Good components * Good, astonishingly brief rules for lots of in-game depth * Historically correct, Allies or Soviets are usually winning

Compares to:
Historic simulations to WWII

Other editions:
Currently none



READ MY MIND

BANANA OR SUN?

5+

40 image show very different images within a blue border – foodstuff, animals, differently dressed people and vehicles. Those cards are laid out on the table randomly in a grid of 8x5 cards; another set of 40 cards show the same images, without the border, and this set is shuffled and stacked face-down. One player as the active player draws a card from the stack,

looks at it and keeps it secret. All other players try now to identify the image depicted on the card by asking questions. Those questions must be asked by players in turn, it is not allowed that all talk at the same time or out of sequence, and players must formulate their questions in a ways that enables the active player to answer only with Yes or No. Those are the only answers



he is allowed to give.

If you believe that you have identified the image you take the card showing this image out of the grid – if you guessed correctly and took the correct card, you may keep the card from the grid for a victory point. The other card is set aside and the next player in turn draws a card. If you picked the wrong card, you put it back into the grid and questioning continues with the next player in turn. Whoever is first to have won three card, wins the game.

“Read my Mind” uses a very simple basic mechanism that yet encourages players to think carefully about how to formulate the questions. Contrary to other such games, e.g. “Guess who?” there are more different characteristics that offer the options for very varied questions, e.g. “does that animal make that noise?”. All in all a super training for posing questions and finding criteria. ☑

INFORMATION

PLAYERS:
2-6

AGE:
5+

TIME:
15+

Designer: M. N. Andersen
Artist: Heike Georgi
Price: ca. 10 Euro
Publisher: Beleduc 2016
www.beleduc.de

EVALUATION

Questions, image identification
Users: For children
Version: multi
Rules: cn de en es fr it nl
In-game text: no

Comments:
Simple rules * Good practice for questioning and communication * Nice selection of images

Compares to:
Wer ist es?

Other editions:
Currently none



RUSSIAN RAILROADS

GERMAN RAILROADS

18+

German Railroads expands Russian Railroads with four modules:

In the DEUTSCHLAND module you use a Germany board for your player board. At the switch in the main line Munich you decide if you continue track building to Hamburg or to Berlin. For the secondary lines Dresden and Fürth-Nürnberg you use track expansion for individual

designs. New are instant effects if you meet conditions stated on a case, an additional Industry marker and Income Markers that you receive if you meet conditions stated on cases and which you can use once a turn to receive income.

The COAL Module lets you start the game with 1 Coal. Additional coal is acquired with specially marked actions and you



use coal on special action cases in addition to regular actions, before or after placing workers; action cases are Boiler man, Foundries and Coal factory. The SOLO version uses a card stack called EMIL as your opponent. NEW COMPONENTS are engineers, a coal factory as well as cards and tiles marked with a question mark. Those new components can be used with all four modules of the expansion. There are also beige track parts, for use on all three tracks. Parts marked with a coal wagon are designed for the COAL module and can only be used with this module.

The rules recommend that you use the DEUTSCHLAND module alone in your first game with the expansion and only introduce the COAL module in a later game as Coal is the module that works the greatest change on the core game – you play one round less, but can use very well-designed new actions and options. This is an excellent expansions which introduces even more strategy to the game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
120+

Designer: H. Ohley, L. Orgler
Artist: M. Hoffmann, C. Stephan
Price: ca. 24 Euro
Publisher: Hans im Glück 2015
www.hans-im-glueck.de

EVALUATION

Railway, resources
Users: For experts
Version: de
Rules: de en fr
In-game text: no

Comments:
Four modules * For individual use or use in any combination * Introduces even more strategy * Solo version uses fictitious opponent

Compares to:
Russian Railroads

Other editions:
Z-Man (en), Filosofia (fr)



SANDCASTLES

CRABS VERSUS BUCKETS VERSUS SEAGULLS



Sandcastles at the beach – you try to complete as many as you can before the Big Wave arrives. At the start you are dealt three cards, three more cards are on display and the Big Wave tile is shuffled into the bottom ten cards of the stack. Bonuses for the current game are prepared from the separate stack of bonus cards.

The active player can begin a

new sandcastle or add to an incomplete castle; you can have several incomplete castles laid out. Or you can attack another player's castle or swap a card with one from the three on display. To build you put down a tile to begin a new castle or add one to a castle, adjacent edges must correspond. Crabs, buckets and seagulls can be included in a castle; buckets and



crabs only at the lowest level, seagulls can cover other cards, walls must be connected. You use those elements also to attack another castle – take care, a castle cannot be split by an attack! – and they attack following the rock-scissor-paper mechanism: Crab beats bucket beats seagull beats crab. When a player cannot defeat an attack with a suitable card, he loses the attacked card, which must be added to the castle of the attacker instantly. His attacking card is added to his scoring cards.

A completed castle is checked for possible bonuses – highest tower of seagulls or greatest area etc. – and then the tiles of the completed castle are set aside for scoring. When the wave appears, you add up your points from completed castles, attacks and bonuses.

This is a good mix of standard mechanisms, attack and the necessity to immediately incorporate an attacked tile are nice details. A nice game for the beach! ☑

INFORMATION

PLAYERS:
1-7

AGE:
6+

TIME:
30+

Designer: Andrew Harman
Artist: Andrew Harman
Price: ca. 20 Euro
Publisher: YAY Games 2015
www.yaygames.uk

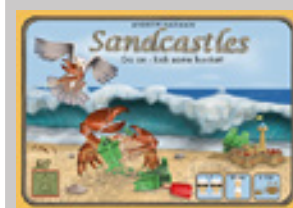
EVALUATION

Place tile, complete castles
Users: For families
Version: en
Rules: en
In-game text: no

Comments:
Nice mix of mechanisms
* Good Family game
* Cute attack/defense mechanisms

Compares to:
Carcassonne and other placement games about completed areas+

Other editions:
Currently none



SHERIFF VON NOTTINGHAM

BLUFFING YOUR CHEESE INTO THE MARKET

As a merchant you want to sell your goods with profit, but must get them first to town, past the Sheriff of Nottingham, be it using bluff, bribes or maybe even the truth. In several rounds of the game one player in turn is Sheriff, the other merchants.

In the Market phase all merchants can discard up to five cards and draw new ones, either from the discard piles or the

draw pile; first you take cards from the discard pile, then from the draw pile. In the phase Load Merchant Bag all players simultaneously place up to five goods into their bag.

In the Declaration Phase all players in turn must declare their goods in the bag to the Sheriff, according to three requirements: You can only declare Legal Goods and only one kind



of goods and must declare the exact number of cards; you may lie and bluff about the type of good and cards of this good. In the Inspection Phase the Sheriff can check any number of bags in any order and can be bribed not to check one's bag. Agreements as regards to later moments in the game are not binding. Players that were checked can place correctly declared goods on their Merchant Stand; incorrectly declared goods are discarded and cost their value as a penalty payable to the Sheriff. If you were not checked you place all Legal Goods openly and all Smuggled Goods face-down on your stand. When all players have been sheriff twice, you score for goods on your stand, gold and bonuses and win with most points.

A cute and challenging risk game, you should be able to lie and bluff convincingly and also negotiate well with the sheriff; bribing can be profitable if you avoid penalty payments and can keep valuable goods. ☑

INFORMATION

PLAYERS:
3-5

AGE:
14+

TIME:
60+

Designer: A. Zatz, S. Halaban
Artist: L. Schleier, D. Sladek
Price: ca. 33 Euro
Publisher: ArcaneWonders/Asmodee 15
www.asmodee.de

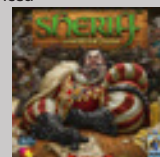
EVALUATION

Bluff, collecting
Users: With friends
Version: de
Rules: cn de en es fr it pl pt
In-game text: no

Comments:
Revised new edition of "Hart an der Grenze" * New topic suits the mechanism very well * Attractive components * Well-working bluff game

Compares to:
Hart an der Grenze, Bluff games in general

Other editions:
Iello (fr), Asterion (it), Rebel.pl (pl); Galapagos Jogos (pt), Broadway Toys (cn) und Edge Entertainment (es) are announced



SMALL CITY

INFRASTRUCTURE AND VOTE COLLECTING

As a deputy mayor you are in charge of administrating and developing a borough in Small City and collect votes for the election of Mayor of Small City, by means of placing citizens into residential areas, construction cultural buildings and commercial buildings as well as by keeping promises given at the start of the game. You must take care to avoid high pollution lev-

els.

After a complex set-up phase you play rounds comprising eight phases:

1. Choose special action – Mayor, Architect, Mediator, Engineer, Supporter, Urban Planner, City Councilor or Opponent – and place Mayor meeple. 2. Develop borough – behind your screen, up to three buildings or enlarging construction area, act. 3.

Place citizen on new empty case or citizen in the borough administration into empty residential areas of level 1. 4. Income from Tourists, Commercial and Factory income; 5. Count votes from residential areas and university. 6. Determine pollution level; tourists, citizen and factories raise pollution, parks lower it; with 100% pollution you have lost and are out of the game. 7. Influence Council member with money or votes. 8. Next visit by Mayor.

After eight such rounds you reveal your campaign promises and gain or lose votes, deduct your pollution level from your votes and win with most votes. The advanced version offers three alternate winning conditions – economics, population and culture.

Small City is a sophisticated challenge on several levels, you need to consider and plan for many elements in the excellently implemented theme; this is definitely a game for experienced players only, especially in the advances version. ☑



INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
120+

Designer: Alban Viard
Artist: Aste, Sikiö, Sanders
Price: ca. 60 Euro
Publisher: AVStudioGames 2015
www.avstudiogames.com

EVALUATION

Urban development
Users: For experts
Version: multi
Rules: de en fr
In-game text: no

Comments:
Complex rules * Gaming experience necessary * Mechanisms go extremely well with the topic * Includes advanced version

Compares to:
Complex urban development games

Other editions:
Currently none



SOUND QUARTETT

OI OI OI FOR THE SEAL

5+

Happy Families as you know it of old and yet completely different, because this time you use sounds. At the start all players look at the animals together and decide on the suitable sound. Then each player chooses one of the double-sided animal cards - horse, monkey, owl, snake, wolf or seal - the sound of this animal is his name for the game. Then each player is dealt

five cards from the face-down stack.

Then – as the active player - you ask a player for a card, as usual, but in this game you have to accost him with his animal sound and then make the sound of the animal whose card you want – there are bee, elephant, donkey, fish, frog, cockerel, dog, cat, cow, lion, mouse, sheep and pig; if he has it, he must hand it

over. You may go on asking for another card if you received the first one. If the asked player does not have the card, he makes a farting sound and put out his tongue at you, you must draw a card and your turn ends.

If you have collected a set, you say "Taterata" and then make the animal sound of the set and put it down on the table. If someone is out of cards, you win with most sets. The rules recommend to use only sets of three cards for this introductory game and to remove one card from each set from the game. If you decide to play with all four cards in a set, you are dealt seven cards at the start of the game.

A very witty and cute idea and a nice version for a classic game mechanics. Children love it, of course, because they can be really noisy and also display some very bad manners deliberately if they do not hold a card they are asked for. Nice family fun as a filler game. ☑



INFORMATION

PLAYERS:
3-6

AGE:
5+

TIME:
15+

Designer: A. S. / Sensalot
Artist: Gabriela Silveira
Price: ca. 7 Euro
Publisher: Ravensburger 2016
www.ravensburger.de

EVALUATION

Set collection, animal imitation
Users: For families
Version: multi
Rules: de fr it nl
In-game text: no

Comments:
Cute version * How does a fish sound? * Play with three or four cards in a set

Compares to:
All versions of Happy Families

Other editions:
Currently none



SPIRITS OF THE RICE PADDY

PLANT RICE, APPEAL TO SPIRITS



As a rice farmer in Bali you tend your fields and communicate with traditional spirits. The game comprises seven rounds, at the start you make your board ready according to your start card. Before rounds One and Four you draft four cards each. Round One to Five are played the same way:

Reveal Rain Card for amount of rain, pests and weeds – Select

and reveal spirit card and determine order of play via cad numbers – Claim and transfer water – Optional Resolving of Spirit Cards – Allocate laborers and livestock to actions options are Build Wall, Remove Water; Remove rocks, weeds or pest and fertilize; Add water, Growth or Planting – Resolve those Farm Actions – Claim Achievement tiles – Hire Laborers, buy Live-

stock.

Round Six is played without hiring/buying and after the Planting Phase you play an additional Growth Phase. In round ; in Round Seven all water is removed and you can allocate Laborers and Livestock, but you cannot build walls, cannot remove rocks and cannot plant in paddies. Weed, Pests and Fertilize are played as usual as is Harvest, but the yield is higher in round Seven than in rounds One to Six. Then you sum up your rice and win with most rice. The solo version uses an additional special rice paddy and nine additional spirit cards.

This is an attractive and very interactive game, not only due to its design and rather nice components, but especially as regards to topic and some rather sophisticated mechanism details that were used – the most original one being the mechanisms for water supply, but there are also the double use of rice for money and victory points or the varying starting set-ups for all players. ☑



INFORMATION

PLAYERS:
2-4 (1)

AGE:
13+

TIME:
90+

Designer: Philip duBarry
Artist: Maxwell, Roschier, Solis
Price: ca. 55 Euros
Publisher: APE Games 2015
www.apgames.com

EVALUATION

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

Comments:
Nice components and design * Includes a solo variant * Rules sometimes need a bit of interpretation * Some gaming experience recommended

Compares to:
Development games with card drafting and action options

Other editions:
Currently none



SPRING INS FELD

PRESENTS FROM FLORA



Flora the Flower Fairy flutters from flowerbed to flowerbed and presents players with flowers and butterflies for their baskets. When you unpack the game for the first time, you need to make Flora and the flowers ready for playing – adult assistance for assembling them is necessary. Then you randomly distribute the flowers in the seven flowerbeds and each player

takes a basket and a lucky ladybug. Each basket has room for two flowers of each color and for two butterflies.

In your turn you take Flora and let her flutter to her landing spot in a flowerbed of your choice, in a way that makes the die in her hat move; you can also spin or turn her in the air. If the die result then is a color or a butterfly, you take up to two flowers

of the resulting color or up to two butterflies and place them in your basket, if there is room for them. If the die result is the Smiley face, you can choose any color or a butterfly. If you cannot take anything, you can let your lucky ladybug fly to any flowerbed and take a flower or butterfly from there. When you have non-result roll the next time, you take back your ladybug from the flowerbed to your basket and can use it again in case of another void result. Whoever fills his basket first, wins.

As so often in Zoch games, „Spring ins Feld“ also combines a simple mechanism with exceedingly attractive and functional components that astonish you at first sight. The die in the Fairy hat, the flowers with pedestal to put them into the flower beds – not only visual delight, but also good training for motor skills and color recognition. Simply marvelous! ☑



INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
15+

Designer: Dreier-Brückner, Zoch
Artist: Doris Matthäus
Price: ca. 30 Euro
Publisher: Zoch Verlag 2016
www.zoch-verlag.com

EVALUATION

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

Comments:
Fabulously attractive and unusual components * Optic and haptic fun * Simple rules * Adult assistance for first assembly needed

Compares to:
Collecting games with color dice

Other editions:
Currently none



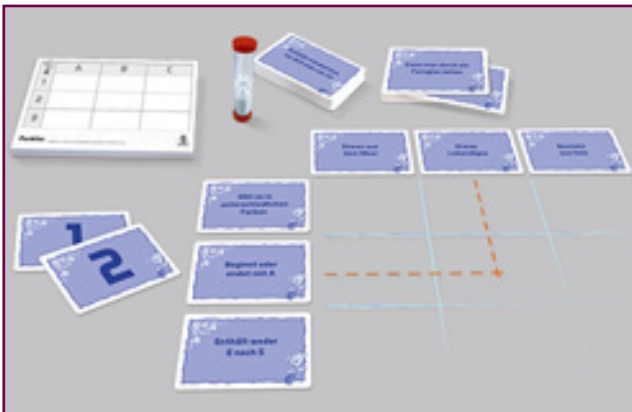
STADT LAND FLUSS EXTREME

LIQUID AND SWEET = LIQUEUR



Relaunch for a classic game in the range of games on finding words – in this edition of the familiar “Stadt, Land, Fluss” you do not look for words beginning with a certain letter, but write down words that fit two different categories at the same time. The game features 53 double-sided category cards, for instance „is smooth” or „in every school”. Six such cards are laid

out, three in a row and three in a column; this results, with those cards at the head of rows and columns, in a grid of 3x3 cases, which is also printed on your sheet. Two bonus cards of values 1 and 2 are laid out ready. The timer is turned over and all write suitable words into the crossing of two categories and needs to fit both of those cat-



egories, for instance “ruler” for “smooth” and “in every school”. Each word can be used only once in a round. Should there be no suitable word for a combination of categories you simply leave the case empty. If you are done before the timer runs out, you take one of two bonus cards. When the timer stops, empty cases are worth 0 points, words shared by players 1 point, and words you wrote down alone score 2 points. And you add the points from a bonus card, if any. After a pre-agreed number of such rounds you win with most points.

Well-known and nicely adapted; categories are well chosen and the run-time of the timer is okay. The age limit denotes a family game, which it is, as regards to difficulty and challenge; but with younger children some vocabulary problems might occur. But otherwise the verdict is fun, quick and old, but very nicely and well modernized! ☑

INFORMATION

PLAYERS:
2-10

AGE:
8+

TIME:
20+

Designer: Peer Sylvester

Artist: Kinetic

Price: ca. 7 Euro

Publisher: Schmidt Spiele 2016

www.schmidtspiele.de

EVALUATION

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

Comments:

Nicely adapted classic * Differences in vocabulary can be solved in team play * Categories are well-chosen

Compares to:

All word-finding games using categories

Other editions:

Currently none



STAR WARS IMPERIAL ASSAULT

IM SCHATTEN DER ZWILLINGSSONNEN

The Empire attacks! The Rebels fight back! One player controls the forces of the Empire, all others work as a team and each one leads a hero of the Rebels. You travel across the galaxy, in this expansion to Tatooine, and deal with high-risk missions which always include tactical ground combat between Rebels and Empire. Missions are enacted on modular boards, you can play

campaigns or with two players as a skirmish. Each round of a mission comprises the phases of Activation - with two actions for one of the rebels and activating of all miniatures on a deployment card for the Empire - and Status with clean-up steps. In the Twin Shadows / Im Schatten der Zwillingssonnen expansion Rebel agents are searching for Han Solo missing on mission



or fight their way across various locations on Tatooine in six new campaign missions and two new skirmish missions. The campaign missions can be integrated as sideline missions into big campaigns or be played as a connected consecutive mini campaign. Habitat is a new key word for Deployment cards. New are also Device Tokens for powerful abilities, granted and handed out by hero Saka Teft, each character can collect any number of them to the maximum of eight in the game. Some missions allow any rebel character to perform attribute tests, not only heroes.

Hot! Not only because of the twin suns and the desert planet, this expansion is pure Star Wars, even more than the core game, we get R2-D2 and C-3pO, after all, plus Boba Fett on the other side and his a fat, strong and nearly undefeatable opponent. If you own the core game, you should set out for Tatooine! ☑

INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
120+

Designer: Winchester, Kempainen

Artist: Michael Silsby + Team

Price: ca. 40 Euro

Publisher: Heidelberger 2016

www.heidelbaer.de

EVALUATION

SciFi, conflict, missions
Users: For experts
Version: de
Rules: de en es fr it pl
In-game text: yes

Comments:

Sensational expansion
* Even better than the core game * Needs core game to play * Wonderful components with 10 new miniatures

Compares to:

Star Wars Imperial Assault

Other editions:

FFG (e), Edge Entertainment (en, fr), Asterion Press (it), Galakta (pl)



STRONGHOLD 2ND EDITION

ORCS VERSUS HUMANS



Defenders of the fortress against attackers! A round comprises six phases, the attacker commands one phase card for each phase. The units of the defender begin on given positions and at the end of each round an assault happens. Each phase is handled according to the current phase card and by the attacker only. The defender receives a certain number of sand timer tokens

for each action the attacker chooses from the phase card and must spend those tokens completely for defense measures, before the attacker begins with the next phase. Each action on a phase card can only be selected and implemented once per round. Phases are 1. Supply 2. War Machines, 3. Equipment; 4. Training; 5. Rituals with improvements for the defender; 6.



Advance

The sand timer received by the defender are used to produce defense weapons, to train soldiers and for movement of units within the fortress, also for replacing of lost units. The assault always runs the same course – first long-range attacks, then close range attacks. Then units on both sides are compared, the loser has to discard units equal to the difference. If the defender does not have enough units to discard, the wall has fallen and the attacker wins; otherwise, the defender wins after seven rounds.

Compared to the first edition, Stronghold 2nd Edition has been clearly streamlined and is now only intended for two players; rules and components have been improved and all those changes now make for a tight, challenging, fascinating and absolutely asymmetrical game offering an enormous amount of options, completely different options, for attacker and defender. ☑

INFORMATION

PLAYERS:
2

AGE:
10+

TIME:
90+

Designer: Ignacy Trzewiczek
Artist: Tomasz Jedruszek + Team
Price: ca. 50 Euro
Publisher: Portal / Stronghold 15
www.portalgames.pl

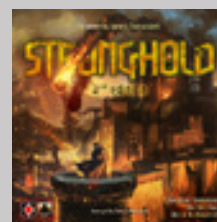
EVALUATION

Conflict simulation
Users: For experts
Version: en
Rules: en pl
In-game text: yes

Comments:
New revised edition * For two players only * Absolutely asymmetrical game for experts

Compares to:
Stronghold

Other editions:
Portal Games (pl)



THE DOME

POWERSTRUGGLE UNDER THE SPHERE



After a nuclear cataclysm the „C-Particle“ has been discovered, a particle that can be used for anything you like; as a player you can manipulate those particles and want to prevail over other manipulators or enhance your abilities. Depending on the number of players there are different goals in the game: In a game for two you want to reduce your opponent's Health

Points to 0 or make sure that he has no cards left to draw from; in a game of three or four one player embodies the Mastermind who wants so sabotage the others who are cooperating against him. Mastermind uses eight cards, but must first collect the necessary energy for using. After setting up the game you play your own character deck: In the phase Start you resolve all



effects for that phase, in some cases also your opponent. In the phase Actions you spend three action points for actions at a cost of one point per action. Action options are: o Download – you draw cards; o Resource Distribution – you put two cards from your hand into your resource pools. o Installation – You play a card from hand for Program, Action or Jammer. o Cracking – you use resource pools to crack a server security.

The Action Phase is followed by the Arrange Phase in which you exhausted cards and then the Finish phase in which you resolve all effects for that phase to end your turn.

The most interesting part of this game for me is the back ground story about the universal particle that replace all others and renders everything prone to manipulation – mechanisms are rather standard; another remarkable detail is the change in goal and way to play in a game for three and four players. ☑

INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
60+

Designer: Hope S. Hwang
Artist: Bong Gyun Choi
Price: ca. 30 Euro
Publisher: GaryKim Games 2015
www.garykimgames.com

EVALUATION

Conflict, cards, cooperation
Users: For experts
Version: multi
Rules: en jp kr
In-game text: yes

Comments:
Unusual, interesting story
* Good mix of standard mechanisms * Aim of the game varies with number of players

Compares to:
Asymmetrical card games

Other editions:
Currently none



THE FOREIGN KING

BELGIUM IS INDUSTRIALIZED

The newly installed King Leopold I., is confronted with influential citizens, represented by players, who want to industrialize Belgium, gain influence in Congress and shape the provinces to their needs under the aegis of the King. All start with money, a marker and markers for citizens.

The active player chooses one of the available actions on the

action area on the board. You can only choose actions that you can resolve and must then resolve them; you cannot pass your turn and not repeat an action from the previous turn: 1. Build factory; for the first one in a province you receive a Royal Medal, which enables you to take out loans. 2. Place citizen. 3. Move citizen. 4. Place Congress member. 5. Take money. 6. Use



King movement to score a province, factories in it are scored and thereby rendered inactive, or score citizens if there are no factories. The King moves down on the VP track! 7. Queen's Action (only in a game of four), you may repeat an action that is no longer available by paying money. 8. Change turn order.

When all factories are inactive or the King marker reaches the marker of the player who holds second place on the VP track, the active player completes his turn, can repay loans and then all score for majorities in provinces, Royal Medals, Congress and most money, minus not-un-refunded loans. Whoever is then the richest player, wins.

Standard mechanisms provide a rather balanced game in which there is little direct interaction, but all the same you need to watch closely what others do, especially as regards to the game end. Lots more challenging as one would suppose at first glance! ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
40+

Designer: Javier Garcia
Artist: M. Fischetti, M. Coimbra
Price: ca. 25 Euro
Publisher: Giochix 2015
www.giochix.it

EVALUATION

Majorities, history
Users: With friends
Version: multi
Rules: de en es fr it
In-game text: no

Comments:
Lots of game in a small box
* Challenging * Standard mechanisms * Little direct interaction

Compares to:
Majority game with a historic background

Other editions:
Currently none



THE PRODUCER

HOLLYWOOD'S GOLDEN AGE

Hollywood from 1940 to 1944 – you have inherited money and some land at the outskirts of Los Angeles – can you turn the shed on it into an important film studio? You try to win with most points; points come from awards for actors and film directing, from developing the studio and the variety of film genres produced. You play three or five rounds for three years, and six

event cards per year for intervention by outside professionals or historic events. Production of a film gives you money for actors and scripts, the award ceremony at the end of the year gives you points.

There is a board for each player and also a central board; in the first stage of a round you draft script cards and hire actors, directors or actors/directors; in



the Maintenance phase you reset boards, pay maintenance cost and assign event cards. In the Operational Stage you play an event card and use your seven producers by placing them on the central board – casting, party, bank, radio station, motel and café – and then on your own board for construction site, film production or laying off characters.

The Oscars Award ceremony gives awards for films. After the ceremony for 1942 or 1944 in the advanced game you score complete construction and film genres plus other factors according to optional rules.

A short overview over a massive game of many components, long rules and long duration; you need to spend a lot of time to comprehend the rules and that massively damages fun in playing the game, despite the nicely implemented topic and the lovingly incorporated details on actors and in scripts. ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
180+

Designer: Manlio Zaninotti
Artist: Maurizio Faleschini
Price: ca. 60 Euro
Publisher: ApokalypseInc 2015
www.apokalypseinc.com

EVALUATION

Worker placement
Users: For experts
Version: en
Rules: en it
In-game text: yes

Comments:
Long rules, difficult to understand * Best with four players * Painstaking details on the theme * Game mechanisms could be improved

Compares to:
Traumfabrik for topic

Other editions:
Currently none



TINY ROBOTS

CLOSE ALL CIRCUITS!



In the robot factory engineers rival for jury points for their unique robot constructions.

125 robot parts in different colors on the front side show lines as parts of circuits on the back side and are spread on the table with the circuit side up. In your turn as the active player you have four action options and can choose to do all of them or only one or two or three, always

in any order of your choice:

1. Take a part from stock and begin a robot or add it to your robot. 2 Turn over three parts in stock, show the front side to all players and turn the tiles back over again. You can check the front side of your robot anytime without having to show it to others. 3. Remove a part of your robot and put it back into stock. 4: Declare your robot to



be complete. For this the robot must comprise a minimum of three tiles and all parts that you hold must be integrated into the robot. You score your robot – 1 point per part or 2 points when all parts have the same color, plus 4 points if the robot features three different technology symbols OR plus 6 points if it features three symbols of the same kind. For each mistake in the circuit, that is, each unconnected node on the circuit side you must deduct a point. When the stock is empty or nobody wants to take tiles anymore, you win with most points.

Assembling sets based on a robot topic, the hunt for suitable circuit parts is fun! Identical color is nice, but not essential, closed circuits are much more important, even if the arms are then beneath the legs! And you need a good memory for where parts got put back to by others. And yes, lots of tiny robots make sense! ☑

INFORMATION

PLAYERS:
1-5

AGE:
7+

TIME:
30+

Designer: Pekka Koukkula

Artist: not named

Price: ca. 36 Euro

Publisher: Doorway Games 15

www.doorwaygames.fi

EVALUATION

Assembling sets

Users: For families

Version: multi

Rules: en fi de

In-game text: no

Comments:

Nice topic * Very good family game * You can only assemble one robot a time!

Compares to:

Set collecting game with given configuration

Other editions:

Currently none



TOUCHSTONE

FEEL FOR RUNES AND THROW THEM



You want to be faster to find the right rune corresponding to the dice results than all the other players and to be first to collect 15 gold coins. You have five rune discs of one color in a bag – the runes are cut in relief – and three cards of the same color. The starting player of the round holds a red dice, the others black ones. The black dice have two or three empty

sides, the red one has none. On a signal you roll your die in your track, identify the runes on all dice as quickly as possible and then try as fast as you can to find the corresponding rune in your bag, all with one hand. You take out all runes you think you identified and then throw the rune corresponding to the result on the red die into the bowl in the middle. Your hand must remain



outside the box boundaries. For the white sides you need not find a disc.

When all are done, the discs in the bowl are checked: When all discs are correct, bottom one scores 3 points, the next one 2, the third one 1 point and the top disc does not score at all. Should a disc show a wrong rune, it is not scored, the points are not given. After checking discs in the bowl you check those on the table and must discard a coin for each disc not corresponding to a dice result. Should the red die show the hand symbol you draw any disc out of the bag and throw it into the bowl, all other results are ignored. If you score in a round you can put a card in front of the bowl as an obstacle for one round.

This is a fun fast game, just difficult enough so that not everyone finds all the runes all the time – a super party game that is also good for inventing house rules. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
15+

Designer: Justin Oh, Harris Kwon

Artist: moosn

Price: ca. 19 Euro

Publisher: Gemblo/KoreaBoardGame 15

www.koreaboardgames.com

EVALUATION

Dexterity, groping

Users: For families

Version: multi

Rules: en kr

In-game text: no

Comments:

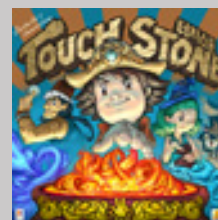
Easy play * Rules not perfectly translated * Fun Party game * House rules optional

Compares to:

Tactile games, dexterity games

Other editions:

Currently none



WORDZ

TIME FLIES!



The game features one black letter die – with vowels A, E, I and U, but no O – and ten white letter dice with vowels and consonants in varying combinations; the dice also carry letter groups like QU, CH, CK, ST and SCH.

The board is laid out. First you roll the black dice and set it down in the middle of the board. Then players in turn and in clockwise direction roll one

white die each; the first die is set on any case at the edge, the others then adjacent and in clockwise direction. When two vowels are adjacent, you can switch one for a consonant.

Now all players have the runtime of the timer, 60 seconds, to find words with the letters on display on the board. You can start a word with any letter; the letters used in a word must

be consecutively connected by lines on the board and you may use a die more than once, but not directly consecutive, an other letter must appear in-between. A word must be made up of minimum three letters. When time has run out, all players read out their list of words in turn and annul all words that they have in common with another player. Then you score one point for a three-letter word and up to ten points for an eight-letter word. Letter groups count for their individual letters, that is, for two or three letters. Letter groups count for two or three letters, respectively. After a number of pre-agreed rounds you win with most points.

Well, even 42 years after its first edition as „Wortwirbel“ at Heyne, the game is still a very good, fast and challenging word game and a nice family game, albeit with the same problem of all such game, the question of player's age and vocabulary. ☑



ZOMBICIDE BLACK PLAGUE

THEY WERE AROUND IN MEDIEVAL TIMES!

Humans in cooperative efforts against zombies controlled by the game, to complete mission goals and survive. Turns are split into player phase and zombie phase. Players activate their Survivors for three actions each - abilities acquired during the game can give you more - for movement, eliminating zombies and completing tasks for completing missions, according

to copious and detailed rules. Zombies use one action each to attack a Survivor or to move towards survivors or the loudest area on the board. When all mission goals have been achieved, humans win; zombies win any quest/mission by eliminating all survivors.

Zombicide Black Plague is a stand-alone edition with a Dark Medieval topic and featuring

magical elements, including a tutorial and ten quests. The essential rules and mechanisms have been taken from the Zombicide games with a modern times theme, and you can also create scenarios in which you combine components from both period editions. Rules details have been adapted to the new setting, and there is a new, fifth type of Zombies, the Necromancer, with copious special rules. Weapons are Near or Far Range weapons and Combat Spells, attacks with Combat Spells are treated as Far Range attacks; Enchantments are applied to a character or zone in line of sight.

Black Plague offers breathtaking game fun, beginning with the design of the game, and the game is exactly what it promises – a conflict game with some tactics, basically simple rules and the opportunity to have your characters gain experience and then having to cope with more Zombie opponents. A real jewel in the Zombie genre. ☑



INFORMATION

PLAYERS:
2-10

AGE:
8+

TIME:
15+

Designer: Tom Werneck

Artist: Kreativbunker

Price: ca. 14 Euro

Publisher: moses. Verlag 2016

www.moses-verlag.de

EVALUATION

Word finding, letter dice

Users: For families

Version: de

Rules: de

In-game text: no

Comments:

New edition, first edition

1974 at Heyne * Simple

Rules * Nice family game

* Very divergent player vocabularies can be a problem

Compares to:

Wortwirbel and other word games using letter dice

Other editions:

Currently none



INFORMATION

PLAYERS:
1-6

AGE:
14+

TIME:
120+

Designer: Guiton, Lullien, Raoult

Artist: Jérémy Masson und Team

Price: ca. 95 Euro

Publisher: CMON / Asmodee 16

www.asmodee.de

EVALUATION

Zombies, cooperation,

missions

Users: With friends

Version: de

Rules: de en es fr it pt

In-game text: yes

Comments:

Fantastic components and

design of box * Experience

curve for characters

* Rather simple rules *

Expansions available

Compares to:

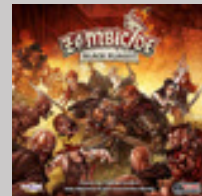
All other editions of Zombicide

Other editions:

CMON (en), Edge Entertainment (es

fr), Asterion Press (it), Galapagos

Jogos (pt)



7↑



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

13



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

■



Version: - * Rules: none * In-game text: no



Version: de * Rules: de en es fr it se and others * In-game text: no

5↑



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

3↑



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



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

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

Memo game for 2-4 players, ages 12+



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)

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

Discoveries

The Journals of Lewis & Clark

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