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TERRAFORMING MARS

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 62 GAMES

EXPLORERS IN AN ICY COMPETITION

RACE TO THE NORTH POLE

ARCTIC SURVIVAL

7↑

We are on our way to the North Pole: Well, the discovery of the North Pole, at that time, surely was not as spectacular as the race for the South Pole between the Norwegian Amundsen and the Englishman Scott in the year 1911. Originally, the Americans Peary and Henson were credited to have reached the Pole first in 1909. Today, this is doubtful. The earliest scientifically documented expeditions are the journeys of the American Plaisted in 1968, using a motor sledge, and the Englishman Herbert in 1969 with a dog-drawn sleigh.

So, we will follow their tracks and a set out for the Pole. In this we are assisted by „Playmore Games“, a young publishing company of two Finnish game designers, Jouni Jusila und Tomi Vainikka. The Finnish people have a very specific connection to the Pole, according to their lore Santa Claus lives in Rovaniemi, at the Polar Circle. (Christkind, on the other hand, must be looked for near

Steyr in Oberösterreich). But now for the game!

Das Cover of the Box in the Standard Catan sized box shows lots of details, prominently featured are two characters on a sleigh, and their face alone lets us suspect that all is not peaceful on the way to the North Pole. Glacier crevasses and an obviously bad-tempered Polar Bear confirm the dangers that will make our trip a hard one.

What can we expect from the components? First, a square basic board with an additional border and, a central element of the game, a second board that sits on a spindle and can be rotated. This board has 16 square cuts that are equipped with transparent windows, a feature, that works surprisingly well. The Teams are made up from four pieces each in orange, blue, black and white and all carry special markings, that are currently not important, but will become a feature in future expansions of the rules.

There are eight score boards, two of them neutral, which can also be used in various ways. Four start cases outside the board represent the ships, from which you start the expeditions via the basis camp. Two North Pole discs of different design – they can also rotate – are the target.

26 round tiles, in the colors of green, brown and white, offer advantages like icepick, Husky or Compass on the one hand, but can also bring danger like a hole in the ice, storms or the Polar Bear on the other hand. There are three kinds of storms, which can change the game board.

Finally, there are 100 cards which are the main element and govern events in the

Rudolf Ammer

The game combines two components that make it stand out from the plethora of family games: on the one hand move & defeat pawns and on the other hand a modular board and additional options to influence the game.

game. Those cards show range information, attack options and a weather indicator. A starting player piece in the guise of a large snowflake and a Polar Bear figure supplement the components. For ecologically interested players, everything is made from wood except the transparent windows.



Before we can start, each player receives a team card and equips it with the brown starting item tiles. Four of the eight green tiles are placed in the corners of the board; the remaining green ones are shuffled face-down together with the blue danger tiles and then you randomly choose ten for positioning on the board. The remaining tiles are not used. In this way, you have a variation of the game in each play.

And now we can really begin: Each player draws three cards from the stack and displays them. The draw pile sits face-down next to the edge of the board. The back-sides of the cards are also of importance, but more on that later.

Race to the North Pole is a race game, driven by action cards, which sometimes also allow you to defeat opposing figurines. Defeated men go back to the ship. Safe positions are only the basic camp or an igloo, provided the opponent does not use an icepick against the igloo. Items can only be used once. After each attack, you must take a tile from the stack; the chance to take damage yourself know is 6:4. Among those tiles there is one for the Polar Bear, introducing him to the game as an additional piece. He is, without doubt, an unsteady character, because he can be manipulated and used against opponents. When the stack of ten tiles has been used, further attacks are forbidden and there can be several figures on an ice floe. This speeds up the game towards the end. Action cards that were used are collected and their weather points are added up. At a certain total – in relation to the number of players – a storm comes up, that is, the top game board is rotated by 90 or 180 degrees. The direction is indicated by the backside of the top card on the draw pile. At the end of your turn you replenish your action cards from the draw pile and hand on the starting-player snowflake.

The ice is not easy to cross, because it is infested with rifts that you must evade. Good for you, if you managed to acquire the Snowshoe tile. With this tile, you can move across those rifts. Towards the middle of the board the pack-ice is crumbly and you cannot set up an igloo there which would offer some protection against envious opponents. When you have finally reached the North Pole, you will find that you can only enter from one side – yet another obstacle! The winner is, who assembles his complete team first at the North Pole.

As to components: All is sturdy and promises a long life for the game. The rules are included in four languages, German, English, French and Spanish and not, funnily enough, in Finnish. With examples and pictograms, the rules leave no question unanswered. There is also a short rule which concentrates on ways to move and on ac-

tion options and is very helpful. The design is always a matter of taste, for me it is a bit too dank. But all in all, the game tells in all its details that the designer did put their hearts into it.

Race to the North Pole is a family game in the tradition of Ludo and Pachisi, but on a much higher level – upgraded by additional items and an outside opponent like the Polar Bear. There is also the clever idea of the rotating 2nd board level, which I want to especially mention and which reminds of "Das Verrückte Labyrinth" by Max Kobbert, a game that sold 13 million copies and was translated into 60 languages. If your parents are "Pachisi" – the modern day "Mensch ärgere dich nicht", dating back to the 6th century – and the successful "Labyrinth", you can surely be proud of your ancestry. In Race to the North Pole, two basic elements were very cleverly combined and upgraded with additional elements, a combination that will surely please a lot of families.

(A remark from the editor: For this game you can download an APP called Dized, which is an interactive tutorial app for your smart device, learning the game while playing - www.dized.com). ☑

Rudolf Ammer

INFORMATION

Designer: J. Jussila, T. Vainikka
Artist: Norrgran, Ran, Verspoor
Price: ca. 20 Euros
Publisher: Playmore Games 2016
www.playmoregames.com

PLAYERS:

2-4

AGE:

7+

TIME:

45+

EVALUATION

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

Comments:

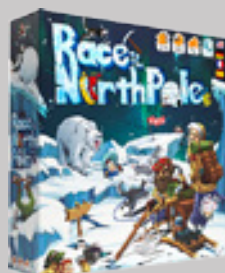
Very pretty components * Rotating game board * Nice topic * Simple rules

Compares to:

All games with a winning condition of getting all your men to the finish first

Other editions:

First edition, 2015



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> ☑

TRANSFORMATION OF A PLANET

TERRAFORMING MARS

MARS IS MADE HABITABLE



Mark Watney, the character in the film „Der Marsianer“, would have been rather pleased with the terraforming operations put into action by up to five players to make the Red Planet habitable; he himself did only plant a few potatoes and made a few drives in his Mars Rover to survive for about one and a half years on our planetary neighbor. In Terraforming Mars, however, we do not speak of years, but of generations that are necessary to turn Mars into an environment in which humans can live.

Essential for such a transformation are three global parameters – Temperature (starts at -30 degrees Celsius and ends at +8 degrees), the Oxygen Content of the atmosphere (in the range of 0 to 14%) and the number of used ocean tiles (9 tiles); as soon as all parameters have reached the threshold value or as soon as all ocean tiles have been used up, the game ends immediately after the current generation.

Mars is spread out before us, represented by a board of 100 hexagonal cases for tiles – cities, open spaces, oceans and special tiles. Some of the cases show small placement bonuses – special actions or various revenues; the board also features the indicator tracks for temperature and oxygen values

and further more the so-called milestone and award indicators and a summary of the standard projects that are always available for all players.

Each player – we are corporations – has his own player board to mirror the production and resources value of six resources – money, steel, titanium, plants, energy and heat. Money has the only production value that can fall below zero, well that's money, it does not work any differently on Mars. Depending on the variant we choose to play we either begin with fixed, pre-set production values and money or use the values on the corporation cards. Projects cards are, with the actions they provide, are the core of the game – we start the game with 10 in hand, in the advanced version we must pay 3 money units for a card to be able to keep it.

Each player begins at 20 on the Terraforming Value track (TW), which equals the basic money income at the end of each generation. Furthermore, this TW is part of the victory points at the end of the game; each raise of one of the global parameters by a player also raises the TW of this player by one.

In your first game, you are more or less over-

whelmed by the texts and options provided by the project cards – they come in three different types; with some experience in the game it gets easier and easier to use the cards properly and even create combinations for lots of points or resources. Fresh supplies of those cards arrive in the research phase of each generation. You can buy up to four randomly assigned cards for 3 money units each.

In the subsequent action phase, each player

Gert Stöckl

Mars! Here we come! In this game, at least, we have settled you already!

can execute one or two actions or pass. This is repeated until all players have passed. I pass on explanations of various side actions, however important they might be, for instance, „8 plants for a greenery tile“ or „8 heat for a raise in temperature“, and begin immediately with the first and most important of the main actions, „play a card from hand“. Each card has a condition that must be met if you want to build the card, that is, place it on the table – foremost the price between 1 and 36 money units, but for many of the cards you must also take into consideration a minimum or maximum value of oxygen percentage or temperature or the number of ocean tiles already on the board or a few other small necessities. This twist makes it possible not to overstress players from the start, but force them into long-term planning – the card, for instance, can only be



played when the temperature has risen to a minimum of 0 degrees – and also to force them to think about the usefulness of having a card in hand that you will not be able to play before the second half of the game. Frequently played are cards that enable you to place a tile on Mars, which is the core of terraforming anyway, or to play cards on the table that have a fixed or variable victory points value. The green cards have a once-only effect – the consume, for instance, resources once, but enhance the resources production at the same time, which of course makes long-term sense.

Blue cards have, besides a once-only-effect, also a permanent effect, for instance more favorable conditions for various actions, or the offer an option for exchange once per generation, which is also considered to be an action or offer a layout action on the card itself.

Cards carrying a building symbol can also be paid for with Steel in a ratio 2:1; cards carrying the space symbol have a titan ratio of 3:1, so that you can pay for a Space card with 3 Titan and 1 money unit. There are also some, albeit few, destructive card

Another one of the main actions is to claim a milestone; you must pay 8 money units for it and comply with a condition, for instance have three of your own city tiles on mars or three of your own open space tiles or have eight cards laid out on the table carrying the building symbol. Only three of the five milestones can be claimed, each one only once, and each claimed milestone, gives you five victory points. So, in this case, the motto is that the early bird gets the worm. The situation is a bit different with the action „finance award“ – for this action you need not meet a condition, but there are also only three out of five awards available.

At the end of the game, all players have the chance to win the awards – five points for the first and two points for the second player, not only the player who paid for the award. This situation demands that you are able to realize if you will really be able to meet the condition of having most of your own tiles on Mars, or the highest money production, or most steel and titan resources at the end of the game and to be sure that this award cannot be snatched away at the last minute by another player, dropping you into the less point-awarding second place or even out of the scoring.

Let me talk about the standard action in brief. They basically offer all what the cards offer for basic action, with the difference that they are permanently available, albeit at a higher cost; for instance, selling any number of cards for one money unit each, raise temperature on Mars, place an ocean tile or build a city and to raise your money production by one at the same time.

At the end of each generation each player receives as many resources as equals the current resource production on his player board; do not forget to use the basic revenue of the TW for money. And we begin the next generation, because we are not done with Mars for quite some time.

To sum up all this in a nutshell, let me say that Terraforming Mars surely is one of the outstanding games of this vintage, as regards to topic as well as regards to mechanisms. The multitude of action cards, which even provide cards for beginners as well as additional cards for an advanced version (Era of the Corporations) leaves nothing to be desired and provides lots of variation in many a game. I look forward already to the expansions, because those will arrive for sure, even if they only be new cards. The basically rather simple course of a round contributes to a feeling of being at home on Mars rather quickly. The rules leave no question unanswered, and this on barely 20 pages. A mentioning of the fact, that a generation goes in circles without end, giving each player 1 or 2 actions in every go-around, ending only when all have passed, would have been helpful; some groups overlooked this rule and did not play correctly. ☑

Gert Stöckl

INFORMATION

Designer: Jacob Fryxelius

Artist: Daniel und Isaac Fryxelius

Price: ca. 50 Euro

Publisher: SchwereKraft Verlag 2016

www.schwerkraft-verlag.de

PLAYERS:

1-5

AGE:

12+

TIME:

120+

EVALUATION

Settlement, development

Users: For experts

Version: de

Rules: de en pl

In-game text: yes

Comments:

Lots of cards * Therefore, lots of options

* Easily accessible, astonishingly simple

flow of the game * One of the outstanding

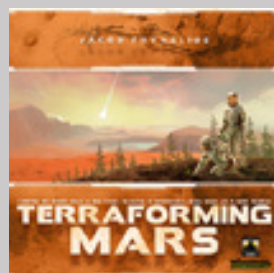
games of 2016

Compares to:

Agricola for number of cards and many options, other settlement and development games

Other editions:

Schwerkraft Verlag (de), Rebel.pl (pl)



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

WONDERFUL WINE COLOR THEORY AND WHEATHER CHANGES

VITICULTURE ESSENTIAL EDITION

DO WE WANT WORKER PLACEMENT YET AGAIN?



Vienna and wine; a combination, known, proved and tested for centuries; on the subject of board games and wine the first title that comes to mind is „Vino“ at Goldsieber 1999; in the following years, there were only two games and they even had the same name, „Die Weinhändler“, published by Piatnik in 2000 and Amigo in 2004. After quite a long void, the games autumn of 2010 gave us a total of four economics game on the subject of wine making and vine growing: „Grand Cru“ at eggertspiele, „King's Vineyard“ at Mayday Games, „Toscana“ at Aqua Games und „Vinhos“ at What's Your Game / Huch & friends, scheduled for this year in a deluxe edition; „Vintage“ was published in the following year. „Viticulture“ has been around since 2013 as a successful Kickstarter project, and was now given a somewhat changed and improved new edition at Feuerland, which already comes with elements from the so-called „Tuscany“ expansion.

Topic is, once again, wine making in ubiquitous Tuscany: The game is preceded by the reputation to be especially outstanding in its specific thematic correlations. Well, this

may be as it is, but in the game, you plant the vines in summer and harvest grapes in winter instead of in autumn – is this meant to be a tribute to the climatic changes already? And the making of Rosé wines is done rather inventively, too, by mixing the must of red and white grapes. But to town-bred children who believe that milk is produced by purple cows you probably can tell anything anyway. This is, I assume, also the origin of the unintentionally comic advice that is given three times in the rules: Vine cards stay in the region after the harvest. Vintners leave the vines in the ground, when grapes are harvested! You only pluck the grapes from the vines. The making of sparkling wine, too, comes across as rather idiosyncratic. At long last, the fact that, in the game, harvested grapes become steadily more valuable when being stored longer, can only be justified by necessities of game play and mechanisms.

But enough complaints, at least for the time being; the components need not be beautified by a deep glance into a wine glass. On the one hand, the very details little wooden game pieces are enchanting; there

are roosters for the turn order sequence of a round, a classic grapes shape for the starting player, wine bottles are used for marking the income and there are various cute buildings – even the two wine cellars per player are shaped differently. And on the other hand, there are 76 visitor cards with completely different, individual illustrations with equally unique names; these cards work similar to the Occupations in Agricola. A game is set up rather quickly; in the setup, each player begins with somewhat different starting conditions and parameters; enchantingly represent by a „Mama“ and „Papa“ card, who you inherit your starting capital from, so to say. Always in play are two small workers and one tall worker; you can hire more workers over the course of the game. Workers are of course, as is standard in such games, placed on the familiar, time-proven action cases on the game board to give their owner an immediate and hopefully useful advantage. Each case only be used for an action once per round; but you can use the tall worker to acquire the effect of such an action case in the aftermath. A good, and even new, idea is the partition of the action cases in a summer and winter area, but, inconceivably, not in a spring and autumn area:

Workers, that is, may not be placed on all sectors of the board immediately; you must place them first in „summer“; only when all players have passed on placement in this phase, it is time for „winter“. So, besides the



permanent dilemma to decide where do I need to place a worker immediately, where can I maybe play for time, I need to consider how many workers I must or want to save for the action cases in winter. Not new, but very nice, too, is a bonus that is usually accrued by the first worker in an action area; this again renders the repeated decision-making, about location and timing of placing workers, challenging and dodgy. The selection of a wished-for bonus, insofar as it might still be available for an individual player, also plays a big part at the start of round, when players put their respective roosters on the track for turn order; player

Harald Schatzl

Viticulture captures you immediately after opening the box with its shining components, even when after some airing you find a somewhat awkward choice of colors with potential likelihood of confusion, even in a still sober state of mind. The first sip tastes, due to the classic, earthy game mechanisms, rather neutrally, but then the emphasis on the playful note dominates the palate. The long-lasting finish must be emphasized, produced by a plethora of different cards and the chance to try various ways to play, accompanied by a mellow and mature but unexaggerated complexity. All in all, a very satisfying abundance of tastes with a nearly perfect harmony and balance of standard mechanisms and the nicely implemented topic, winning through in details with rounded-out elegance.

earlier in the round means that you are assigned a weaker bonus than your fellow players who want to be woken up later by the crowing of their roosters.

What makes Viticulture stand out from other worker placement games is the option of using so-called „visitor cards“. Those cards give the player who plays them a once-only and unique advantage, albeit with sometimes a condition having to be met or something having to be handed in or discarded to be able to enjoy the advantage. The incentive of achieving optimum combinations be chronologically suitable playing of those visitor cards results in a very high allure of the game. This is emphasized by the fact that you cannot play the cards as you like, but only after the placement of a worker on the respective case – the first one there is even allowed to make use of two cards. Connected to this is a certain element of chance when drawing those card, especially as their effects seem sometimes unbalanced or to be of varying power. But this is probably due to tact that the seemingly strong or weak effect of the respective ability relates very intensively to the current general and personal game status. So, the art is in the ability to create a situation in which the effect of the card is especially efficient. The other two types of cards, however, also provide challenges, and with them pleasure

or frustration, and intensify the element of chance in the game: There are, on the one hand, the vine cards: When you have drawn them randomly and later planted on your own personal board, you can harvest red and/or white grapes from them. How nice, when you draw a white type of vine as a supplement for you red vines that you already planted; less nice when I only always draw red vines. How nice, when I draw a type of vine that fits in nicely with the buildings that I have already constructed (there are the features of Trellis and Irrigation) and it is a lot less nice when I have to construct another building especially for the the new type of vine that I have just drawn. But all the same, the allure is here, too, to either create general preconditions to fit all future purposes or the make the best of the cards just drawn this moment.

On the other hand, those considerations are also valid for the ordering of wine; those orders relate to order cards with which you receive victory points and income from red wine and/or white wine and/or Rosé wine and/or sparkling wine. How nice, if you draw a card that demands two wines that I have already stored in my own cellars. Less nice, if you receive an order for wines, for which you need some sparkling wine that must be very laboriously produced, although you had planned to restrict your production rather to the cheap mass-produced wine, because that would have saved me the trouble of expensively upgrading my cellars. However, some of the visitor cards give victory points as well, very often they result in more victory points than your fellow players would expect, which causes them to be surprised often.

„Viticulture“ plays equally well with each number of players, but the more players there are the longer a game takes. For three or more players, you use two cases per action for placement; for five and six players, you use three cases, which is an elegant and uncomplicated adaptation of the mechanism to the number of players. The game even provides a solo variant with a playing time of about half an hour: The variant simulates a game for two players, in which randomly drawn „Automa“ cards determine which action cases – between zero and three – are already occupied by „the other player“ and thus blocked for the player; a campaign mode and five levels of difficulty are also on offer for a single player. Hand in hand with this, once again, comes however the familiar deficiency that we know from so many other worker placement games: For the most part, all players sort of play in parallel to each other. Of course, there is interaction from the „grabbing“ of action cases, but this is usually a random consequence of the chosen way to play than an intended one.

At least, some of the visitor cards that you play yourself do have an influence on other players. But if you prefer worker placement games with lots of interaction, will be better pleased with Keyflower (WIN 448, February 2013) or Spyrium (WIN 462, February 2014). Finally, there remains something that must be critically noted about the fundamentally grandiose game components: On the one hand, there exaggeratedly small texts on the visitor cards. On the other hand, the chose of colors – blue and purple – causes some misunderstandings now and then, the wooden pieces for „Cottage“ and „Cellar“ and their corresponding graphic design on the „Papa“ cards provide potential for mix-ups, too. The buildings are crafted in great detail, but for a game in this price range I would expect somewhat bigger pieces. And as the board and the player boards have been done in two languages already, it might have been appropriate to include the English versions of the 76 visitor cards, too. And finally, let me moan one more time about the really nonsensical and – as regards to the topic objectionable and distracting – division of the action cases in a summer and winter sector instead of a spring and autumn sector. ☑

Harald Schatzl

INFORMATION

Designer: Stegmaier & Pedersen

Artist: Christine Santana

Price: ca. 60 Euro

Publisher: Feuerland Spiele 2016

www.feuerland-spiele.de

PLAYERS:

1-6

AGE:

12+

TIME:

90+

EVALUATION

Worker placement

Users: For experts

Version: de

Rules: de

In-game text: yes

Comments:

Nice and atmospheric graphic design * High quality components * Variable number of rounds and playing time * Place will with two players, solo variant * Suitable for casual players when playing with experienced players

Compares to:

Agricola, Lewis & Clark

Other editions:

Viticulture, Stonemaier Games



My rating:



ROYAL GOODS, ALSO KNOWN AS

OH MY GOODS!

ME AND MY COMMODITIES!

This review is based mainly on the original game, published by Österreichisches Spiele Museum (OSM) but all the components are the same as in the Lookout/Mayfair edition, named OH MY GOODS. The only difference are three “small” rules, as we will see later, that improved play.

ROYAL GOODS is a card game where the players initially have a small artisanal job and later try to increase their business acquiring new buildings and starting new activities.

The (too small) box includes 110 cards: 94 of them will be extensively used and therefore I strongly recommend to save them with transparent sleeves since the beginning.

Each player starts with a Char burner (“blue” building card) and an expert Worker.

There are only four Char burners in the game and each of them uses a different set of raw materials to produce coal. These cards have no cost but they do not guarantee Victory Points (VP).

The “expert” worker will be used to produce coal ... if we give him the right raw materials, of course. Please note a nice touch from the game designer and artist: side one of this card shows a “male” worker, while side two shows a “female” worker, so every player may decide which one to place on table. Anyway, the worker’s card may be used

“full busy” (the rules say “orderly”), or “tired” (“sloppily” on the rules). We will see the difference later.

The box also includes a set of 8 “assistant” workers: they are similar to the “expert” workers, but they do not have a “full busy” side. They still show a man on one side and a woman on the other, but each of them shows a unique set of colored cards (2 red, or 4 green, for example, or one per color, etc.), a cost (2 to 6 coins) and a VP value (2 or 3).

(see picture 1)

The other 94 cards are buildings. Each of them has a cost (from 3 to 17 coins) and offers VP at the game’s end (from 2 to 5): of course, the higher is the cost, the better the reward. In the center of the card there is a very nice drawing of the building, many different countryside. Klemens Franz did a wonderful job here. The left side of each card shows a RESOURCE: grain, wood, clay, stone, cotton. The bottom part of the card has a colored case with the name of the building, the number of the resources that are necessary to produce the GOOD shown in the middle, the value (in coins) of each produced good and, finally what it is necessary to produce extra goods using a “production

chain”. 48 of the cards (51%) also have a small icon depicting an “half sun”.

There are 26 “green” cards (with wood as a resource), 17 red (clay), 17 yellow (grain), 17 light blue (cotton), 17 dark grey (stone). All those cards have the same back showing a wooden crate. The “dark grey” cards are not production buildings but they offer different bonuses.

It is time to get up and go to work

Each player randomly takes a Char burner,

Pietro Cremona

Hard work in a bucolic country!

a worker and 7 “good” cards that are placed on top of the char burner showing the wooden crate: these are the goods that were produced ... before the beginning of the game and they may be used (each has a value of 1 coin) to purchase new buildings. A certain number of “assistants” (from 4 to eight, depending on the number of players) is displayed on the table and may be hired at certain conditions.

Finally, the players are given five cards and the game may start.

In turn each player may discard ALL the cards from his hand, if he wishes, and can take exactly the same number from the deck. The original rules did not allow for this “change of hand” and sometimes bad luck (no cards with the resources that you need for your char burner) penalized the players, so this addition is very welcome.

Then everybody is given TWO new cards.

The first player turns over cards one by one from the draw pile and places them on the



Bild 1 - Picture 1



table until two “half suns” are displayed: This may happen after only TWO cards or after a long series of cards. They are used by ALL the players as common resources to run their factories. Each player may also use other cards from his hand, if necessary, as we will see. But now it is time to assign the workers to their task: the card is placed UNDER the selected factory orderly or sloppily: which side to use depends on the number of resources that you see on the table and that you have in hand. If you already have all the necessary resources, you will play the

worker “orderly”; if you are not certain to get all the resources you may play it “sloppily” (and you will need a resource less for production). The players that wish to build a new building in the present turn place a card on the table, face down. (see picture 2) The first player turn again cards from the draw pile until two half suns are displayed: now ALL the available raw materials are visible in what is called MARKET and the workers may start producing goods. Each player

look at the resources depicted on the bottom left of their production building that have the Expert worker and/or an Assistant and if they are all available in the market he places new goods on top of that building: ONE good for each Assistant or if the Expert worker was sloppily or TWO goods if he was orderly. If some resources are not available in the Market, you may discard the missing cards from your hand; if you do not have the necessary cards in your hand, the workers will be unable to produce and you lose a turn. After the “regular production” it





is also possible to use the “production chain” depicted on the bottom right of the building to add extra goods: you use cards that show the requested resources from your hand or goods cards stored on your buildings, even those that were just produced. For each combination you get an extra good.

(see picture 3)

Let's look, for example, at photo 3: it shows, on the left, the “Shoemaker” building (yellow card). If you have 3 grain and 3 wood, you gain ONE pair of shoes (if you played your worker sloppily) or TWO (if you played him orderly). Take 1 or 2 cards from the deck and place them on top of the yellow building: each of them has now a value of 8 coins. If you already have in your area a “Tannery” building with some goods (value 6 coins) you may take one or more and use the yellow production chain to place them on top of the “Shoemaker”, rising their value to 8 coins as well.

Once that the new goods are added to their building, the players decide if they want to build a new building or not: if YES, they turn the covered card over and they pay the number of coins indicated on the top left, using the goods stored on their buildings. If they do NOT wish to build it, the card is taken again in hand (and this is the second change of rules that was added in the new edition and that surely improves the game too).

(see picture 4)

If a player collected enough building cards of the right colors he may hire a new Assistant: he pays the cost and takes the requested card that should be immediately

assigned to a production building: later the players may change place to their Assistants (max 2) if they pay two coins as only the Expert Worker may be re-assigned every turn. The game goes on until one player builds the 8th production building. At this point, everybody still has a last turn to play and on this “special turn” it is possible to use ALL the production chains for free (provided that the players have the right resources): this means that you do not need the worker or an Assistant on those buildings. And this is the third and last rule modification of the second edition.

Finally, all the goods are sold and converted in VP (5 coins = 1 VP) that are then added to the VP that each player's buildings and Assistants already granted. The higher total wins.

Royal Goods/Oh my Goods is a game easy to learn and nice to play, especially if you use the three rules modifications highlighted in this review. It is a quick game (25 to 35 minutes) and it is amazing. Interaction is very low: the only “common” cards are the Assistants and the first player who reaches the conditions takes the card without any ... fight. Lady Luck has its role, as it happens in all the games with cards, but the three changes of the rules mitigated this effect very much. Now you cannot claim to have lost the game only because of bad luck!!!

I played Royal Goods also with children 8 years old that were involved in a very competitive way (after having understood the rules and the mechanics) from the second or third game.

A final very “personal” note: I love very much the visual effect of the cards with those

bucolic landscapes and I would like to see more games with similar graphic arts. ☑

Pietro Cremona

INFORMATION

Designer: Alexander Pfister

Artist: Klemens Franz

Price: ca. 10 Euro

Publisher: Lookout / Mayfair 2015

www.mayfair-games.com

PLAYERS:

2-4

AGE:

10+

TIME:

30+

EVALUATION

Resources management
Users: With friends
Version: it
Rules: de en it + many more
In-game text: no

Comments:

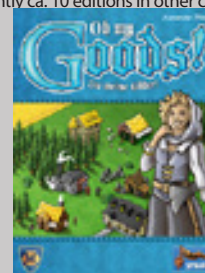
Lots of in-game depth with few components and rules * Rules changes of the new edition improve the game * Short duration - Little interaction

Compares to:

Games using worker placement and resources management as well as multiple uses of cards

Other editions:

First edition as Royal Goods, OSM
Currently ca. 10 editions in other countries



My rating:



CONSULT

DAS ORAKEL VON DELPHI

AND CLIMB UP INTO OLYMPUS

Zeus confronts the Mortals with twelve different tasks that they must muster before being able to pay a visit to Olympus. Hercules before them has to comply with twelve tasks to be raised to a god. But which Mortal will be worthy and first comply the tasks with which he was confronted?

At long last a game again, in which you must do more than collect most victory points to win the game. The mastering of twelve tasks that are set for each player provides a special allure for the game. Tasks come from four different categories, so to say. In the guise of a mortal from ancient times you must set up Shrines, collect Offering, deliver offerings in Temples, set up Statues and defeat Monsters, for instance the Minotaur or Medusa.

Before the competition about the worthiness to visit Olympus can begin, you must do some preparations. The setting up of the game takes nearly as much time as reading the rules, so a little hint from me – delegate jobs, so that you have enough time to play. Fortunately, the rules come twice, that is, in two languages, German and English.

Due to the variable game board the completed setting-up of the game changes from game to game, but you need to adhere to a few basic rules for the set-up. The rules recommend a set-up for your first game that you are invited to use. In later games, you can then place the board parts in any way you like, there is only one rule to adhere to: There can only be one water area, which must be connected. When the twelve board tiles have been placed, and are connected to the six city parts, the board is complete. The middle of the board is made up of three parts; each of them is made up from six hexes arranged around a hole. One of those three parts shows only water. You put Zeus in the hole in the middle of this water tile, the hole is the starting place on which you start your adventurous journey as well as the final finish that you want to reach after completing your tasks.

A little information: Gaps that result from random placement of the board tiles, are called Shallows and you cannot navigate in them.

Sacrifices, temples, monster and statues are all available in six colors, one piece per color. All colors for those components are always in play, only their number varies. The number of sacrifices and monsters is determined by the number of players in the game. Sac-

rifices are distributed evenly on the Sacrifice islands on the plan tiles, no color may appear twice on the same island. Monsters are placed on the monster islands, there are three cases for two monsters each, the rest of the monsters is distributed on the other islands.

There is only one temple for each color, so you put one temple on each of the six temple islands. Statues are placed on the six city tiles of their color; thus, the red city carries the three red statues that must be established on the board over the course of the game. The island tiles showing clouds are shuffled face down and placed on the corresponding cloud cases on the board tiles.

This completes the set-up of the board. But, alas, you are not done with preparations. There is a stack of cards that is used in the game and must be prepared. The stack is separated into Oracle cards, Injury cards, Companion cards and Equipment cards. All those separate stacks, except for the Companion cards, are shuffled and stacked face-down. Six Equipment cards are laid out openly and next to them you place the Favor tokens.

The last step in the preparation is the set-up of the individual player boards. Each player receives his own board and his 12 task tiles, which he sorts and puts down next to the top border of his board. He also takes a ship that is placed at the starting case. The shield is placed on case 0 on the track on the board. Each player also receives one god disc for each god and puts it on his board into the bottom row of the gods' ascension tracks. Finally, each player takes three dice.

The starting player is chosen and receives three Favor tokens, the other players in turn receive one token more than the player before them, respectively - in case of four players, the last one receives six Favor tokens. Then you assign the ship tiles for the player ship to the players and the tiles are placed on their personal boards. Again, the rules suggest a selection of ship tiles for your first game, it is recommended to use them.

The last player of the round receives the Titan die in addition to his three Oracle dice. Then all players roll their three dice and put them on their respective cases on the player boards. This already constitutes the first consultation of the Oracle and determines the course of the first round in the game.

Shrines that players must set up, are placed on the player board. Each player receives

a summary card showing all possible actions and draws one Injury card. This card is placed to the left of the player board. Now the competition can begin. The color of my Injury cards determines, which one of my gods I can put into the starting row on the player board, the starting row, on the other hand, is determined by the number of players.

A player turn comprises three phases. At the start of the turn, you check the number of injury cards that you currently own – if you have too many, you must pass your turn. Six different injury cards or three injury cards of the same color constitute too many. Then you can discard three injury cards of your choice to reduce the amount. Should you happen to have no injury cards at all, you may either take two Favor tokens for a reward or move one god one step upwards.

In Phase Two of your turn, actions are imple-

Isabella Prior

The game is very well plannable and you need to proceed very tactically as a strategy can be very quickly countermanded by other players. The dice mechanisms render the game interesting and diversified.

mented – you can play them in any order of your choice. For actions, you use the three Oracle dice, and a die that you did use for an action is placed in the middle of the Oracle. If you own Oracle cards, you may also use such a card to do an action, but you always only use one such card per turn. gods, which you manage to move higher on their scales, provide special actions, which you must play as a separate action in your next turn, as soon as the god has reached the Olympus, that is, the top row.

Your turn ends in Phase Three with another consultation of the Oracle. You roll the dice and you must tell the resulting colors to all players. Because the colors you roll enable the other players move their god of the corresponding color one level up, in case the god is already in play, that is, was at least placed into the starting row.

The player with the Titan die rolls this die together with his own Oracle dice when consulting the Oracle. The resulting number of pips on the Titan die determines the number of injuries that the hero must suffer. When the number corresponds to the shield strength of a player or is lower than his shield strength, he needs to take an injury card. For all other results, you take an injury card; in case of a six for a result, you must take two injury cards.

Thus, it can happen when you must use the Titan die, that you must pass your turn or did not have injuries and must suffer some due to the roll. So, keep an eye on your injuries, if you want to avoid having to pass

your turn, because having to pass can be quite a setback in the competition, because you lack one complete turn, compared to all other players. Concentration on defense using raise of shield values is surely helpful, but not sufficient on its own.

Actions that you can do during the action phase: There is a selection of three actions that are independent from the color of the Oracle dice, and ten actions that do depend on the respective colors of the Oracle dice. As you have maximum four actions from the Oracle dice and possibly one Oracle card, you should plan your actions well and tactically. You have enough time for this

planning during the turns of the other player, and you must be prepared to change your plans, if the other players set up statues, place sacrifices or fight monsters before it is your turn.

The three actions without color correlation are: Draw an Oracle card from the pile or take two favor tokens or look at two face-down cloud tiles. Those three actions give you certain advantages, the Oracle cards gives you an additional action. The Favor tokens are necessary, if you want to change the color of a dice, and underneath the cloud Tiles the locations are hiding that designate the locations for the Shrines. But

don't forget that executing those actions also takes a die.

Favor tiles can be used before you implement actions in relation to dice colors. This is an important point, as the color must correspond to the dice color when you deliver Sacrifices, move the ship, remove injury cards or move a god. Actions that relate to adjacent cases, like fighting a monster, can only be implemented when your own ship is in the respective adjacent case.

The ship is moved up to three cases on the water. A condition for this movement is that it must stop on a case in the color of the chosen Oracle die. When you discard a



Favor token, you can move one additional step, the target case must of course also have the color of the chosen die.

As a second action, you can fight a monster. The monster must have the color of the die and the ship must be next to the island case. For fighting the monster, you use the combat die. Each monster begins with a strength of 9. From this value, you deduct your own defense value. You win the skirmish if you rolled the strength of the monster or higher; if you do not have defense, but roll a nine, you have defeated the monster all the same. If your roll was too low, you can discard a Favor token and roll again. This discarded Favor token has additional effect – the strength of the monster is reduced by one. So, you can continue the skirmish until you are out of Favor tokens, if you want to.

When the monster has been defeated, you take the monster and put it on your own player board. You have now already mastered one of your twelve tasks and receive a reward. In this case, you may take one of the six equipment cards on display; those cards can be of big help to optimize your turn. So, you should consider your selection carefully. You can receive a total of three equipment cards, as you must defeat a total of three monsters and defeating a monster always gives an equipment card for a reward. A little hint: In the games we played, the action „Take a Favor token“ was always used more often than the other actions, but you can also get those Favor tokens in some other ways. You need them all the time to achieve an optimum turn, so you should watch your stock all the time.

Another action is to discover/explore an island. The dice color must correspond to the color of the island hex. Your own ship must sit on an adjacent case, if you want to turn over the cloud tile. For this discovery/exploration you receive a reward; if you did uncover a tile with your own color, you can build the Shrine of your color. When you did set up a Shrine, you have mastered yet another one of your twelve tasks and, for the reward that you have earned, you may advance one of your gods by one level. If you uncover a tile in another color but your own, you receive rewards determined by the letter on the tile. In this way, it can happen, that your own island cases are uncovered by other players. For those situations, there is the action „Build Shrine“. To execute this action, you must sit next to the case and must use the indicated die color; and do not forget to claim the reward for completing the task.

The action of discovering an island has the advantage that you can build a Shrine immediately, but is chance-regulated if you did not look at the tile in a previous turn,

because in a game all island tiles are always in play.

Do not forget to make use of the gods, because the special actions provided by the gods can change the course of the game for your own advantage!

One more action is, to load a Sacrifice onto your ship by using the respective die color. A little hint: You can use maximum two storage spots on a ship. One ship in the selection of available ships, however, has four storage spaces to offer. You take the Sacrifice of the appropriate die color and put it on a free space in your own storage. The opposite action to loading a Sacrifice is to deliver a Sacrifice. To do that you must take the Sacrifice to the island with the temple of the appropriate color.

The Action of Loading or Unloading Statues is done in a similar way: You load the Statue on a city case with the corresponding die color onto your ship and then take the statues to a building site in the color corresponding to the color of the statue, using a die of the appropriate color. For constructing a statue, you are rewarded with the Companion of this color – that is, if you constructed a red statue you can select one of the red companions. Possible companions are heroes, creatures and demi-gods. Heroes allow you to increase your shield defense.

At this point, there is an ambiguity in the rules: The Companion card shows that you can advance your shield by two cases, the German rules tell you that you can only advance it by one case. The information in the English rules corresponds to the symbol on the Companion card. It makes a bit difference if you can advance the shield by one step or by two, so this problem should be eliminated in the next edition. I must say, however, that this is the only problem in all the rules.

The remaining two actions are: You can discard all injury cards corresponding to the color of a selected die or that you can advance a god by one step, again in the corresponding color. All actions are very extensively described in the rules, which gives the impression that the game be complex or difficult. But exactly the opposite is the case: In less than a round you have familiarized yourself with the action and can use them to your optimum advantage, the offer lots of options without being unnecessarily complicated.

The game ends as soon as one player has completed all his twelve tasks and arrived back at the location of Zeus. The round is completed and it can therefore happen that you triggered the end of the game but do not win all the same, because another player achieved completing of the task, too, and maybe owns more oracle cards than you.

But this does not mar or impede the fun in the game in any way, you only want to play the next game better.

The game is a very tactical one, because the moves of other players have a very great influence on your own next move and therefore a strategy over the course of the game is hard to achieve. You find lots of planning in the game, but this does not mean that it takes a long time to play. To the contrary, it has a nice duration of maximum two hours, a round of experienced players can do it in less time.

The varied board the various actions, which are partly chance-governed, make for an interesting game. What I liked best is the dice mechanism, which on the one hand restricts your action options, but on the other hand demands meticulous optimum planning.

The only, albeit slight, disadvantage of the game is the considerable handling of components when unpacking or storing the game, but this is standard for a game by Stefan Feld. To avoid this I would recommend to pack all components for a player into a bag, so that you only need to hand a bag to a player for the next game. ☑

Isabella Prior

INFORMATION

Designer: Stefan Feld

Artist: Dennis Lohausen

Price: ca. 45 Euro

Publisher: H@ll Games / Pegasus 16

www.pegasus.de

PLAYERS:

2-4

AGE:

10+

TIME:

100+

EVALUATION

Development, dice for actions

Users: With friends

Version: multi

Rules: de en and others

In-game text: no

Comments:

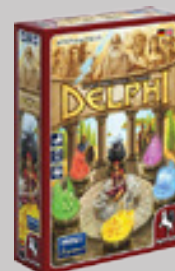
Interesting dice mechanisms * Copious components * Lots of interaction

Compares to:

All games with action selection from dice

Other editions:

Fullcap Games, Tasty Minstrel Games and LudoSentinel are announced



My rating:



90 GRAD

THINK OUTSIDE THE BOX,
AT RIGHT ANGLES!



Think outside the box, but do it at right angles ... on a 7x7 cases grid board, made from massive wood, with the middle case clearly marked. Each player holds six marbles of one color and a somewhat differently looking seventh marble of the same color, the so-called winning marble. At the start, the winning marbles sit in opposing corners, three marbles each are

placed horizontally and vertically adjacent to form a chevron. Aim of the game is to either have your own winning marble on the marked middle case at the end of your turn or to push the opposing winning marble off the board.

Players alternate turns, you always move one of your marbles, other marbles – your own and opposing – are pushed along, if

necessary.

A marble moves as many steps as there are marbles in her row at the start of the move – including opposing ones – but moves at a 90 degrees' angle, that is, three steps vertically if there are three marbles in the horizontal row. The marbles in the starting row must not be adjacent, there can be gaps, each marble counts regardless of its owner or position. Marbles that roll off the board are out of play and cannot re-entered into the game. A player is not allowed to move an opposing marble back to the spot where the opponent did start his move.

This is a tactical titbit for specialists – the game is highly tactical, and you have to consider the consequences on ranges of opposing marbles in each turn and always take care not to overlook a marble due to gaps. And don't forget that the winning marble must be pushed to the middle case with the exact number of moves, not, for instance, with the third step out of four. ☑



ARBORETUM

COLORFUL TREE, BEAUTIFUL PATHS

8↑

An arboretum is a garden with a great variety of colorful trees; as a player, you create such an arboretum with paths for visitors. You use, depending on the number of players, between 6 and 10 sets of cards of different colors and tree varieties, each set has eight cards of values 1 to 8.

You begin with seven cards; the rest is draw pile. In your turn,

you draw two cards from any stacks, put one card into your display and discard one card to your own discard pile. From the second card on you must place a card horizontally or vertically adjacent to another card. In a path, cards must have ascending values and the first and last card of a part must be of the same color; a path can change direction, but must always run

orthogonally.

So far so simple, the problem is in the decision what I keep and what I place or discard, because: At the end of the game you score paths in your display only if you have the highest total value of cards in this color in hand; for values 1 and 8 there are special rules for the total. In case of a tie all players in the tie score their paths. Each card of a path scores 1 point, and 1 extra point when all cards have the same color. A „1“ at the start scores 1 point, a „8“ at the end 2 points: A card can be part of several paths and can be scored several times. Very beautiful, but not easy and – despite a personal display for each player very interactive and rather nasty, because as soon as have started a promising path, others will of course begin to hold on to cards of that color. But you can do the same, can't you? Don't get angry, play again! ☑



INFORMATION

PLAYERS:
2

AGE:
10+

TIME:
15+

Designer: Gunnar Kuhlencord

Artist: not named

Price: ca. 30 Euro

Publisher: Gerhards Spiel u. D. 16

www.spiel-und-design.eu

EVALUATION

Abstract placement

Users: With friends

Version: multi

Rules: de en es fr

In-game text: no

Comments:

Classy, wooden components * Highly tactical * Some gaming experience necessary

Compares to:

All tactical placement games for 2 players

Other editions:

Earlier editions at Holzinsel and Giseh Verlag



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Dan Cassar

Artist: C. Quilliams, P. Guérin

Price: ca. 13 Euro

Publisher: Abacusspiele 2016

www.abacusspiele.de

EVALUATION

Card placement, majorities, scoring

Users: For families

Version: de

Rules: de en es fr

In-game text: no

Comments:

Classy, beautiful components * Very interactive * High vexation element

Compares to:

Mit List und Tücke for the scoring, otherwise placement games with pattern formation

Other editions:

Z-Man (en), Filosofia (fr), Fractal Games (es)



BANG THE DICE GAME

THE OLD SALOON



Shootout with dice in the Wild West! As Sheriff, Outlaw, Deputy or Renegade you have the same goals as in the card game and roll five dice, maximum three times. You can set aside and reroll dice. Dice show symbols for different effects, which are implemented in the order of Arrow, Dynamite, Bull's Eye 1 and 2, Beer and Gatling. Effects can affect yourself, your neighbor

or all players at the table. When being hit by arrow, bull's eye, dynamite or Gatling you lose a life, for beer you win one. Dynamite cannot be rerolled and arrows are resolved after each roll. When you lose your last life, you are out of the game.

The first expansion for the game, *The Old Saloon*, introduces five modules! „Loudmouth and the Coward“: Two Saloon dice - you



can exchange one core game die for one of those dice, but not both at the same time; Symbols are Broken Arrow, Bullet and twice Beer, Bull's Eye 1 and 2 and Gatling, the resolving of dice is adapted accordingly. „Arrow of the Indian Chief“ can be chosen instead of a normal arrow and takes two life in an attack unless you are alone with most arrows; „Special Roles“ just offers nine new roles for the game; „A Posse of New Characters“, new characters for the game, some of them can only be used with other modules in the expansion. „The Ghost“ can only be used in a game for five or more players, the first eliminated player turns into a ghost, is in play with new roles and can win together with his faction.

A very witty and well-thought-out expansion for new challenges between Saloon and Indians; the modules go nicely with the core game and with each other and the two new dice are a hit! Oh yes! ☑

INFORMATION

PLAYERS:
3-8

AGE:
8+

TIME:
45+

Designer: M. Palm, L. Zach
Artist: Riccardo Pieruccini
Price: ca. 15 Euro
Publisher: dv Giochi 2016
www.dvgiochi.com

EVALUATION

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

Comments:
First expansion for Bang! The Dice Game * New dice are highlight of the expansion * More intensive game play without longer playing time

Compares to:
Bang! The Dice Game

Other editions:
Currently none



BIOS: GENESIS

THE MOLECULAR ARMS RACE



In solitaire mode or in competitive or cooperative mode, you simulate the origins of life on Earth – you begin as one of four organic compounds with one to three markers. Amino acids (player Red) regulate the metabolism, lipids (player Yellow) generate cells, pigments (player Green) regulate energy uptake and storage and nucleic acids (player Blue) govern replica-

tion. Aim of the game is to first create autocatalytic life – metabolism reproduces itself, the organism does not yet replicate – and then Darwinian life forms – organisms replicate based on templates.

A turn begins with an event phase on an active terrain type, spanning 200 million years. In the assignment phase, a starting Biont is assigned to a refugium;



a refugium is a breeding space with Manna cubes for building blocks in unstructured dead or structured, metabolically alive populations. In the autocatalytic phase, you roll for each refugium and relocate manna; a double allows you to start Darwinian life on your board. Metabolism, Heredity, Specificity and Entropy are simulated by chromosome cubes on organisms and mutations. In the Darwin phase, you roll for microorganisms. Good metabolism in both Phases creates catalysts, which you can also use to upgrade Bionts, and so on, and so on, rules to simulate all aspects of evolution and mutation. When there are no more events or Earth becomes inhabitable, you win with most markers on organisms and your Bionts. The advanced game introduces macro-organisms. Highly complex, challenging, thrilling, a very well-made simulation in a game for experts that are interested in evolution. ☑

INFORMATION

PLAYERS:
1-4

AGE:
14+

TIME:
120+

Designer: Phil Eklund
Artist: K. Chakroun, Ron Miller
Price: ca. 30 Euro
Publisher: Sierra Madre Games 16
www.sierra-madre-games.eu

EVALUATION

Development, simulation
Users: For experts
Version: en
Rules: de en
In-game text: yes

Comments:
Highly complex simulation * Same gaming experience necessary * Very detailed, copious rules

Compares to:
Bios Megafauna

Other editions:
Currently none



BRETTSPIEL ADVENTSKALENDER 2016

24 X FUN TO PLAY

The smashing success of the weeks before Christmas in 2015 is repeated this year: Again, one expansion for one of 24 games is hiding behind the 24 doors of the huge Adventskalender – among them expansions for winners of various renowned national and international awards worldwide as well as for two of the games that were nominated for Game of the Year

2016 in Germany. The 24 games are: Arcadia Quest, Arkwright, Broom Service, Böhmisches Dörfer, Cacao Chocolate, Camel Up Cards, Crisis, Das Orakel von Delphi, Die Portale von Molthar, Gold West, Guilds of London, Hansa Teutonica, Imhotep, Istanbul, Karuba, King of Tokyo / King of New York, Mysterium, Panic Lab, Quadropolis, Robinson Crusoe, Saboteur, Tallinn,



West of Africa and Zooloretto.

As is standard for expansions, you cannot play them without the respective core game which might be an incentive to add the one or the other game to your collection.

This year editor Matthias Nagy has come up with a nice improvement – the Adventskalender is available on two editions – one is the attractive big box with 24 little doors – behind each of them you find one expansion and the rules for it – for use as a real Adventskalender and the other edition is a compact little box, filled with the expansions, small and easy to transport.

Small or big, the Adventskalender is a marvelous idea, of course mainly intended for experienced players and collectors; the respective basic games – not all of them are 2016 releases – should all be available – so if your appetite has been whetted, you should be able to find them. And a big thank you goes to Matthias for the idea! ☑

INFORMATION

PLAYERS:
1+

AGE:
8+

TIME:
var

Designer: various

Artist: various

Price: ca. 50 Euro

Publisher: Frosted Games 2016

www.frosted-games.de

EVALUATION

Collection, expansions

Users: With friends

Version: multi

Rules: de en

In-game text: yes

Comments:

Collection of expansions *

Expansions all need basic

game to play * Two editions

– Adventskalender and

compact edition

Compares to:

Edition 2015

Other editions:

Compact edition



BUBBLEE POP!

FALLING COLORFUL MARBLES



Bubblees float in the sky above planets; each player has such a planet for up to 20 Bubblees. At the start each player puts three black Bubblees on his planet and the sky is studded with Bubblees, according to a template or at your choice.

In your turn, you first replenish the sky and can then swap two adjacent Bubblees in a row or column. Then you choose two

horizontally or vertically adjacent Bubblees and have them fall to your planet. If this results in an alignment of three or more Bubblees of the same color, either horizontally or vertically, you move those Bubblees to your scoring zone, for one point each. Bubblees of the same color or adjacent to this trio in rows or columns, are also transferred to your scoring zone.



Removing Bubblees to the scoring zone triggers the special ability of the color, you decide if you want to use it: Red – switch Bubblees, purple – send a Bubblee from your planet to the opposing planet, blue – send a Bubblee from the sky to the opposing planet, green – switch two Bubblees on your planet, yellow – transfer a free Bubblee to the scoring zone, black – those Bubblees can only be removed by the abilities of other Bubblees. Bubblees above removed Bubblees slide down. When the sky cannot be replenished, you win with most points. In the solitaire version, you must complete 20 different levels by clearing the opposite planet of all but the black Bubblees.

A well-made interpretation of a Smart device game, individual abilities of colors introduce quite some tactic, but if you want you can enjoy the thrilling family fun also without the abilities. And the solo version offers lovely solitaire entertainment. ☑

INFORMATION

PLAYERS:
1-2

AGE:
8+

TIME:
30+

Designer: Grégory Oliver

Artist: Alex Rudikov

Price: ca. 22 Euro

Publisher: Bankiiz Editions 2016

www.bankiiz.com

EVALUATION

Row formation

Users: For families

Version: multi

Rules: en fr

In-game text: no

Comments:

Very attractive design and

components * Inspired by

games for Smart devices *

Very well-made transformation

into a board game

Compares to:

Row formation games

Other editions:

Currently none



CARROTIA

**COLLECT CARROTS,
AVOID BIRDS OF PREY**



The rabbit must collect carrots to feed the colony, but time is short, paths are long and birds are hovering looking for prey.

You play three rounds, each of them comprising the phases of arranging tiles for a labyrinth and moving the rabbit to collect carrots.

A quest card is revealed and players place a labyrinth as quickly as they can, accord-

ing to the quest card, with corresponding edges of tiles; the goal are 3x3 tiles in 30 seconds in round One, 44 tiles in 60 seconds in round Two and 5x5 tiles in 90 seconds in round Three. Then you place birds and carrots into the labyrinth as shown on the quest card, for a mistake in the labyrinth you must place an additional bird.

Then the rabbit begins on the



indicated starting tile and players move it, one tile per turn, along the paths, never backwards, it must reach the exit tile in 10/15/20 steps in round 1/2/3. Carrots on tiles the rabbit enters are collected. Once in a round each player can use his special ability for the rabbit. After each step, special dice are rolled for each bird in the labyrinth. The bird moves and has effects on carrots or the rabbit, if it enters their tiles. The rabbit can collect carrots from a tile with a bird, the bird only has an effect when it moves to the rabbit. When players managed to collect 20/25 carrots in three rounds, they all win together. Looks simple, but is not simple at all – it takes quite some tactic and some fast, tightly controlled cooperation. A family game, as regards to topic and basic mechanisms, but also of interest for experienced players as regards to in-game depth and tactical options. ☑

INFORMATION

PLAYERS:
1-6

AGE:
8+

TIME:
30+

Designer: Malte Kühle

Artist: CDS Studio

Price: ca. 20 Euro

Publisher: Mage Company 2016

www.magecompany.com

EVALUATION

Cooperation, place tiles
Users: For families
Version: en
Rules: en
In-game text: no

Comments:

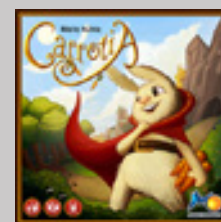
Family game * Gaming experience is helpful * Also of interest for experienced players

Compares to:

First game of its kind

Other editions:

Currently none



COME TO FISHING VILLAGE

COOPERATIVE VILLAGE SALVATION



The village must not be depopulated - to win together you must survive three rounds with 24 payouts to investors, called book-closings, with a minimum of one resident in the village at the end.

You are dealt worker cards in relation to both the number of players and the chosen level of difficulty, plus three Land Shark cards. Two Book-Closing cards

are on display and the village has 20 residents to start with. All players put down a development card – all players can confer on the cards and choose the same development several times. Then players decide on a starting player together.

In three rounds – each simulates a period of 8 years - there are phases: In Phase I Workers and Books, players use workers,

remove Land Sharks or close books. This phase ends with eight closed books. Closing of books happens by discarding production symbols; if there are not enough, you can close all the same, albeit with the loss of five residents. When you managed to fend off Land Shark efforts to block a regular closing of a book with enough symbols and you have then production symbols left, the number of residents raises. Then, in Phase II, all players check the development cards for completion, success brings new residents for the village.

Players can discuss every aspect of the game and their cards in hand at any time, but can never show their cards to the other players.

This game stands out because of its unusual topic and allowing solitary play despite the very strong cooperative component. Sufficient numbers of cards in hand and very well considered closing of books are important in this very interesting variant of resources management. ☑



INFORMATION

PLAYERS:
1-8

AGE:
10+

TIME:
75+

Designer: Kiroaki Fujiwara

Artist: Motono

Price: ca. 13 Euro

Publisher: Tohoku Wisteria/Japon Brand 16

<http://wisteriat.blog.jp>

EVALUATION

Cooperation, set collecting
Users: With friends
Version: multi
Rules: de en fr jp
In-game text: no

Comments:

Language-independent despite card texts * Intense cooperation and communication is necessary * You need to keep an eye on the number of cards in hand

Compares to:

Set collecting and resource management via card symbols

Other editions:

Japanese-only edition



COVENANT

PACT WITH DEATH

Four greedy noblemen enter a covenant with Death to inherit the throne, but the price is death for one of the nobles at the hand of a suspect. 28 or 30 citizens are laid out face-down in a grid, you hold 2 allies and 7 or 6 suspects; there is a suspect corresponding to each citizen. You play a card on the table into your district, move the coach around the districts in relation

to the number on the card and then resolve the ability of the card, if possible. Then you look at a face-down citizen and reveal him or another one in the grid. If the revealed citizen corresponds to a suspect in a district, you cover the suspect with the citizen, the innocence is proven. Then you can swap a card in your district with a card in the district with the coach, the card



you offer must be of the same family or of higher value.

When all are out of cards or there are only three citizens left in the grid, the culprit is determined among the remaining citizen – depending on the position of the family chips that were randomly placed at the start of the game, or for numbers of family members. If you have the corresponding suspect in your district, you do not score. The others score for characters and their abilities in their districts and bonuses for allies.

A nice topic, nicely implemented, unfortunately there is an ambiguity in the rules – the rules state “... citizen corresponds to suspect in the district”, that is on the table; an example and a video allow both district and hand, which would be far too easy. Otherwise this is a well-illustrated and thrilling search and memo version with surprises from the character abilities. ☑

INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
45+

Designer: Óscar Arévalo
Artist: Víctor Corbellà
Price: ca. 25 Euro
Publisher: Gen X Games 2016
www.genxgames.es

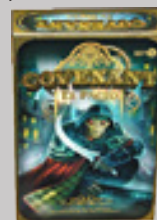
EVALUATION

Search / display cards
Users: With friends
Version: multi
Rules: en es fr
In-game text: no

Comments:
Unusual topic, nicely implemented * Rules ambiguity as regards to suspect locations * Innocence for suspects in hand would be too simple

Compares to:
Search games for pairs with additional rules

Other editions:
Currently none



DER MYSTERIÖSE WALD

WANDERING ALONG THE MEMO PATH

6+

Jonas is entering a fantasy world by accessing a magical painting and crosses a mysterious forest, finding items and having to memorize what he finds, because he will need those items on his journey.

In Phase 1 the face-down path is set out using Forest cards, Wanderer cards and one Final Battle card, as stated in the rules, and four randomly chosen spots on

the backpack board are filled with randomly chosen Loki tiles. Then each path card in turn is revealed and players memorize the equipment depicted on the card and then put the card back face-down. In Phase 2 you prepare the backpack for the hike across the forest. In turn, each player rolls four dice, chooses two symbols and puts the corresponding item tiles on the back-



pack board. If you roll Loki, you must take a face-down Loki and place it on the backpack. When the backpack is filled, Phase 3, the hike through the forest, begins. Each path card in turn is turned up and you put Jonas on it. If you can put all necessary items from the backpack on the card, the next card is revealed, and so on! If you miss an item, you can turn over a Loki tile and either take an item of your choice or swap an item from the backpack for one from stock. When Jonas arrives at the last card, the Final Battle, and can fight the Queen of Drakonia with the necessary equipment, all win together.

An enchanting game with fantastic graphics, lovely components and a marvelous mix of mechanism; the mix of memorizing, rolling dice and cooperative consultations on what to take works very well. Due to the changing path cards each game is different and challenging. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: Carlo A. Rossi
Artist: Daniel Lieske
Price: ca. 25 Euro
Publisher: Iello 2016
www.iello.fr

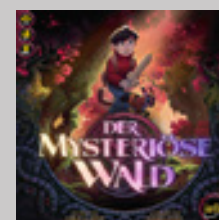
EVALUATION

Cooperation, memo
Users: For children
Version: de
Rules: de en fr
In-game text: no

Comments:
Based on the Wormworld Saga Comic * Classy components * Very attractive graphics * Marvelous mix of mechanisms

Compares to:
Collecting games with memo component and cooperative choice

Other editions:
Iello (en, fr)



DRACHENTURM

TOWER BUILDING FOR THE PRINCESS

5+

Uproar in Fairytale Land, the princess is imprisoned in the Dragon Tower. The Prince and his companions build a tower to rescue her before the dragon wakes up. First, the tower must be assembled, possibly with adult assistance. Then the building tiles are shuffled face-down and spread out. In Phase One the scaffolding is set up. In turn, players turn over one of the

building tiles: If it is a companion and corresponds to a free marking on the current scaffolding level, you place a companion on the marking. For a joker, you place any companion on a corresponding marking, the joker is discarded. If you reveal a scaffolding level and all companions are in place, you add a new scaffolding level, if not, you turn over the tile again. If you



did find the dragon, you move him backwards one step until he clicks into place again. This shortens the time for Phase Two. When the last scaffolding level has been placed, Phase Two – the rescue

– begins. The Dragon is activated; each player uses his pusher to push the princess from the tower towards her coach, through the door across the balcony onto the scaffolding and then through the holes in the scaffolding. If she reaches the coach before the dragon awakes and wrecks the tower, all players win together. The game includes chicanes and a version for experienced players.

Another way to save a princess! Especially nice is the cooperative component in pushing, one player should do the pushing and the others should safeguard the princess and make sure she doesn't fall off. Time is short, especially if you did not memorize where the dragon is after you found him for the first time. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: C. A. Rossi, A. Berni

Artist: Christine Faust

Price: ca. 35 Euro

Publisher: Haba 2016

www.haba.de

EVALUATION

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

Comments:

Very nice combination of mechanisms * Attractive, opulent components * Nice topic

Compares to:

Memo and dexterity games with time factor

Other editions:

Currently none



DRAGONS

FLY IN FORMATIONS OF FOUR

2+ 8+

The game features 32 dragons in four colors, two dragons are always identical, so there are 16 different dragons. For each of the four shapes and four colors there is an order card. In a game of four players you play with all 32 dragons; in a game for two you take eight marked dragons out of play.

Each player secretly draws an order card for shape and an order

card for color, and each player is dealt twelve or eight dragons; in a game of four players you play in two teams, teams and team members alternate their turns. The active player must either 1) place a dragon tile, adjacent to at least one side of a dragon already on display or 2) must move a dragon; the dragon you move must have at least one free edge, you are not allowed



to leave a dragon isolated from the others by moving your chosen dragon and you cannot choose to move a dragon that was moved in the previous player's turn. Or, as your third option, you can place a net/harpoon marker. If you place the marker with the net side up, this dragon is blocked from being moved; if you place the marker with the harpoon side up, this dragon is blocked from being part of a winning line. Whoever is first to form a horizontal, vertical or diagonal line that corresponds to one of his secret order, wins.

Dragons is a very pretty tile placement and tile shunting game in the traditions of Connect 4 and other related row formation games; with the option of choosing either form or color you have much more possibilities. An ideal game to carry along due to its box size and an ideal game for beginners or families; it can easily be played already by younger children. ☑

INFORMATION

PLAYERS:
2 or 4

AGE:
8+

TIME:
20+

Designer: Oriel Comas

Artist: Amelia Sales

Price: ca. 10 Euro

Publisher: GDM Games 2016

www.gdmgames.com

EVALUATION

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

Comments:

Standard mechanism, nicely varied * Pretty graphics * Simple rules with more options due to two criteria

Compares to:

Row formation games with multiple criteria

Other editions:

Currently none



EDENIA

SHEEP SEARCHING FOR A PLANET

8+

Planet Arridis has been completely grazed, so sheep set out for the legendary Planet Edenia. The rim of the Galaxy is laid out; the starting planet Arridis and the target planet Edenia are placed in opposite corners, inside rim. All three sheep of a player begin on Arridis and players are given turbo clover chips. In your turn, you move a sheep or pass your turn and take a Tur-

bo Clover. A sheep moves from a planet onto one of the paths or advances on a path; when a path ends at the edge of a tile, you turn up a tile, but only one new tile per turn; the type of tile triggers events or gives you Turbo Clover or points from flags and artefacts etc. If you discard a Turbo Clover, you can leapfrog over another sheep. If you reach or newly reveal, that is, discover

a planet, you end your turn, place a flag and receive clover and artifacts. You can own any number of artifacts and can make use of an artifact either before or after the movement of a sheep; an artifact remains with a player after being used. For Dwarf planets, Black Holes, Relay Stations or Teleporters there are special rules. You win with three sheep on Edenia or a score of 42 points or with most points when the last Trifolium token has been removed from Edenia. For younger players, you can play without artifacts and flags, the immediate winner is whoever reaches Edenia first with two of his sheep. A race from start to finish, a bit of ousting on planets, a bit of tactics in the selection of paths and the timely taking of turbo clover – all in all a nice and attractive family game, that you can also play in a simplified version. ☑



EVOLUTION PLANTARUM

THORNS AND PARASITES

You breed your own species and must make do with different amounts of food. Each round comprises the phases Development, Food supply, Food and Extinction plus drawing cards. Each phase is resolved by each player. Or development you play cards, using them either as animal or as characteristics. Food is determined by dice roll. To feed you take one food marker per

round. If animals are not sufficiently fed they become extinct, including all their characteristics, and are discarded. When all cards are gone, you score for surviving animals and for each of their characteristics, with bonuses for special characteristics. In this expansion plants evolve and develop. Due to the new characteristics and types - Fungus, Liana, Carnivorous plants,

Ephemerals, Mycorrhiza, Root Vegetables, Trees, Parasitic Plants, Spiky, Protein Rich, Officialis or Honey Plant – the structure of the turn changes and you can take influence on the size and availability of the food basis. Plant characteristics can be played on a plant card on the table or face-down as a new animal for the player, or on an animal of the active player; all plants are available for all players; by adding characteristics you can protect them from certain animals who lack the necessary characteristic to overcome the protection. Animals can be hidden in shelters from being eaten by carnivores or carnivorous plants. The Random Mutations expansion is necessary to play. This Plantarum expansion provides even more options and variability as well as challenging choices for a game with a rare and interesting topic which meanwhile has been picked up for publication in USA and Germany as well. ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Matthieu Lanvin

Artist: Camille Chaussy

Price: ca. 35 Euro

Publisher: Blam! Editions 2016

www.blam-edition.com

EVALUATION

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

Comments:

Pretty family game * Very attractive design * Level of difficulty can be varied

Compares to:

Start-Finish-Games with events, etc.

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
80+

Designer: Dmitry Knorre

Artist: Sergey Machin

Price: ca. 16 Euro

Publisher: Rightgames 2016

www.rightgamesrbg.com

EVALUATION

Play cards, resolve effects
Users: With friends
Version: multi
Rules: de en
In-game text: yes

Comments:

Needs Random Mutations expansion to play * Even more options for development * Can be combined with Evolution Continents

Compares to:

Evolution and its expansions, Bios Genesis, etc.

Other editions:

Russian edition



EXIT - DAS SPIEL

HUT, LABORATORY OR PYRAMID



Live Escape Games are a new kind of group entertainment, roughly similar to crime dinner games; but instead of solving a murder case you must escape from a locked room within 60 minutes by solving puzzles, finding clues or keys or codes etc.

EXIT Das Spiel is a series of three games, bringing this kind of game to the table. You have a

decoder disc, a booklet and the image of a room. Booklet and image provide clues and tasks. For each task, you need to find the three-digit code solution to get clues or information or the next task. You enter it into the decoder disc next to the symbol of the task, the window then shows you a card number.

When the card with this number carries an x, your solution



was not correct, otherwise the cards directs you to another card for information or the next task. During the game, you must make thorough use of the components, bend them, write on them, tear them up etc., so you can only play once with each box.

The game "Die verlassene Hütte" puts players in deserted dwelling in the woods, in „Das Geheime Labor“ you are locked into a laboratory and in „Die Grabkammer des Pharaos“ inside a pyramid. In each case, you escape by solving all puzzles, which are different in every box. A marvelous game idea which was thrillingly and challengingly interpreted, the puzzles are difficult and interesting and the checking for correct solutions is done with a nearly ingenious mechanism; you get used to destroying components and there is even a scoring in relation to the time you took and the assistance cards you used. At the end, there is only one question left – when will the next titles be released? ☑

INFORMATION

PLAYERS:
1-6

AGE:
12+

TIME:
60+

Designer: I. and M. Brand
Artist: Silvia Christoph und Team
Price: ca. 13 Euro
Publisher: Kosmos 2016
www.kosmos.de

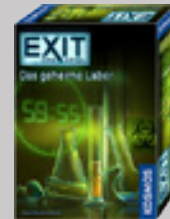
EVALUATION

Puzzles, logic, creative thinking
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
No time limit * Star scoring for a correct solution in relation to time taken and clue cards used * Each box can be played only once

Compares to:
All variants of Escape Room games

Other editions:
Three titles in the series



EXPEDITION

BONANZA CREEK OR TAJ MAHAL



The era of explorations and discoveries is nearing its end, but as of now sponsors still finance expeditions and go along to visit explored locations.

You receive three travel tickets and five expedition cards, the locations on the board corresponding to those cards are marked with your tokens; then you receive three or seven more cards, depending on the num-

ber of players. Three expeditions – red, blue and yellow – begin on the starting case in Europe and you want to direct them to locations on your own cards. In your turn, you place an arrow at the end of the expedition of this color. If the tip of the arrow now touches a location for which you have a card to lay out this card, regardless of who placed the arrow. If there is also



one of your tokens at this location there, you take it in addition to laying down the card. If you placed an arrow you can use up to two tickets to add another arrow or to remove an arrow, to swap a card or to discard a card for a location touched by an arrow within an expedition. If the expedition reaches a blue special case, you may place another arrow; on a yellow special case, you get a travel ticket. You can also pass your turn and take a travel ticket instead.

When someone places his last card, you score points for laid-down cards and collected tokens, cards left in your hand and tokens on the board cost you victory points.

This nearly classic game was published first in 1995 as Terra X and is still a very good travel game and a marvelous family game, maybe because of its clear, simple, straightforward mechanisms. This is a game that should be in every collection. ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
30+

Designer: Wolfgang Kramer
Artist: Marc Magielsky
Price: ca. 20 Euro
Publisher: Amigo Spiele 2016
www.amigo-spiele.de

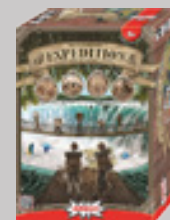
EVALUATION

Travel, placement
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
New edition * In-game text is information only, not game-relevant

Compares to:
Travel games with discarding cards of reached destinations

Other editions:
Earlier editions at Queen Games and Ravensburger



FAMILY FLUTTER-BY

ONE CORNER – THREE NEW BUTTERFLIES

5↑

Butterfly researches try to find varieties of butterflies on the meadows. On the board of each player – all boards are identical – you find eight butterflies arranged in four squares; one butterfly sits in each of the outer corners of the square and one butterfly on the two adjacent edges of two squares. The squares have two layers and the triangular halves of each square

can be flapped up or down, so that butterflies in new color combinations are formed.

13 randomly drawn butterfly cards are prepared and you decide if you want to play with the side depicting one butterfly or the side showing two or three butterflies. A butterfly marked with a flower can be found several times on the board, all other butterflies can only be created



once!

One card is turned over and all search their board for this or these butterflies; the butterfly must be identical; mirror image butterflies are not acceptable! When you play with cards showing two or three butterflies, all of them must be visible at the same time on a player board. Whoever finds the butterfly or butterflies first, shows his board to the other players and takes the cards. If you make a mistake, you lose a previously won card. When all 13 cards have been played, you win with most cards. A haptically and visually very attractive game, the colors are easily distinguished. As you only use one quarter of the available double-sided cards for a game, there is enough variation in the butterflies on demand. Family Flutter-By is also a fantastic exercise on spatial thinking and quick pattern recognition and comparing of color combinations. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: M. N. Andersen
Artist: F. GmbH, S. Kondirolli
Price: ca. 17 Euro
Publisher: HUCH! & friends 2016
www.flutter-trade.com

EVALUATION

spot, fold, patterns
Users: For children
Version: multi
Rules: de en + 6 languages
In-game text: no

Comments:
Very attractive components
* Trains pattern recognition, colors and spatial thinking
* Lots of variety due to number of double-sided cards

Compares to:
First game of its kind

Other editions:
Currently none



FIVE!

COLLECTION OF GAMES

5↑

A project by Steffen-Spiele in cooperation with Bund Deutscher PfadfinderInnen, if you buy a game you donate one game to refugee care institutions. The games are inter-cultural and easy to explain, they are all based on standard mechanisms and are meant to facilitate access to games play and games. The collection comes with rules in German, English, Arabic, Farsi,

Urdu and Igrinya.

32 pieces in black and white are used for five games; the backside is empty, the front side shows symbols – dot, line, triangle and square as abstract representations of numbers 1-4. *Five Wins* - row formation game for 2 players, ages 6+: You alternate to place a piece edge to edge, whoever forms an orthogonal row of five pieces first,



wins. *Torris* - tower conquest game for 2 players, ages 12+: Pieces are randomly arranged, face down, in a chess board pattern; then you move one of your pieces according to its symbol, the piece must be one level higher at the end of the move. In towers, you move the top piece, which also determines the owner of the tower. *Shell Game* - memo game for 2-4 players, ages 6: You lay out four symbols, turn the pieces over, move three pieces and then the other player names a symbol on a piece, if he picked the correct piece, he takes it. *Number Poker* - bluff game for 2-4 players, ages 9+: You secretly take one of your pieces in your fist, whoever reveals the most valuable one, keeps it and wins the round, the other pieces are out of play, identical values block each other. *Clear Up* - logic game for 1 player, ages 8: Version of Solitaire.

Five! offers interesting and well-working games in a project that is well worth supporting! ☑

INFORMATION

PLAYERS:
1-4

AGE:
5+

TIME:
20+

Designer: Steffen Mühlhäuser
Artist: Steffen Mühlhäuser + Team
Price: ca. 19 Euro
Publisher: Steffen-Spiele 2016
www.steffen-spiele.de

EVALUATION

Collection of games
Users: For families
Version: multi
Rules: de en + 4 languages
In-game text: no

Comments:
Attractive versions of standard mechanisms * A project well worth supporting * Simple rules

Compares to:
Collections of games with standard mechanisms

Other editions:
Currently none



FUTSCHIKATO

GET CARD AROUND THE TABLE
AND OUT OF PLAY!



The aim of the game is standard – be the first player to shed all cards, the allure is in the details. The game comprises 90 cards of values 2 to 20, cards get rarer in adjacent order, 2 is in play 16 times, an 8 only five times, 12 comes three times and the cards 16 to 20 are in the deck only once.

All 90 cards are shuffled together and you are dealt five

or six cards, depending on the number of players, the rest is draw pile. You play in turn. The active player puts down one of his cards in hand on the table and compares it to other cards on the table. Each card that is lower than the card just played is beaten, is discarded and its owner must draw a card from the pile. All cards equal to the card player or higher than this



card remain on the table. If it is your turn again and your card is still on the table, you have “gotten it through” and can discard it without drawing a replacement card – you have successfully shed one card.

If you play a card of the same value as a card in front of another player, the values are added and beat all cards lower than the total. If someone plays a card equal to the total value of the cards, this value is not added – for instance, if two fives were played, adding up to 10, you do not add the 10 that is played by a third player, the fives remain on the table, though.

If you get such a joint card through, all players with such a card discard it without replacement. If you are out of cards, you win.

A fun game, easy and just simple enough – the real question is partnering or not? Otherwise simply play it, use a bit of tactics, try a bit of memorizing cards and have fun! ☑

INFORMATION

PLAYERS:
3-8

AGE:
7+

TIME:
15+

Designer: Friedemann Friebe

Artist: Harald Lieske

Price: ca. 8 Euro

Publisher: 2F-Spiele 2016

www.2f-spiele.de

EVALUATION

Card shedding

Users: For families

Version: de

Rules: cn de en es fr jp

In-game text: no

Comments:

Rather change-dominated

* Some tactics possible

* Plays fast * Extremely simple rules

Compares to:

Card shedding games with

the aim to be first to get rid of cards

Other editions:

Stronghold Games (en), Arclight (jp),

Edge Entertainment (es, fr), Swan

Panasia (cn)



GIERIGE GOBLINS

DIAMONDS AND DYNAMITE



Goblin clans collect gold and gems in the mines of the mountain, but must beware exploding mines! Eight mines and a guild house are laid out in a circle; treasure tiles for torches, emeralds, rubies, sapphires, diamonds monsters and helpers are heaped face-down in the middle. All players play simultaneously and use one hand only to take a treasure tile from the heap, look at it and

put it face-down on any mine card of their choice – you cannot put treasures on the guild house. Torches can also be placed open-faced to turn over one treasure in the mine. If you want to secure the guild house or one of the mines for yourself, you place one of your goblins there, the guild house or a mine are now closed for all other players. When all mines are closed, you score them



one by one, after the guild house. Whoever took the guild house, takes one helper card from the stack. In the mines, you score two points for each treasure of your own clan and one point for every other treasure. For each monster in your mine you must discard a treasure of your choice. Each helper gives you one helper card. One or two sticks of dynamite double or treble the total value of your treasures, but if you find three or more sticks of dynamite, the mine explodes and you score zero. Helper cards can be played in the scoring phase on your own mine, a card just drawn can be played on another mine than the one from which it originated. The Banker gives you a coin and is not discarded like other helpers, you can use him again next round. If someone tops 100 Points, the richest player at the end of the scoring phase wins.

Greedy describes it exactly – you grab and snatch and hope that nobody notes which mine you have your eyes on and donates some dynamite! Hectic, cute and good fun! ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
40+

Designer: Richard Garfield

Artist: Hause, Ausloos, Berszuck

Price: ca. 25 Euro

Publisher: Pegasus Spiele 2016

www.pegasus.de

EVALUATION

Collecting

Users: For families

Version: de

Rules: de en

In-game text: no

Comments:

Hectic and bit chaotic *

Curious mix of tactic and

chance * Only hidden,

indirect interaction * Lots

of fun

Compares to:

Collecting games with hidden elements

Other editions:

Greedy Greedy Goblins, Alderac



GLÜX

LIGHT YOUR WAY

8↑

You have light tiles and try to light up as many rooms as possible with your tiles. You have 24 double-sided light tiles, 8 each of values 1/6, 2/5 und 3/4. The game board is double-sided, one side is used for a game of four and three players, the other side for a game of two players. Rooms are the lighter, connected areas on the board, the dark squares are used as paths.

At the start, you draw a tile from the bag, choose a side and place the tile chosen side up on your given starting position. Then you draw one more tile. A turn comprises placing a tile and then drawing a tile. To place a tile, you start at any of your tiles on the board and count its number of pips away from it in a straight orthogonal line, only over free squares. In the target



square, you place your tile, any side up. When the target square is occupied by ONE of your own or an opposing tile, you can cover it with your own. A third tile on a stack is not possible, the top tile is valid for the rest of the game. You can cover your starting-tile once, another player's never. If you cannot place a tile, you are out of play until scoring. When nobody can draw or place anymore, rooms are scored, the highest and second-highest value gives you 4 and 2 points, respectively.

This is a really sophisticated, abstract game, that only seems simple. The unusual mechanism is balanced for every number, big ones give you movement, small ones can solidify positions or conquer. Over the course of the game, movement options raise and the dwindle again. A marvelous strategy game with many options for each turn and a clear vexatious element. ☑

INFORMATION

PLAYERS:
2-4AGE:
8+TIME:
30+

Designer: Jakob Andrusch
Artist: Antje and Claus Stephan
Price: ca. 30 Euro
Publisher: Queen Games 2016
www.queen-games.de

EVALUATION

Placement for majorities
 Users: For families
 Version: multi
 Rules: de en
 In-game text: no

Comments:
 Abstract placement game
 * Fantastic mechanisms *
 Works equally well for all numbers of players * Well-balanced, many options

Compares to:
 Placement games for majorities in areas

Other editions:
 Currently none



GRIFTERS

CRIME IN DYSTOPIA

The Resistance causes chaos in the Dystopian Universe and as a Grifter you take advantage of it. As a powerful gangster boss you establish your criminal organization, recruit minions with special abilities and have them either in hand or in play. You begin with six specialists and use them to hire additional specialists, complete jobs, plunder government resources and to cheat

your opponents.

In your turn, you resolve three phases: In Phase I you move all specialists in your Hideout Zone to the next position, that is, advance them by one Night; cards currently in position Night 3 are moved out of the Hideout into the Refresh Zone. Then, in Phase II, you must play specialists from your hand: For a caper, you play a card, resolve the text and then

put the card into the now empty position Night 1 in the Hideout. For a job, you select one of the available jobs and play the necessary team of specialists; the abilities demanded by the job must correspond exactly to the abilities of the specialists you play; the team is then placed on Night 1 in the Hideout. Finally, in Phase III, you take all cards in the Refresh Zone back in hand. If the government funds are empty or there are no jobs to complete or no specialists left to hire, you win with most money including bonuses for two, three or four completed jobs of the same color.

The topic is standard, the card mechanism is challenging – you know the whereabouts of all your cards any time, know when they become available again and can plan for jobs accordingly. A fascinating “hand”-building game without chance, the job cards are sorted numerically and thus by levels of difficulty. ☑



INFORMATION

PLAYERS:
2-4AGE:
14+TIME:
30+

Designer: J. Tlapak, D. Fulton
Artist: J. Nocón, S. Gustafsson
Price: ca. 25 Euro
Publisher: Indie Boards and Cards 16
www.indieboardsandcards.com

EVALUATION

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

Comments:
 Dystopic topic * Without chance * All cards of a player in hand or on the table

Compares to:
 Some mechanisms of deck-building games

Other editions:
 „You Dirty Rat“, Jacksmack Games, 2015



HABITATS

**ANIMAL PARK
WITH WATCH TOWERS AND FLOWERS**

10+

Each player builds his own wildlife park according to the demands of animals and visitors. You start with an entrance tile; three goal tiles – one per year – are on display and you place your animal marker on an open display of tiles as stated in the rules, this display is a market for all players. The remaining park tiles are stacked face-down.

In your turn, you take one of the

tiles adjacent to your own marker in the market; then you move your marker to the position of the tile that you selected and put a new tile from stock openly on the position that was vacated by your animal marker. The tile that you took is then placed into your own park, orthogonally adjacent to a tile already in place; there are only two rules to observe: There cannot be a tile



in the column below the curved side of the entrance tile, and edges of tiles featuring roads cannot border other tiles.

You play three years with different numbers of turns depending on the number of players and score the parks at the end of each year for majorities in relation to the goal tiles on display: Biggest area, most areas, longest orthogonally row of park tiles, landscape types, flower diversity, compact park, least distance to the entry and least distance of tiles to a road. After the scoring of the third year you score your own park individually for animals, flowers, watch towers, tourists and extra access roads.

Habitats is a pretty tile placement game, notable for its attractive design and enchanting animal markers; the open market display introduces tactics and the different goal tiles provided variety for the individual games. ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
40+

Designer: Corné van Moorsel

Artist: Stephen Tu

Price: ca. 27 Euro

Publisher: Cwali 2016

www.cwali.nl

EVALUATION

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

Comments:

Beautiful ceramic figurines
* Very realistic, beautiful graphics * Standard placement

Compares to:

All placement games for majorities and conditions

Other editions:

Currently none



JUNK ART

BUILDING BLOCKS ON A WORLD TOUR

8+

As an up and coming young artist you have become famous for your Junk Art, you win fans and do go on a world tour of exhibitions. Players as artists work with 4x15 wooden pieces in four colors, and there is a card for each of the 15 city cards. The junk art cards are shuffled and stacked and all parts laid out. The basic rules are: You begin with a basis, oriented any way you want, and

add blocks, according to the current junk art card from your hand. The block in your hand is the active block, you may place it using one hand or both hands and may also steady the basis with one hand. Active pieces are not allowed to touch the table and you can use the active piece to move other pieces. Blocks that fall off are set aside, if you cause blocks to fall off other



constructs, you take those too. If the active block fall, you place it again.

Three city cards are displayed for the world tour; there are special rules for each city that modify the basic rules: Number of players, aim of the game, number of junk art cards that you are dealt as well as the course of a turn and the end of the exhibition. City cards also yield fans, depending on the conditions for the respective city. When all cities have been played, you win with most fans. If you want, you can play a longer game with more city cards; the city of Nashville can only be played with a copy of the game *Flick'em up*.

An unusual, impressive idea for a building game that works well; the rules are not ideally structured, but sound and coherent. Components and box are striking, a wooden box in a colorful cardboard jacket and wooden blocks for the nice family building competition. ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
30+

Designer: Jay Cormier, S. Lim

Artist: C. Quilliams, P. Guérin

Price: ca. 50 Euro

Publisher: Pretzel Games 2016

www.pretzelgames.com

EVALUATION

Construction with given pieces
Users: For families
Version: multi
Rules: de en fr nl
In-game text: no

Comments:

Unusual version of a constructing game * Features one city in a crossover with *Flick'em up* * Rules structure not ideal

Compares to:

Bausack, Make'n'Break, etc.

Other editions:

Currently none



KILT CASTLE

WILL GRANITE OR CHALK DOMINATE?

10↑

Clan McKilt is fighting over building its castle. Four of ten building cards show one color, six are double-colored. You hold 16 floors of a color, five of them carry crests. The building cards are laid out next to the board per instructions in the rules.

The active player chooses any building card and moves it by at least one position in clockwise direction, a gap may result and

triggers a "Ducat Day".

Rules for shifting a card: When the card is then alone in a row, it must be adjacent to at least one card – a row can hold maximum four cards – there is a limit of five card rows. If you shift a double-sided card, you must rotate it so that the color that pointed away from the board now points towards the board. Then each player whose color is showing



on the card, builds in the row of the new card position: One level free of charge on the first free case of the row or a level on top of the tower, including payment for all topped levels to the owner of the previous top level – the first player to build is the one whose color points to the board. When both players add a level to the same tower, a roof is placed on this tower, from stock or taken off another tower. For Ducat Day, you earn one ducat each for your most valuable area of your color, that is, the most orthogonally connected top levels and roofs and crests in them. When someone builds his last level, there is another Ducat Day and then you earn one ducat each for your own towers and visible crests.

An interesting building game - shifting of the building cards and determination of building order via card color are sophisticated details in the challenging family game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
45+

Designer: Günter Burkhardt
Artist: Dennis Lohausen
Price: ca. 30 Euro
Publisher: Zoch Verlag 2016
www.zoch-verlag.com

EVALUATION

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

Comments:
Nicely done family game
* Good components *
Sophisticated rules details
* Also of interest for experienced players

Compares to:
Torres

Other editions:
Currently none



KNEIPENQUIZ

DAS ORIGINAL

16↑

Quiz game based in pubs and taverns, with 750 questions on General Knowledge, Literature, Science, Sports, Film, History and Useless Knowledge.

You play as a team against the game which provides four opponents. You choose one of three available levels of difficulty – each is represented by four beer varieties and their markers plus 30 scoring tiles with col-

ored backsides, green / easy-peasy for ease, blue / show time for difficult and red / in your dreams for hellish.

Scoring tiles for five questions are on display, the show how many steps the Bottle markers will advance for each question and sometimes a bonus for the players' Owl team.

In a round, the team writes down the answers to five ques-



tions and can rearrange the scoring tiles. After five minutes, answers are checked. The Owl marker moves one step for each correct answer, and then the opposing Bottle markers move according to the scoring tiles, red number for a wrong answer and green one for a correct answer. So, when the scoring tile shows the yellow Bottle and a red 32 and a green 1, the yellow bottle marker moves 1 step for a correct answer and 3 steps for a wrong one. When the Owl marker is in front of all Bottle markers on the scoring track at the end of five rounds, all players win together.

If you want to play team vs. team, each team scores one point for each correct answer and after five rounds the team with most points wins.

Cute, well-made and with marvelous components. The mechanism is astonishing, as the level of difficulty is not regulated by the questions' difficulty, but by the points for the opposing markers on the scoring tiles. ☑

INFORMATION

PLAYERS:
3-6

AGE:
16+

TIME:
30+

Designer: Teubner, Glumpler
Artist: Kreativbunker
Price: ca. 23 Euro
Publisher: mooses. Verlag 2016
www.moses-verlag.de

EVALUATION

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

Comments:
Classy components *
Challenging mechanisms *
Difficulty levels regulated by scoring, not questions

Compares to:
Cooperative quiz games

Other editions:
Currently none



LEVEL 8 DAS BRETTSPIEL

DICE DETERMINE CARD ACTIONS

10↑

Players need to complete eight levels by collecting a different combination of cards for each level. The board has 28 action cases; at the start, two action markers of each player are placed at the start, the third one marks your current level. In your turn, you roll, move your markers and choose the card action of one of the target spots: Take one or two cards from any of

the stacks - take a card, maybe complete a level, discard a card on your stack and do another standard turn - discard one to three cards, one by one, and draw this number +1 cards from the draw pile - all players in turn draw a card from the draw pile - take a joker from the middle or, if not available, a card from any stack - ask all players in turn for a certain card, if you get it,



the donor draws a card – all put down three cards, you choose any one of the cards, the donor draws a replacement from the draw pile – you may choose one of the above actions. Then you can complete your current level by putting down the appropriate combination. Then you can put down more cards from hand into other displays on the table and, finally, you discard a card to your personal stack. If you are out of cards, the round ends and you may advance your level marker and level indicator by two levels. All other players who completed a level in this round, move their marker and indicator by one level. Whoever completes all levels first, wins. The board game is a thrilling adaptation of the card game, of course a bit more complex and takes a bit longer to play, and over long stretches it is even more unpredictable, but at least you can choose the card action of your turn. ☑

INFORMATION

PLAYERS: 2-6

AGE: 10+

TIME: 60+

Designer: Susanne Armbruster
Artist: Arthur Wagner
Price: ca. 31 Euro
Publisher: Ravensburger 2016
www.ravensburger.de

EVALUATION

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

Comments:
Interesting adaptation of the basic mechanism *
More complex and with a longer playing time *
Mainly chance-driven

Compares to:
Level 8 Card Game

Other editions:
Currently none

MAGIC: THE GATHERING

ARENA OF THE PLANESWALKERS

SCHATTEN ÜBER INNISTRAD

Magic: The Gathering Arena of the Planeswalkers is the first game in the series, a fantasy miniatures tabletop based on the collectible card game Magic: The Gathering. The game board – the Arena of the Planeswalkers – is created from six landscape boards and equipped with landscape elements and Glyphs; each player chooses a Planeswalker miniature. You use

Spell cards, army cards, dice and other components and do not need any knowledge of Magic the Gathering, even though key elements of the game are based on the collectible card game. The expansion **Schatten über Innistrad** is a stand-alone game as well as an expansion for Arena of the Planeswalker. The background story tells of the fight against an Archan-

gel who is beginning to attack humans instead of protecting them, the fight of the Humans against the threats of Innistrad – werewolves, vampires or ghosts. New, compared to the core game, are multi-color planeswalkers, who can assemble their spell decks and armies from the sources of more than one color. Special abilities and characteristics in Magic: The Gathering are connected to colors. Some characters can transform, there are double-sided terrain tiles, bizarre terrain cases and also Cryptoliths, which are rocks that you can climb for height advantages and which can give you bonuses and special abilities. Glyphs in this version are Healing and Recall. New planeswalkers are a Mental Mage, a Vampire, a Lithomancer from Zendikar and a female Werewolf as Archmage of Church of Avacyn. An attractive and very intense expansion that will enchant both newbies and those familiar with the core game. ☑

INFORMATION

PLAYERS: 2-4

AGE: 10+

TIME: 60+

Designer: James D'Aloisio + Team
Artist: not named
Price: ca. 55 Euro
Publisher: Hasbro 2016
www.hasbro.de

EVALUATION

Fantasy, miniatures, tabletop
Users: With friends
Version: de
Rules: de en
In-game text: yes

Comments:
Detailed, nice miniatures
* Attractive components
* Stand-alone game or expansion

Compares to:
Magic: The Gathering
Arena of the Planeswalkers

Other editions:
Wizards of the Coast (en)

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MASK OF ANUBIS

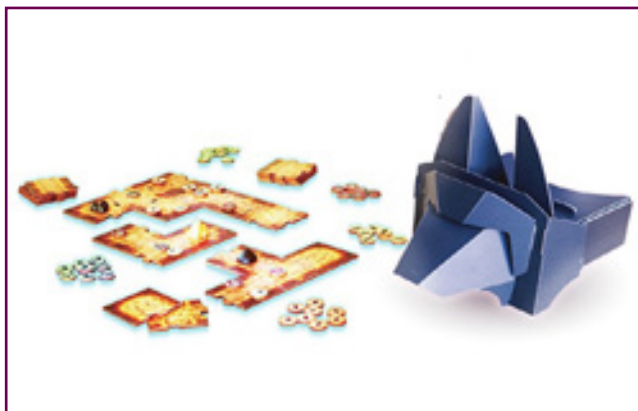
CARTOGRAPHY OF A PYRAMID



A pyramid was found in the desert, players are tasked with exploring it. They cooperate and use the Anubis mask to create a map for the labyrinth inside.

The App for a smart phone is installed and started and you chose the level of difficulty, it is suggested to begin with the "practice" level. Then you place the smart phone into the Anubis mask and start the game.

The current wearer of the mask has 60 seconds for a 360-degree viewing of the current inside of the pyramid and gives information on the labyrinth with words and gestures. The other players use this information to construct a part of the map. There are walls and corridors and a starting point and a finish point – the King's Chamber – and also elements on the walls, as well



as monoliths and Anubis Jr. For all those elements there are the corresponding marker for use in constructing the Labyrinth. After 60 seconds, the mask is taken off, all discuss the situations and changes can be made, and another player becomes the mask player.

In the last discussion phase the labyrinth is assembled from the map parts and the entry and target points are chosen. In case there are gaps remaining, you can use "unknown map" parts. Then the app gives instructions for checking, that is for movements of Dog Ludo on the map – when you can follow instructions so that Ludo arrives at the King's Chamber, all win together.

This is a marvelous example for communication that must achieve results! How do I describe most accurately what I see, in the shortest possible time? Listen closely, describe exactly, don't get hectic and try to structure the survey! ☑

INFORMATION

PLAYERS:
2-7

AGE:
10+

TIME:
60+

Designer: Hamada, Shimojima

Artist: H. Kajikwa, M. Sato

Price: ca. 27 Euro

Publisher: Gift10Industry/Japon Brand 16

<http://gift10.net>

EVALUATION

Communication
Users: For families
Version: multi
Rules: en jp de fr
In-game text: no

Comments:

Fascinating combination of smart device and board game elements * Super training for clear, fast, structured communication * Different levels of difficulty

Compares to:

First game of its kind

Other editions:

Gift10 Industry (de en fr)



MONSTERPARK

JABBERWOCK
AND KONG FOR THE KING



The King is bored and wants to install an animal park full of fabled creatures. He engages magicians to acquire them; players embody those magicians and go creature hunting.

You use a stack of combined monster cards plus cards for *Divine Intervention/Göttliche Intervention* and *Activists/Aktivisten*, one card *Poacher/Wilderer* and on card *Opening Day/Tag der*

Eröffnung are inserted as stated in the rules. The Wish cards are stacked as well, two of them are on display. You begin the game with a monster card and a wish card and display another monster card from the stack. Then you must draw a wish card or monster card in Phase I of your turn, can use any two action in Phase II and can then in Phase III fulfill a wish of the King.



Options for Phase II are discard a card, take a monster card, relocate the bottom monster card between pen and animal market or activate poacher – he allows you to raid an opposing pen or the public animal market. For Phase III you need three or more monster cards with suitable environment or dangerousness, in your hand, in your pen and on the public animal markets. Special cards *Göttliche Intervention* facilitate the fulfillment of a wish, *Monster Protection Aktivisten* prevent the fulfillment of a wish. When the *Tag der Eröffnung* card is drawn, all players have one more turn and then all add up the popularity values of the monsters that you caught.

At long last, magicians are not eliminating creatures, but collect them, hopefully the pens are comfortable and the monsters do not get in each other's way. Family-fitting set collecting with a nice topic and marvelous card design. ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Schumacher, Šimunić

Artist: Oliver Schlemmer

Price: ca. 15 Euro

Publisher: Truant Spiele 2016

www.truant.de

EVALUATION

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

Comments:

Nice topic * Very beautiful graphics * Simple mechanism

Compares to:

Chimera for the topic, set-collecting games

Other editions:

Currently none



MÜLL-PARTY

GARBAGE CAN TERROR

8+

Who is taking out the garbage? 77 garbage cards and 13 mischief cards must be stacked for garbage on the can or gotten rid of in the rooms of your fellow players.

In your turn, you draw cards until you have three in hand; if you already hold three or more cards, you do not draw cards. Then you play a card from your hand, its symbol tells you if you

must play it on the garbage can, into your own room or into the room of another player. For placing a card on the garbage can, special rules apply: You can use only one hand and may not move cards already there; cards must be placed one by one and holes in the cards must not be blocked – you must be able to see the table at any time through both holes – and the



card name must be visible. Mischief cards are played into the rooms of other players, they are read out and can, but need not be resolved.

As Step Three in your turn you add the card values in your own room, if the total is 10 or higher you must clean up the room, cards in it must be placed on the garbage can. When cards fall off the can while you are placing cards, you must place them on the Overflow card. If there are more cards there than are allowed in relation to the number of players, you are out of the game. When cards fall off the can not due to a player action, the remain on the table and the next player who causes falling of cards, must take and place them, too. The last one in play wins. Alternate winning conditions are mentioned.

Standard card stacking with a cute and original topic, the garbage can as part of the game and packaging is a nice detail and the holes in the cards are a nasty one! Great family fun! ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
30+

Designer: Shane Willis

Artist: Jonathan Pitcher

Price: ca. 13 Euro

Publisher: Heidelbergberger 2016

www.heidelbaer.de

EVALUATION

Card stacking
Users: For families
Version: de
Rules: de en pl
In-game text: yes

Comments:
Cute topic * Packaging used in play * Simple rules

Compares to:
Baobab

Other editions:
Mayday Games (en), Gamiko (pl)



MYTHE

MICE VERSUS DRAGON

6+

Young mice heroes want to win back the golden Holy Cheese that was stolen by the evil Red Dragon. The board with the amazing pop-up folding panorama is spread out, Dragon and Cheese are placed on the pedestals, the mice playing pieces – each player chooses a color – are placed into the village and each player takes the player card in the correspond-

ing color. Then you prepare the stack of adventure cards, you must remove cards in relation to the number of players, if less than five are playing. Then call cards are dealt evenly to all players.

In your turn, you draw a card from the hand of another player, put it down open-faced and decide if you want to draw another card or if you want to move. If

you decide to move, you add the numbers on all cards drawn so far and move your hero accordingly, each step costs one to three points; one one mouse can be on any given square, but you can jump over occupied squares. If you draw an obstacle card, your turn ends and your hero does not move.

Now you pick up all drawn cards in hand and can keep them or can hand cards to other players, at your discretion and as many as you want, but afterwards each player must have at least one card. In a variant, you can only hand out the cards that you drew. If you own Sword, Shield or Fairy and shows it, can try to go to the Dragon; you draw cards and cannot use the value of Sword, Shield or Fairy for movement – if you reach the dragon, he is defeated.

Very, very cute! The pop-up panorama in the small box is a nice surprise and the dilemma mechanism without penalty is exactly right for the age group. Due to the handy size the game is ideal to take along. ☑



INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
30+

Designer: Koji Malta

Artist: Yoshihiro Arisawa

Price: ca. 20 Euro

Publisher: LudiCreations 2016

www.ludicreations.com

EVALUATION

Adventure, movement, dilemma
Users: For children
Version: en
Rules: en jp
In-game text: no

Comments:
Amazing pop-up panorama board * Nice standard topic * Dilemma mechanism without penalty * Good to carry along

Compares to:
Games with movement based on a stop/continue dilemma

Other editions:
Japanese edition



NOCH MAL!

LET'S PLAY AGAIN!



Aim of the game is to be the fastest to mark complete columns or color blocks on the score sheet.

The starting player as the first active player rolls all six dice and then, as active player, chooses a color and a number die, sets them aside and marks boxes on his sheet accordingly – for yellow and four as the chosen combination, for instance, you

mark four yellow boxes; all other players choose a combination of color and number die from the remaining four dice without setting the selected dice aside and mark; more than one player can choose a combination; you can also pass. However, in the first three rounds of the game all players can select a combination from all dice without setting any aside, and



several players can choose the same combination. A player's first ever roll in the game must be marked in column H; you must place all marks of a round adjacently in a color block or in column H. You must always mark the exact dice result, but can never mark more than five boxes in a round and you cannot mark more than one color block for a result. If you choose black joker you must cross out a "!" on your sheet. If you are first to complete a column you score the higher reward, all other players only the lower one. The same goes for the bonuses for a completed color, you get 5 points, all others 3. At the end, you score for remaining joker "!" and score penalty points for unmarked stars.

Noch mal! – Once again! The title is a gut description of the reaction to the game, the dicing is thrilling and good fun, and the run for being first to complete a column or color gives enough interaction. So, once again! ☑

INFORMATION

PLAYERS:
1-6

AGE:
8+

TIME:
20+

Designer: I. and M. Brand
Artist: Leon Schiffer
Price: ca. 12 Euro
Publisher: Schmidt Spiele 2016
www.schmidtspiele.de

EVALUATION

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

Comments:
Good rules * Enough interaction * Small vexation element

Compares to:
Qwirkx, Yahtzee and other dice game with marking of results

Other editions:
Currently none



OH, MY GOODS!

LONGSDALE IN AUFRUHR



Chains of productions yield commodities and victory points. Cards are used for resources, buildings or commodities. In four phases of a round you draw cards, then lay out cards for "Sunrise" and all determine where they want to produce, properly or slovenly, depending on the card orientation. For "Sunset", cards are laid out again for market and then you pro-

duce in the phase Production and Building according to the card with worker and production type. Necessary resources must be in the market and can be completed with resources from hand. Eight buildings trigger the end of the game and you sum victory points from buildings, assistants, commodities and coins.

Now unrest is raising its head in

Unrest in Longsdale, there are rumors about an impending war and the King needs help! The first expansion for *Oh, my Goods!* introduces new buildings, events and character cards. Buildings are introduced by the event cards. If you want to play the background story, you start with chapter I and play chapters in consecutive order, or else you play with "All Inclusive". The setup card for the chapter names the necessary event cards. Rules changes involve: The event card is read before Phase I of a round and resolved instantly or in the stated phase. In Phase IV you can hire exactly one helper, and you can only relocate a helper on basis of the current event card, but free of charge. Character cards in phases II or III are discarded.

This expansion changes the game fundamentally with the event cards and the five chapters of the story, providing more variety, more depth and even more replay value as well as a variant for solitaire play. ☑

INFORMATION

PLAYERS:
1-4

AGE:
10+

TIME:
45+

Designer: Alexander Pfister
Artist: Klemens Franz
Price: ca. 10 Euro
Publisher: Lookout/Mayfair 2016
www.mayfair-games.com

EVALUATION

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

Comments:
Coproduction with Mayfair Games

Compares to:
Oh my Goods!

Other editions:
Currently none



OMINOES

COLLECT RA OR HORUS

6+

Dice in this game are called Ominoes – allegedly thousands of years old and salvaged from the desert sands of Egypt – and are all identical and show symbols for Egyptian gods – a yellow sun for Ra, a green falcon for Horus, a red snake for Apep and the blue scarab for Khepri. There is also a symbol for Ya-Ra, the Mover, and a symbol for Ominotep, the black snake.

The board is set out and each player is assigned the god nearest to him in one of the corners of the board. At the start of the game, each player placed two dice showing his god symbol, anywhere on the board. Then in turn you are active player. You take an Ominoie from stock and roll it. Then you move an Ominoie on the board according to the result of the roll, orthogo-

nally in any direction over free cases: If you rolled a god symbol, you move an Ominoie with this god three steps; the Mover lets you move any Ominoie of your choice. If you rolled Ominotep, you can pick up a die from the board, roll it and replace it on its case showing the new result. Finally, you place the Ominoie that you rolled at the start into a free case on the board. If you formed a group of four or more of your Ominoies, you score one point for each Ominoie in the group and the dice are taken off the board and put into stock. In a game for three and four you win with 13 points, in a game for 5two with 21 points. Special rules for a game with two and three players, and an expert variant.

Lots of fun in a game with astonishingly few rules! Especially nice and challenging is the fact that often you must play "for" another player, if you must place his god! ☑



PICASSIMO

SWAP AND GUESS CORRECTLY

8+

Pictures have disappeared and gallery employees draw copies for the exhibition.

Flaps on the screens are equipped with a country card; term and transformation cards are prepared. You choose one of three difficulty levels – 1. Simple term, suitable for children; 2. challenging terms and 3. Difficult terms on real and fictitious characters, locations, buildings,

paintings, etc., that is, with everything that demands knowledge from artist and guesser. You play rounds in which each player draws a picture of a term. Each round comprises three phases: Drawing – Transforming – Guessing.

You draw a term card and put into the flap next to the arrows on the country card. You choose one of the terms indicated by

the arrows and draw it, always across all six sections of the whole board. Arrows, letters and numbers are forbidden and the Haba logo must be readable.

When all are done – there are special rules telling when you must stop, in relation to number of players – you reveal a Transformation card and switch the parts in your board that are indicated on the card. Then all show their drawings in turn and all other players guess what they represent. If you give a wrong guess, you go on guessing. If you guess correctly, you earn three points for yourself and the artist. When nobody guesses correctly, you reverse the transformation and now a correct guess only scores one point. After seven such rounds you win with most points.

Picassimo is a nice version for the genre of draw-and-guess-a-term; if you manage to reverse the transformation in your mind and thus imagine the correct image, you have an advantage. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
15+

Designer: Andrew Harman
Artist: not named
Price: ca. 30 Euro
Publisher: Yay Games 2016
www.yaygames.uk

EVALUATION

Roll and place dice
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Simple and very good *
Few rules, easy to explain
* Clever mechanisms *
Of interest to casual and experienced gamers

Compares to:
First game with this set of mechanisms

Other editions:
Currently none



INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
30+

Designer: Carlo A. Rossi
Artist: Christian Fiore
Price: ca. 30 Euro
Publisher: Haba 2016
www.haba.de

EVALUATION

Drawing game
Users: For families
Version: multi
Rules: de en
In-game text: yes

Comments:
Nice version of term drawing + guessing * Suitable for families due to difficulty levels * Attractive components * Simple rules

Compares to:
Pictionary, Pictomania and other drawing games

Other editions:
Currently none



PORT ROYAL UNTERWEGS

WHOLESALEERS AND PASSENGERS

8↑

Dramatis personae in Port Royal have changes; this time we meet ten wholesalers, ten sailors, two pirates and ten passengers in the harbor; 25 ships in five colors sail the seas and three tax raises bedevil business.

The sequel game to Port Royal is designed as a take-me-along version and uses the essential mechanisms, albeit with fewer characters and without expedi-

tions. As you do in Port Royal, you turn over card by card, as the active player, for your harbor display, until you stop or must abort your turn without result due to a second ship of the same color. When you reveal a tax raise, all players owning nine or more coins must reduce their money to eight coins.

If you stop voluntarily, you may take up to three cards from



your harbor, depending on the number of different ship colors in it – for persons that you take you pay with coins; ships you discard and take coins accordingly. Swords on sailor and pirate cards can be used to fend off the currently turned-up ship. After the active player, all other players, in turn order, may take a card from the harbor, if available, and pay one coin to the active player for it.

If somebody has eight influence points on the character cards in his display, you win with most points at the end of the round. Port Royal Unterwegs! can be used for a quick introductory game to Port Royal, but also as an expansion for Port Royal. For thus purpose, you shuffle five wholesalers and five passengers as well as ten ships, all marked accordingly, into the core game. Allure of the game and fun in playing it have remained the same in this streamlined version of Port Royal! ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Alexander Pfister
Artist: Franz, Kattinig, Wiese
Price: ca. 10 Euro
Publisher: Pegasus Spiele 2016
www.pegasus.de

EVALUATION

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

Comments:
Reduced version of Port Royal * Introductory game to or expansion for Port Royal * Fun and quality remain the same

Compares to:
Port Royal

Other editions:
Currently none



PRINCESSES & UNICORNS

A CHOICE OF ACCESSORIES!

6↑

A modern princess and her unicorn are looking for tiaras, robes and frogs, summarily called prizes, because, after all, you want to have some choice for your princess outfits.

Each player has a deck in his color, shuffles all cards and draws five of them for his hand. The prize cards are also shuffled and ten prizes are set out, face down and in pairs. Two pairs are then

revealed. The remaining prize cards not laid out in pairs serve as the Fairy Godmother Deck.

For each of the prize pairs there are maximum two bidding rounds. You bid one card face down and draw a card from your deck, then all cards that were bid are revealed simultaneously. When all players did bid unicorns, bidding ends and the player with the highest bid



selects a prize, the player with the second-highest bids takes the second card of the pair. When minimum one princess was bid, all players who did bid a princess, must make a second bid of one face-down card and then reveal it. Whoever now has the highest total bid, chooses a prize, the second-highest bid again gets the second card. If one of the prize cards is a Fairy Godmother, you look at the two top cards from the Fairy Godmother deck and take one of them. Bidding the Dog Ghost card lets you see all other bids before you choose another card for your valid bid. All bid cards go out of play. When all five pairs of prizes have been dealt with, you add up your prizes; the majority in each type of prize gives you two bonus points, as does each complete set of prizes; a witch costs you a point. Princesses & Unicorns is a cute, quick and unusual auction game, a good memory for cards is an advantage. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Michael, Lauster
Artist: Julia Borrerro
Price: ca. 15 Euro
Publisher: StrataMax Games 16
www.stratamaxgames.com

EVALUATION

Auction, cards
Users: For families
Version: en
Rules: en
In-game text: no

Comments:
Very nice family game * Lots of fun with few components * Card memory is helpful

Compares to:
Auction games with closed bids

Other editions:
Currently none



SLEEPING QUEENS

NOT FOR SLEEPYHEADS!

7+

Twelve queens are sleeping; you need to wake them up and collect them for points. The game features 12 queens, 27 special cards – Knight, Jester, Sleeping Draught, Dragon and Spell - and 40 number cards. The twelve queens are laid out on the table, face down, the other cards are shuffled. You deal five cards to each player; the rest is draw pile: In your turn, you play one or

more cards and draw the same number of played:

1. A King – you take a sleeping queen open-faced = awake for points.
2. A Jester – you turn up the top card from the pile; if it is a special card, you take it and have another turn; for a number card, you count around the table from player to player; the final player takes a sleeping queen and



wakes her up.

3. One single card or a pair of cards or three cards that make up an equation, e.g. $3+4=7$.

4. A Knight – you steal an awake queen from another player.

5. A Sleeping Draught on an awake queen, she goes to sleep again and is put back in the middle, face-down.

You defend a queen against Knight and Sleeping Draught with a Dragon or a Spell. If you wake up the Rose Queen, you may wake up one more queen. Cat and Poodle Queen do not see eye to eye, you cannot own both. If you own 4/5 Queens or 40/50 points, you win. When all queens are awake at the same time, the game ends, too, and in this case, you win with most points.

An enchanting game for children, but also for all the family – chance-driven, but not too much – the to and fro of the queens, defending with dragons and all other moves are fun and very often result in a "let's play again" reaction. Adults have also been spotted pinching queens happily. ☑

INFORMATION

PLAYERS:
2-5

AGE:
7+

TIME:
15+

Designer: M. Evarts & Family

Artist: Jimmy Pickering

Price: ca. 13 Euro

Publisher: Game Factory 2016

www.gamefactory-spiele.com

EVALUATION

Cards, collecting, stealing
Users: For families
Version: multi
Rules: de fr it cn nl pl pt
In-game text: no

Comments:

Cute topic * Simple rules
* Lots of chance, a bit of tactic

Compares to:

Collecting game with stealing from other players

Other editions:

Gamewright (en), White Goblin (nl), Oliphante (it), Rebel.pl (pl), Cocktail (fr), Kanga Games (cn) and others



SQUIRREL RUSH

GATHER NUTS FOR WINTER

6+

In a forest glade, squirrels gather nuts and acorns for winter. The glade is laid out, you use 16 tiles in a 4x4 grid for 2-4 players, and a grid 4x5 of 20 tiles for five and six players, and place the tiles light-green side up. The daytime counter cards are sorted from one to six and stacked open-faced as a counter for six rounds. You put your squirrel on a card on the edge of the grid, take

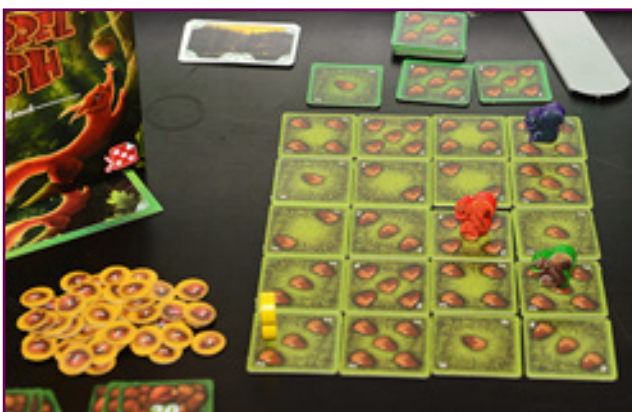
the depicted number of nuts and can move on and take nuts, while the respective next case depicts minimum one nut less than the previous tile. You always move horizontally or vertically on an adjacent tile and there can be several squirrels on one tile. Each tile that you vacate is turned over to its other side. At the start of the next round the rule for decreasing

acorn numbers does not apply for your first step. From round Two you also turn over the top action card and can implement it if you want.

Options of action cards are: Move more than one step; swap cards; move on tiles shower more nuts instead of less nuts, turn a tile over to its other side before stepping on it, move diagonally or step off the display and reenter it next round via an edge tile. After each round one daytime counter card is set aside. Whoever has gathered most acorns after six rounds, wins the game.

In the advanced game, each player has his own set of action cards for use at this discretion.

Squirrel Rush is a simple and very nice family game, which can be easily be played on their own by primary school children. The rules are simple, the components are very attractive and if children play alone, you can leave out the action cards. ☑



INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
20+

Designer: Krzysztof Matusik

Artist: Malwina Górnisiewicz

Price: ca. 15 Euro

Publisher: Tailor Games 2016

www.tailorgames.pl

EVALUATION

Move, gather
Users: For families
Version: en
Rules: en pl
In-game text: no

Comments:

Simple family game, can be played by children on their own * Nice components * Easily understood rules

Compares to:

Gathering games with movement rules

Other editions:

Tailor Games (pl)



STRATEGO PIRATES

DUEL ON THE HIGH SEAS



Pirates fighting to conquer the opponent's flag. Attractive ships are assembled, each player takes a ship and places it outside facing the opponent. Both players have an identical set of ten pirates and line them up, backside towards the opponent. Ten action cards are on display and each player places his flag cards for Monkey, Flag and Powder Keg secretly into

the slots on the ship, and then places three pirates of his choice on deck.

Action options are: Put one of your own pirates into the opposing ship - shoot through the hole in the sail, in case of success your opponent takes a pirate out of play - shoot out an opposing pirate from underneath the scull - place one of your own pirates into your ship - a pirate is



put on the plank by the opponent; you can save him by flipping a coin – attack an opposing pirate - pass your turn. Ole Otter loses any confrontation but against Captain Redbeard, he always defeats him. Boris Bombenfänger defeats the bomb; the bob cannot be placed on the enemy deck,

If you have one of your own pirates on the enemy deck and he is alone there and you did choose the "attack" card or if shoot successfully in case of an empty enemy deck, you may turn over an enemy flag card. If you found the enemy flag, you have won.

In an advanced version, the currently used action card is out of play for the round and returns to play in the next round.

Stratego for children, modified but with the same goal and adding a thrilling action element – an interesting idea; the targeted age group will need help in assembling the ship and the first plays, the pictograms of action cards and the pirates need to be explained. ✓

INFORMATION

PLAYERS:	AGE:	TIME:
2	5+	30+

Designer: not named
Artist: not named
Price: ca. 40 Euro
Publisher: Jumbo 2016
www.jumbo.eu

EVALUATION

Placement, action
Users: For children
Version: de
Rules: de en nl
In-game text: no

Comments:
Fantastic components
* Same basic principle *
Rules modified * Dexterity component

Compares to:
Stratego

Other editions:
Jumbo (en nl)



THE EYEZ

LOOK OUT FOR MATCHING EYES!



Eyez in the game are black discs, showing different but rather similar markings in black and white on one side – they look a bit like eyes, at least some of them – and a black surface on the back. There are at least two discs for any given pattern, some patterns are featured in odd numbers.

All eyes are shuffled pattern-side down, and then all play si-

multaneously and try to collect correct pairs of eyes as quickly as they can, and of course without mistakes, and they may only use one hand for the search. You pick up an Eyez, look at it by yourself and have two options: 1) You memorize the pattern on the Eyez, put it back face-down on the table and memorize where you did put it, too. Or, 2), you put this Eyez face-down on



an Eyez on the table and take the pair for yourself, but you are not allowed to look at the second Eyez in the pair. When all pieces have been taken as parts of pairs owned by players, or when all players agree that there are only single pieces left on the table which cannot be used to form a pair anymore, you score the pairs you did take: Each correct pair scores two points, two identical pairs give you a bonus point and for each incorrect pair you must deduct a point from your score.

Of course, you should and will prepare a few pieces so that you know a few patterns and can pick up pairs with some assurance, but you must hope that you find matching pairs quickly and no other player steals one of your prepared pieces.

Anyway, The Eyez is an entertaining, unusual and rather tricky memo variant, the individual patterns are devilishly similar and of course those are the ones that are there most often. ✓

INFORMATION

PLAYERS:	AGE:	TIME:
2+	6+	20+

Designer: Breton, Chaboussit
Artist: not named
Price: ca. 25 Euro
Publisher: Goliath Toys 2016
www.goliathgames.com

EVALUATION

Search, memorize, collect
Users: For families
Version: multi
Rules: de en es fr nl pl pt
In-game text: no

Comments:
Very similar images * Nice version of the memo mechanism * Rather chaotic when played in a big group

Compares to:
Memo games using very nearly identical images

Other editions:
Currently none



THE GAME EXTREME

CARD-SHEDDING ON ORDERS



Row marker cards are on display, marking two rows for placement in ascending orders and two rows for placement in descending order; all players as a team try to place as many cards as possible in those rows, gaps in card values are allowed. In your turn, you must place two cards and may place all your cards, in any order into any of the rows. When you can place

a card that is higher by a value of ten than the card placed last, in a descending row, or by ten lower than the last card, in an ascending row, you may, so to say, play "backwards". Communication about placing cards is allowed, but without naming numbers. If you were able to place all cards, your team has defeated the game! Any result with fewer than ten left-over



cards is wonderful.

In the variant *The Game Extreme* you play as in *The Game*, with the same set of basic rules, however, 28 cards are added in this version, there are four cards each if seven types of commands. When a card with a command is played, the commands must be followed exactly or the game is lost. Communication on commands allowed. Flash orders relate to the active player: A stop card ends the turn instantly, a skull must be covered in the same turn and for 3! you must play exactly three cards. Infinite orders are effective while they are visible: They forbid communication or the backwards trick or you must play all cards on a stack or you can only draw one card.

Surprising, tricky, not really foreseeable – a small box full of great gaming fun, some say devilish fun. Be that as it may, it is a felicitous card fun with exactly the right pinch of nastiness. ☑

INFORMATION

PLAYERS:
1-5

AGE:
8+

TIME:
30+

Designer: S. Benndorf, R. Staube

Artist: Oliver Freudenreich

Price: ca. 10 Euro

Publisher: nsv 2016

www.nsv.de

EVALUATION

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

Comments:

Trickier version of a tricky game * Commands massively influence game play

Compares to:

The Game

Other editions:

Currently none



THE VAMPIRE, THE ELF & THE CTHULHU

COOPERATIVE NOVEL WRITING

Players are writers who want to complete a novel together, but are rivalling to have their own plot, their own settings and their own characters in the novel. At the start, you draw a target card. A turn comprises two phases – marking of two cards in the Ideas zone or in your own display, open or face-down, and then resolving of the marked actions. Novel cards come in six

color-coded categories – main character, secondary character, location, event, item and encounter – and carry markings for genre, for instance Adventure or Love Story and either Vampire, Elf or Cthulhu type. With Ink Drops you can steal cards and steal them back, in a kind of open auction mechanism. Option for phase II are Compare, Research, Insert, Reactivate and



Retrieve Ink drops, as stated by the respective symbol in the top left-hand corner. For each action, you must determine the strength of the card: You count how often the type and the genre markers are present in total on cards in your display and multiply the two numbers. The action Insert is used to introduce a card into the novel, you need to have at least four colors in your own display; you name the card, determine its strength and, if an opponent is countering, you compare card strengths. The winner adds his card to the Novel. When four cards have been placed in the novel, you score for color matches on objective and novel cards and ink drop tokens in the novel. This game offers a fascinating contrast between theme-heavy title and abstract components, played with a mix of auction and resources management for ink and used cards. Unusual and interesting! ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
40+

Designer: Luca Ricci

Artist: Thalia Brückner

Price: ca. 25 Euro

Publisher: Giochix 2016

www.giochix.it

EVALUATION

Card management
Users: With friends
Version: multi
Rules: en it
In-game text: no

Comments:

Abstract game contrary to topic * Not a narrative game * Auction mechanism as unusual as the mechanism for activating and reactivating cards

Compares to:

Games using bidding for card management

Other editions:

Currently none



VANUATU

SAND PAINTINGS AND FISHING

Tropical islands – if you want to earn money you can fish, salvage antiquities from the wrecks, make sand paintings, build market huts, sell goods or look after tourists. In turn all players apply the phases of a round – first preparation, then choice of a new character – they give assistance for action or give you a bonus; then choice of action from nine options

by placement of five action markers – you must be able to implement a chosen action – followed by implementing one action per round and using recreation tiles. Action Options are: Sail, Build, Explore, Fish, Sell, Buy, Sand Drawing, Transport or Resting. Ten units of money are automatically changed into five prosperity points. After eight rounds and a final scoring you



win with most prosperity points. This new edition comes with the expansion *Rising Waters*. When playing with the expansion, players must cooperate and build dams to protect the islands from being flooded. The waters rise in rounds 2, 4, 6 and 8; a dice roll determines the number of actions before the flood arrives. In a building action, you can build a house and/or a dam. Unprotected island parts are marked with a water token; an island carrying five water tokens is flooded and all players have lost together; otherwise water tokens on islands with houses cause loss of victory points.

2012, Vanuatu was published for the first time at Krok Nik Douil; this new edition in classy design is part of the Master Print Edition from Quined and again provides resources management with various winning strategies – huts for tourists or goods markers or treasures or sand drawings – and thus a high replay value. ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
90+

Designer: Alain Epron
Artist: Konstantin Vohwinkel
Price: ca. 40 Euro
Publisher: Quined 2016
www.quined.nl

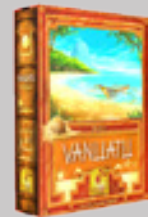
EVALUATION

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

Comments:
New edition, first edition
2012 * Part of the Master
Print Edition * Classy design
* Several winning strategies
* High replay value

Compares to:
Resources management games

Other editions:
Currently none



WIENER WALZER

DANCING WITH THE LADY IN RED

8↑

Viennese Waltzes in Vienna – as a guest you want to sample the best delicacies from the buffet and dance with the highest-ranking guests at the ball. The board – depending on the number of players you use a different area of the board – is filled with open-faced buffet tiles and open-faced neutral guests. Each player has twelve guests of one color = nationali-

ty; you shuffle your set and stack it face-down. In your turn, you take the top tile of your guests and place it on any square on the board still without a guest and take the buffet tile from this square. When then a guest is surrounded on all sides by other guests or the edge of the board, a dance can happen. The enclosed guest dances with an adjacent guest of the opposite



sex, regardless of color / nationality. You add the values of both guests and both players score as many points. When the guest must dance with a guest of the same color or of neutral color, the owner receives the points only once. After the scoring the two guests involved in the dance are turned over. It is possible that another dance can happen. When all guests have been played, you score points for complete sets of buffet dishes, if a dish is pictured more than once on a tile, it counts as often. Then you win with most points. Tasty like caviar, flows like champagne – Wiener Walzer is as much fun as dancing. Mechanisms and rules are basically simple, but the game plays rather tactically and demanding in relation to wanted and unwanted interaction, you will not always manage to dance with the partner of your choice or eat a shrimp canape to complete a set! ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
45+

Designer: Reiner Knizia
Artist: C. Opperer, J. Krenner
Price: ca. 23 Euro
Publisher: Piatnik 2016
www.piatnik.com

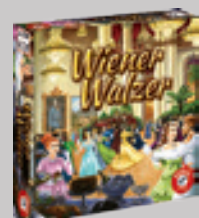
EVALUATION

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

Comments:
Cute topic * Nice components * Very good mix of chance and lots of tactic * Very nice family game, all the same

Compares to:
Café International

Other editions:
Currently none



X-TILES

CONCAVE OR CONVEX

7↑

The game features 48 wooden pieces, shaped like a rounded X or like an ellipse with a waistline. One side of the tiles is colored in three colors. The surface is split into four areas, two small ones and two big ones, and on each tile two adjacent areas – a big one and a small one – have the same color, the other two areas have different colors. Altogether, there are four colors,

orange, red, yellow and blue.

The tiles are spread out face down and shuffled; then each player draws seven tiles and sets them out in a way that only he can see the front side of the tiles. The starting player draws two more tiles from stock – the remaining tiles are not in play for the rest of the round. The starting player places those two tiles with color congruency



along one edge. Then he adds one of his own tiles and must “turn” the game, that is, place his tile in a 90-degree angle to the two previously placed tile, he cannot have the three tiles laid out in a row. Then in turn all players place one tile with at least one color congruency along an edge, there are no more rules for orientation of tiles. If you achieve congruency along more than one edge, you have another turn. If you cannot place a tile, you pass your turn. Whoever places his last tile, wins the round and scores one point for each tile still in the hands of the other players. When someone reaches the pre-set target score after several rounds, he wins the game.

A truly „Scandinavian“ game as we imagine it – wood, clear structures, simple rules, providing lots of fun and the hint, that it would be good manners to applaud someone who achieves congruency along three or more edges. ☑

INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
20+

Designer: not named

Artist: not named

Price: ca. 30 Euro

Publisher: Tactic / Nelostuote 16

www.tactic.net

EVALUATION

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

Comments:

Clear structures * Simple rules * Abstract and good fun

Compares to:

Hex Hopp and other tile placement games with color congruency

Other editions:

Currently none



YIPPIE YIPPIE YETI

SNAPPING PICTURES IN THE HIMALAYAS

6↑

The legendary Yetis are supposed to roam on the snow-covered mountain; players are famous photographers and set out to track the Yetis. The vertical mountain, 50 cm high, is set up and avalanche tracks are inserted. You guide a team of two A team comprises two mountaineers, connected by a string, and climbing the mountain by putting their icepicks into the

climbing spots.

Photo cards are on display, players try to reach the depicted scenes on the mountain. As the active player, you plan your moves based on the photo cards on display; which of the images can you reach most easily and how do you need to climb? You roll the die – for the climber symbol you can move both climbers; their connecting



cord can never cross the cord of another team! If you roll the Yeti, you may move him to hinder other players, because he blocks a climber if he looks directly at him. When the snowball symbol is rolled, it triggers an avalanche. You move the avalanche slide, it opens and closes climbing spots, climbers and Yeti can fall off closed ones. When one climber of a team falls, you must spend the next turn to put him back onto the mountain. When both fall, they must begin anew at the foot of the mountain in their tent. If you reach a spot over an image that corresponds to the image on a photo card, you take the card and score the points stated on it. If you collect five points with pictures taken and then reach the summit, you win.

This is a very cute and nice game! The vertical mountain provides climbing atmosphere, the planning of the routes some tactic and the die the necessary chance. Good, simple fun with easy rules! ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Frank Bebenroth

Artist: not named

Price: ca. 25 Euro

Publisher: Hasbro 2016

www.hasbro.de

EVALUATION

Dice, Racing, collecting
Users: For children
Version: de
Rules: de
In-game text: no

Comments:

Very attractive and functional components * Simple rules * Good mix of chance and planning

Compares to:



Yeti, also games with a vertical board

Other editions:

Currently none



BLACK STORIES 13
Publisher: moles. Verlag
Designer: Holger Bösch



The story teller is called the Arbiter, he reads the story on the front of the card. The other players are his people and may pose any questions, but must pose them in a way that the arbiter can answer with yes or now. The arbiter can give hints or deviate players from completely y wrong assumptions. The answer on the back of the card is the only correct and acceptable solution. This edition tells 50 black stories as always, in this Edition #13 without connecting topic for the individual stories.
Version: de * Rules: de * In-game text: yes

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

BOP IT! MOVES
Publisher: Hasbro



Bop it! Moves – Yet another version of the fast reaction game. Besides the basic commands – Twist, Pull and Push – there are ten new commands – Knock, Approach, Comb, Weigh, Drink, Golf, Hammer, Selfie, Sing or Whip. You do not need any items, only concentration, quick reactions and full body control to enact the correct movement at the correct time. The game unit uses special technology to recognize the correct movement. You can play alone or hand on the unit - on its order - to the next player in a multi-player version. Game modes are Action, Classic and Beat Bop which gives the commands with a sound effect.
Version: de * Rules: de en * In-game text: yes

Reaction game for 1 or more players, ages 8+

NEW CAMEL UP DAS SCHIEDSRICHTERKAMEL
Publisher: eggertspiele / Pegasus
Designer: Steffen Bogen



In Camel up, camels can be stacked, when they reach other camels and can move now together as a Camel Unit. This stacking of camels on other camel is now blocked by the Referee Camel. It is placed at the start onto any free case of the track. When a camel unit reaches the Referee camel, the unit is dissolved and lined up, top camel to the left, in a row next to board. When a unit was dissolved or when the Referee Camel is reached by a single camel, the Referee Camel is removed from the board and re-entered for the next lap.
Version: multi * Rules: de en * In-game text: no

Mini expansion for Camel Up for 2-8 players, ages 8+

HEROES OF MISTFALL
Publisher: NSKN Games



Mistfall is a cooperative fantasy adventure featuring the usual conflicts of heroes with monsters and enemies, players need to achieve a special quest encounter and master it and then resolve the final quest before the mist claims another part of Valskyrr. The German edition is called *Nebel über Valskyrr*, there is an expansion called *Mistfall: Heart of the Mists* and a stand-alone game in the same setting called *Shadowscape*. **Heroes of Mistfall** is a pack on miniatures for use with all of those games.
Version: - * Rules: - * In-game text: no

Miniatures for Mistfall for 1-4 players, ages 14+


KRAZY WORDZ
Publisher: Ravensburger / fishtank
Designers: D. Baumann, A. Odenthal, M.



Creative word creations and their meanings! You hold a board, tip cards and a task card plus 6 consonants and 3 vowels. You form a word that does not exist, but fits your task as closely as possible. The starting player shuffles the face-down task cards with additional ones from the stack and then places them openly on number cards. You put the tip card with the number of your task under your board and then place a tip card to each of the boards, linking the word to a task card. Then tips are revealed and you score 1 point for each correct number at your board, the correct guessers scores 1 point each. After six rounds, you win with most points. For adults only!
Version: de * Rules: de * In-game text: yes

Creative word game for 3-7 players, ages 16+


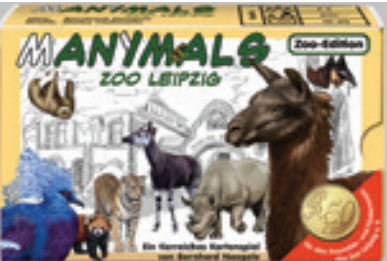
LEO MUSS ZUM FRISEUR DER SPIEGEL
Publisher: Abacusspiele
Designer: Leo Colovini



Lion Leo needs get a haircut; but on the way, he loses time in en-counters. Leo advances on the path for a path card. If the color of the card and of the upturned tile he reached do not correspond, Leo loses the stated amount of time. If the color is the same or a road sign was revealed, Leo does not lose time. If he reaches the hairdresser before the clock arrives at 8 again, all win together. The Mirror can be used once per game – after your turn, you reveal the tile immediately in front of the one where Leo is standing now and then you can choose the tile on which Leo will stand and check, if the hand of the clock is moved.
Version: multi * Rules: de en * In-game text: no

Mini expansion for the memo game for 2-5 players, ages 6+

ANIMALS ZOO LEIPZIG
Publisher: Adlung Spiele
Designer: Bernhard Naegle



Approx. 40 animals are laid out, the rest is draw pile. A card is turned over, the big symbol is the wanted characteristic. Cards taken must be kept, you search with one hand and hold collected cards in the other. If no one takes cards any more, cards in hand are checked, the big symbol must be among the small symbols on the backside of the taken cards. For wrong cards one correct one must be set aside. The player with most cards receives 2 cards for victory points, the one in second place gets one card. All other cards are laid out animal up and three are added from the stack. After 7 rounds you win with most cards.
Zoo-Edition Version: multi * Rules: de en * In-game text: no

Card collecting game for 2-6 players, ages 4+ / 6+



ORLÉANS DIE REISE NACH TOURS
Publisher: dlp Games
Designer: Reiner Stockhausen



France in the Middle Ages - in 18 rounds of seven phases you want to acquire commodities, coins and points from production, trade, development or social services. If you cannot pay when you should, you discard other items in the necessary amount. At the end of the game, you score coins, five different commodities, offices and citizen tiles.
Die Reise nach Tours is a solo scenario, difficulty level 1, played with components from the core game and the scenario board which shows the events for 14 rounds, one task and two Beneficial Deeds.
Version: multi * Rules: de en * In-game text: no

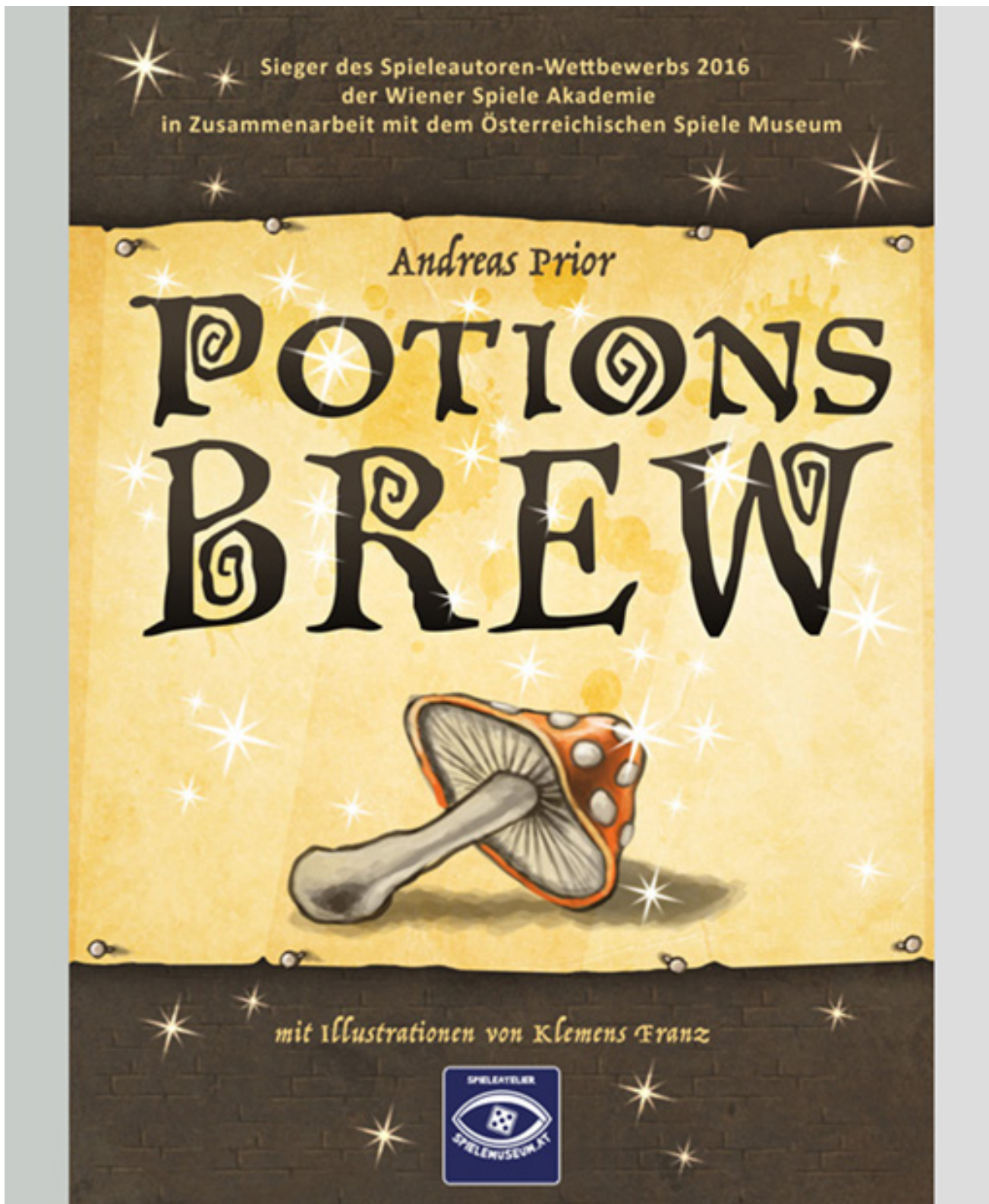
Development game for 2-4 players, ages 12+

VITICULTURE IN VINO VERITAS
Publisher: Feuerland Spiele
Designers: Uwe Rosenberg, Jamey Stegmaier, Alan



Winemaking in Tuscany, you want to successfully lead your vinery. You allocate workers throughout the year, they have different tasks depending on the current season; there is competition for those tasks and if you can do them first, you have an advantage. Tourists can be used for assistance, but must be supervised by a worker. You set up buildings, plant vines and cope with orders.
This expansion introduces 40 new visitors for the vineyards.
Version: de * Rules: de en * In-game text: yes

Expansion for Viticulture for 1-6 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)

English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



8+ Recommended Minimum Age

GABIS explanation on page 5

STEFAN FELD



DAS ORAKEL VON DELPHI



H@LL
Games

