

win

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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 62 GAMES

PULP HORROR WITH DICE

ALTE DUNKLE DINGE

ADVENTURE GAME IN KNIFFEL STYLE

A Kniffel or Dice Poker version with a horror theme, disguised as a board game - can this work? In short, yes, it can, but only if you are not expecting a strategic highlight and make do with a dice-driven game of chance instead, featuring a few objective cards demanding a variety of dice combinations, plus a handful of tokens with varying effects, all of which can be played in about an hour.

During Spiel 2014, I came across the original version of the game, „Ancient Terrible Things“ from Pleasant Company Games, and I was excited about it from the first moment. Feuerland Spiele probably felt the same way, because they created a new line for their range of games, the „Blue Label“ games - less demanding games - and starting the line with the German version of

Ancient Terrible Things, called „Alte Dunkle Dinge“. This, luckily, meant that this - in my opinion - marvelous dice game did get some attention from the German market.

Players are explorers who want to explore a mysterious river deep in the jungle and to unlock its Ancient Secrets, following the example of Spaniard Vicente Yáñez Pinzón, who was the first European to explore the Amazon River. For this purpose, you make ready a varying number of cards for Ominous Encounters - featuring various dice combinations and a number of victory points in relation to the difficulty - and „Dunkle Dinge“ tokens.

In the Riverboat Phase, six Fateful Locations are - provided they are empty - equipped with Ominous Encounter cards from the

draw pile, sorted in ascending order. All locations have certain advantages for a player who visits them, for instance, additional Focus, Fate, Treasure or Courage markers, but also actions for swapping cards or tokens or becoming the new starting player. The newly placed cards are, according to the images on them, equipped with one or two tokens.

In the Explore Phase, players visit the locations on which there are cards left, take the marker or markers on the location, and then either do the so-called Desperate Act by discarding the necessary number of Courage tokens, which means that the Fateful Encounter has been mastered without rolling dice. Or you try to achieve the currently necessary dice combination, which takes us the core of the game, the Encounter Phase. The fixed dice value combinations that are familiar from Kniffel are very interestingly and varied for the Encounter phase. A die of value 4 that is pictured means that at least one die must show for pips or more. A Multiple (2, 3, 4 etc.), for instance with three dice of value 2 means that minimum three dice must have value 2 or higher. This must not be confused with, for instance, a demand of



4-4-4, which means plain and simple that at least three dice must have value 4 or more, but need not show the same value - so this demand could be met with a result of 4-4-5. A similar system is used for the necessary straights, using varying numbers of dice (three to five) and different minimum val-

Gert Stöckl

A nice Kniffel version featuring new dice combinations and packed into a horror setting

ues (smallest value of the straight.

By the way, you always have five green basis dice at your command and can re-roll up to two times. However, if you want only to re-roll a certain number of the dice instead of all of them, you must discard one green focus marker for each die, for the so-called "focused" rolling; only the re-rolling of all green dice at once is free of charge. As it is very difficult or near impossible to master the difficult combinations, for instance 5-5-5-5-5 on the high-value encounter cards with up to 10 victory points, there are of course a few special dice of different colors, which you can acquire in the Trading Post Phase at the end of the turn and which you can also manipulate with the help of blue, so-called Feat cards. With such a card, you need not discard a focus marker for the yellow "Luck" dice when doing a focused roll. The red Panic dice are rolled only once in addition to the five green basic dice, but can never be re-rolled. The value of a blue Feat die can be raised by 1 when you discard a blue Feat token. Each player also has three Feat cards in each round, which you can also use for various advantageous actions at the cost of discarding Feat tokens.

All dice that you did not need in your encounter can be used according to several different scenario cards provided in the game - one of them is chosen at the start of the game - you can swap them for various tokens, which is also very important to acquire the much coveted and demanded focus tokens or the yellow treasure tokens. In this game, too, the governing motto is „money talks“, because those yellow treasure markers enable you to buy up to four equipment cards in every turn. Those equipment cards are very useful, either permanently or for a once-only use. From various ways to manipulate dice results to additional dice - red, yellow, blue - up to even additional victory points they provide all that an explorer could wish for!

One very important phase of the game has not been mentioned so far: The Terrible Things Phase, a phase that is triggered

whenever a player does not manage to achieve the dice combination in demand. In that case, a „Terrible Thing“ token of the lowest value (from 0 to 3 negative points) is taken from the travel track and the Encounter card is put on the Rumours case on the board. And with that we have arrived at one of two possible end-of-game conditions: The game ends either when the last „Terrible Thing“ token has been taken from the board or when there are no Encounter cards available when new cards would have to be placed on locations at the start of the River Boat phase.

A real visually and thematically tidbit for all those who do not really mind that - at a close look - this is only a dice game, after all, set in a horror setting. But it is a dice game that is a great lot of fun to play, with a playing time that is not too long and with rules that are quickly explained and immediately understood. The rules of the new German edition differ marginally from the English original, but that is probably due to the editorial adaptation. All in all, a commendable dice game variant which I can recommend without reservation to all fans of dice games. ☑

Gert Stöckl

INFORMATION

Designer: Simon McGregor
Artist: Rob van Zyl
Price: ca. 35 EUR
Publisher: Feuerland Spiele 2015
www.feuerland-spiele.de

PLAYERS:

2-4

AGE:

14+

TIME:

60+

EVALUATION

Dice, horror
Users: With friends
Version: multi
Rules: de en pt
In-game text: no

Comments:
Smashing design * Thrilling topic * Standard mechanisms

Compares to:
All games with achieving dice combinations

Other editions:
Pleasant Company Games (en), Redbox (pt)



My rating:



40 Years for WIN

Dagmar de Cassan, Editor-in-Chief

This, our December issue, comes at nearly the right time and the January issue will, finally, be again on time in January. After a long fight for getting back on track we are back to normal.

If you want to play with us, too, please attend our games evenings, every Tuesday and Thursday in our venue Go7, we look forward to try out fantastic new games with you!

A small change was on the horizon in the last issue, with issue it is permanent: The three divisions in our win have new headers:

REVIEW: Our detailed report on games that everyone should have played.

PRESENTATION: Games that you should consider for your selection

GALLERY: Games, goodies, gimmicks, an en passant glimpse on things to complement your collection.

Please recommend our journal to your family, friends, colleagues or acquaintances so that all can get to know us who love to play card and board games and who want to be kept informed on current releases.

We offer a balances selection from the thousands of games published every year. We want you to have as much fun reading as we have in compiling the journal.

We, Dagmar and Ferdinand de Cassan, will have fun with WIN in 2017, in its 41st year, and cordially invite you to share this fun. Reading the journal is free of charge currently, but please note our (c) copyright.

You find all issues at

<http://www.gamesjournal.at>

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

EXPEDITION IN THE RAIN FOREST

COSTA RICA**WANTED: EXOTIC ANIMALS**

8+

Each player is an explorer and member of an expedition searching for exotic animals in the Central American rain forest, in Costa Rica.

The rain forest is laid out as a mixture of landscape tiles for forest, mountain/highland and coast/swamp terrain, the arranging of the tiles to form a hexagon with five tiles to each side is done randomly; depending on the terrain type, you find Chestnut-mandibled Toucans (common) and Jaguars (rare) on the back of the mountain/highland tiles; Basilisks (common) and Red-eyed Stream Frogs (rare) on the back of the coast/swamp tiles and Capuchin monkeys (common) and Rhinoceros beetles (rare) on the back of the forest tiles. Common animals are present twice as often as the rare ones. Some of the tiles are also marked on the ani-

mal side with a danger warning, showing a mosquito in a red triangle.

Each player takes the six explorers of his color and places one explorer next to each of the six corner tiles of the hexagon.

The starting player is the first leader of the expedition and takes the marker for expedition leader. Now he chooses one expedition, that is a group of explorers, in which there is an explorer of his color, and chooses a tile adjacent to the group - at the start there is only one - and places the leader marker there. Then the tile is revealed and the leader marker placed on it again. Tile shows one or two animals and maybe a danger symbol. Now the leader of the expedition - he has always the right of first access to a tile - if he wants to take the tile or if he wants to pass.

If the expedition leader passes, the other players who have an explorer in the expedition, have, in turn in clockwise direction, the opportunity to take the tile or to pass. When all players did pass, the turn goes back to the leader of the expedition. He chooses a tile adjacent to the open-faced tile, turns it over, decides to take - now all tiles revealed until now - or to pass.

When a tile that shows a Threat is turned over, nothing happens for now. But when later in the turn a second tile with a Threat is turned over, the turn ends immediately and the expedition leader must take all revealed tiles including those marked with Threat symbols.

If you decide to take or if you must take tiles - expedition leader or another player - you take all open-faced tiles in your stock. If you had to take tiles due to a second Threat tile appearing, both Threat tiles are taken out of play and you can only keep the remaining tiles that were turned up in this round. After you did take tiles, you remove your explorer from this expedition group, he can no longer go exploring with this group. Then,



if you took tiles voluntarily or had to take tiles, you move the expedition - minus your own explorer - to the site of the tile that was the last one turned over; this is the starting point for the next expedition for this group of explorers. The expedition leader marker

Dagmar de Cassan

A family game par excellence - thrilling, not too difficult, a nice balance of luck and tactic and with the potential to be a bit mean!

is handed on to the next player in clockwise direction.

When a group is cut off from the rest of the display, all explorers in the group are removed from play. As the last explorer in a group you can go on turning over tiles until you stop voluntarily or until a second danger tile appears; this, of course, makes for a very good opportunity to score points.

At this point at the latest you must know when you score and with what you score! This question is essential, because you have exactly six opportunities and six opportunities only to take tiles. The game is scored at its end, either when all explorers have been taken out of play or when all tiles have been removed. You score each type of animal in your personal stock for the number of animals that you own, from 1 point for 1 animal to 28 points for 7 or more identical animals. And you also will score 20 bonus points for each complete set of one of each of the six animals that you can form from your animals in stock. Threat icons on animal tiles are of no importance in scoring.

Of course, there is quite some luck involved, but also quite some tactics - do I take the tile immediately when the Rhinoceros beetle appears so that I have him in the set for sure, or do I hope that nobody will want to take him because all the others do not want to remove their explorer from the group for just one tile? Damn, the beetle is gone, but my explorer is left in the group? Now there are only two of use. Let's see, maybe I will manage to be the last one left and will have a free hand in exploring my corner of the rain forest?

As you can see, there are many options to consider and you need to keep an avid eye on what the other players are collecting; the better you remember this the more you can employ tactic - and don't forget only those with an explorer left in the group can decide whether they want to pass or take tile(s). This is a simple stop-or-continue, that is, push-your-luck game which surprises by

unexpected depths; you can try to eliminate explorers by isolating the group, can decide by your choice of terrain where the group is moving to, say, I have enough forest animals, so let's move to the coast. And, most and foremost, you must decide if you want to take tiles for a secure amount of points and thereby maybe leave the opportunities of being the only remaining explorer to another player.

Costa Rica is a thrilling and challenging, very well working family game in which you are sometimes glad to sacrifice your last explorer for the missing second Jaguar and the additional 22 points won by acquiring him, in the hope that the next player will reveal two threats and come away empty-handed. E

A special mentioning is due to the design, Klemens Franz has once again marvelously captured the setting; I do especially love the use of the film negative strips on the animal image and the camera-using explorer on the cover, reminding all that exploring for animals does not have to mean capturing animals.

The game is definitely one of my favorites among the crop of family games in 2016! ☒

Dagmar de Cassan

INFORMATION

Designer: M. Dunstan, B. J. Gilbert
Artist: Klemens Franz
Price: ca. 28 Euro
Publisher: Lookout / Mayfair 2016
www.lookout-spiele.de

PLAYERS:
2-5
AGE:
8+
TIME:
45+

EVALUATION

Place marker, collect animal tiles
 Users: For families
 Version: multi
 Rules: de en
 In-game text: no

Comments:
 Nice topic * Simple Stop/Continue mechanism * Fantastic design * Lots of in-game depth

Compares to:
 Collecting games where you remove board parts, e.g. Packeis am Pol

Other editions:
 Mayfair Games (en)



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

ALTERNATIVE POLITICS

DYNASTIES**MARRY & RULE**

Bellum gerant alii, tu felix Austria nube. Wars may be fought by others, you, lucky Austria, you marry! This motto of the Habsburger, allegedly by Hungarian King Matthias Corvinus, based on a first line by the Roman poet Ovid, must have been taken to heart by Matthias Cramer, as he has forgone any martial confrontation in his game. And yet you find a lot of interaction due to using a special mechanism in the game.

To begin with the designer: Matthias Cramer entered the stage for the first time in 2010 with „Glen More“, Published by alea, and has since then published games with Kosmos, Pegasus, Lookout Games und Queen Games and has - with Helvetia, Rokoko, Lancaster or Pi mal Pflaumen, to name only a few - created notable games. Two nominations for Kennerspiel des Jahres confirm his success. Already in Helvetia, marriage has been one of the central game elements. In Dynasties from Hans im Glück Verlag it becomes the main topic, even mentioned in the sub-title.

What is in store for us?

The relatively big game board (60 x 60) - illustrated by Claus Stephan - is bordered by the obligatory scoring track and shows four countries in its left half, which are Britain, France, Spain and the Holy Roman Empire. France is provided with four cities; the Holy Roman Empire is represented by six cities and the other countries have five cities each. The time setting is the Age of Renais-

sance. The individual cities show bonuses, both openly and in the guise of face-down tiles which are distributed randomly at the start of the game. That's a bit buying like the cat in the bag. The open ones can give you victory points, randomly determined commodities or the status of a crown, this status gives you points at the end of the game. Next to each country there is a slot for Country Scoring cards, where, at the start of the game, you place tiles with varying high amounts of points. This also will demand different strategies in relation to the arrangement.

The right side of the board displays several options that can influence the course of the game. There is, for instance, a track which - in the case of passing - determines the starting player for the next round and, at the same time, determines the order in which players can choose one seven various bonuses. See later for a more detailed description.

Then there are eight personalities, whose support can be acquired by different sums of money. Before each of the three rounds, those personality tiles are shuffled and displayed again, so that a new cost situation is created for each round.

Finally, the board shows three ships, each of which has room for five commodities. At the start of each round the ships are provided with commodities, randomly drawn from a bag. The bag holds 72 commodities in five colors. Those commodities are, besides the

34 action cards, the central governing element of the game. Each commodity color is assigned to the implementation of one of five actions.

The colors are black, white, yellow, blue and pink and are assigned to the following action options: Black is needed to place a Prince in a city of the four countries. White is the color reserved for the Duchesses. In some of the cities sometimes the male part is more expensive, costing up to three commodities, in some others the costs for the female regents are higher. The price is depicted in the slot where the regent marker is placed. Yellow is necessary to implement special actions and Blue is necessary to make use of the support provided by the various personalities. Pink has two options for use: It is either used as currency when determining the starting player or as a joker in the relation of 2:1 for any other color.

Now to the game play.

Each player receives 18 markers in his color and a commodity for each color as his starting capital. You also receive two green scoring cards, every scoring card always shows two cities of different countries, promising points to players who are represented in those cities at the end of the game. Other scoring cards, which reward you for various majorities in countries, personalities or commodities, can be acquired during the game. Depending on the number of players, each player also receives a certain number of action cards. Those are used to indicate which of the five options a player wants to implement in this turn.

In your turn, you need to consider which of the five options you choose. One is acquisition of commodities. To do this you place your marker on of the three ships carrying



commodities. If the ship is still empty, you place your marker on the biggest available slot. When any marker is already on the ship, of another player or even one of your own, trade is triggered immediately. The five commodities are split into two sets - 2:3 or 1:4 - and the splitting is done by the player in second place, while the one in first place, who arrived earlier, then selects one of the sets. If you trade with yourself, that is, both

Rudolf Ammer

With the mechanism of cake sharing, Matthias Cramer provides a lot of interaction and, furthermore, manages to offer a plethora of options for varying games.

pieces on a ship are your own, you simply take two commodities. This cake-dividing mechanism - one cuts the cake and the other chooses his piece - is a core game mechanism in *Dynasties* and propagates interaction. You will to have consider carefully how to split the commodities, as you can acquire a much-needed combination, but must keep in mind that the other player maybe has his eyes on the same commodities. The eternal dilemma, provided by the question of how to split so that I get what I want!

Let's move to the 2nd action option, the placement of Prince or Duchess, the basic idea of the game. Can you afford do establish yourself in the country of your choice in one of its cities? If you have sufficient black or white commodities in stock, you place Prince or Duchess - if you are alone, that is, first in this city, you use the respective bonus, which can be a face-down bonus tile or drawing a commodity from the bag or two victory points. But if in the city of your choice there is already a partner, a marriage will take place immediately. Three dice symbolize the dowry that can be acquired and which is distributed again by the cake-sharing mechanism. The player with a marker on the cheaper of the two position rolls and divides, the other player chooses. The dowry is subject to the luck of the roll, and can range from up to six victory points. More commodities, a country crest - used in determining majorities - or a permission to trade and maybe even a child. Such a child can be placed with a married couple and helps to expand or secure the majority in a country.

The 3rd option you can choose is to use one of the personalities and her advantages. The cost for this option are one or two blue commodities, one offer is even free of charge. This option is one with lots of bonuses two offer - a nearly cost-free lightning marriage or additional commodities from „plundering“ the three ships up to the

acquisition of a further scoring card, which you choose from three cards, and lots more.

Your 4th option would be to pass or to skip a turn. Skipping your turn has its advantages, you discard an action card without using it, but receive a commodity from the bag. With this choice, you remain in play and can be active in the next turn. When you pass for good for the round you place your marker on the corresponding track more in front, depending on the cost in pink commodities, or free of charge in last place. When all have passed, there are more bonuses depending on the position on the track. The choice is determined by the ranking - you can place an additional city in a country, upgrade a country for the final scoring, acquire an additional action card for the next round or acquire a bride or bridegroom free of charge. There are seven criteria for selection, which, in certain circumstances, might result in a twist of the game.

The selection of the special action is the 5th option. For this option, I need to mention the action cards. Each action cards carries three options in its upper half. A crest with sword indicates the placement of a Prince, a crest with a rose the placement of a Duchess; the ship indicates trade and the blue symbol the use of a personality. In the bottom half of the action card, special actions are listed, which must be paid for with one to three yellow commodities. This could be the placement of a marker in a given city, in this case the three yellow commodities replace the usual black or white ones for regular placement. Other options could be a double trade action or to acquire the starting player position free of charge.

When one round has been completed - that is, all players have passed - the round is scored. Members of a family that are alone in a city, that is, are single, score points in relation to their position on the big or the small case. Then you can, if applicable, play scoring cards; you must remember that you can only carry over two cards into the next round. After the second round, single markers score more points, but are, however, then shunted into a monastery, that is, removed from the board. You can avoid this removal by discarding one pink commodity for each single marker. After the third round, at the end of the game, the country scoring is put to effect and presence in crown cities is taken into account. The game then ends with playing of eventually remaining scoring cards.

Dynasties definitely comes under the heading of "frequent player game", but I can easily image that families with same gaming

experience might have fun with it. Components and rules are perfect, which is no more than to be expected from publisher Hans im Glück. The mixture of interaction - the gambling in the splitting mechanism, the demands of strategy and tactic, the plethora of options from the number of bonuses, mixed with an element of chance from rolling dice and the equipping of the ships, put *Dynasties* into a top game in its category, at least for me.

A word on the publisher: The fairy tale "Hans im Glück" only shares the beginning with Bernd Brunnhofer's company of same name. In the Brothers Grimm's fairy tale, Hans is given a lump of gold after seven years of work. Bernd, too, received his first "golden" award in 1991 for "Drunter und Drüber". While Hans, however, loses his gold in the fairy tale, did the publisher Hans im Glück earn 15 - if I counted correctly- gold lumps in the shape of Deutscher Spielepreis und Spiel des Jahres over the years, with *El Grande*, *Dominion*, *Russian Railroads* and especially the three-million-times sold *Carcassonne* and many more. For me, *Dynasties*, too, seems to have a suspicious golden glitter. ☑

Rudolf Ammer

INFORMATION

Designer: Matthias Cramer

Artist: Claus Stephan

Price: ca. 40 Euro

Publisher: Hans im Glück 2016

www.hans-im-glueck.de

PLAYERS:

3-5

AGE:

12+

TIME:

90+

EVALUATION

Trade, area control

Users: With friends

Version: de

Rules: de en nl

In-game text: no

Comments:

Historical Topic

Compares to:

Das Vermächtnis, Gonzaga

Other editions:

White Goblin Games (nl), Z-Man Games (en)



My rating:



HIGH NOON IN LAWLESS!

FLICK 'EM UP!

SHERIFF VERSUS THE COOPER GANG!

8+

Essen 2015 - somewhere at the „back“ end of Hall 3 - lots of people clustered around tables, laughter, sounds of Oohs and Aahs and some more forceful expressions of displeasure, and two friends from our gaming group who tell me, with eyes shining, about a game that I simply have to pick up.

Well, that was enticement enough - next morning, thanks to being an exhibitor, I

walk over to the booth, before the public arrives, and get my first glimpse of Flick 'em Up! A big table with side fencing, a few buildings on feet, cacti, some figures and I think Oh, well?

Well, here we play High Noon, or Wild West, if you want, Sheriff vs. the Cooper gang, not really a new topic - however, the allure and surprise are in the way how you play: The

basic rules can be told in two words: You snip!

This of course, is only the basis or the beginning of the game, the real fun is provided by the details.

But first let me say that in the end I did not manage to bring home a copy of the Pretzel edition with wooden components. However, at Essen 2016 I received the new edition of the game by Z-Man, not as magnificent, a bit smaller and with components made from Bakelite instead of wood, but coming with the same components and providing the same fun to play.

To begin with, players decide on one of two teams - you can play with the Sheriff and his



Men or with Ol' Cooper and his gang. Next, you choose a scenario and find yourself a large, smooth, plane area to play. Take care that the area is easily accessible from all sides.

Before we look at the detail rules of the scenarios, let's check out the basic rules of the game:

A round in the game equals an hour on the Town Hall clock and each player has a turn within such an hour. Teams alternate to

Dagmar de Cassan

Role playing with action! Beautiful damsel in distress! I love it and would I could get in a few more accurate snips!

play, that is, first player A1 plays, then Player B1, followed by player A2 and player B2, and so on. IF you want to play a piece of your team, called Cowboy, you have two actions and choose from the option of movement, shooting or take/drop off/exchange within a building.

Movement and shooting is done by snipping objects; you use only one finger to snip or, if you want to call it that, to shove, because this results in a more controlled movement than snipping with both thumb and finger. If you want to move the cowboy, you replace the cowboy with the movement disc and snip the disc - if the disc does not touch an object or a cowboy or a building support block, the movement has been successful and the movement disc is replaced by the cowboy at the new location, the cowboy can be aligned in any direction of your choice. When the disc touches something or falls off the table, the movement failed and the cowboy is put back into the original position.

To enter or exit a building, the cowboy must be snipped, again without touching anything, between the support blocks of a building from the respective direction; the support blocks of the target building may be touched. To successfully enter a building the movement disc must partially cross the door line; to exit a building the disc must end the movement completely outside the door markings. Important! Objects that block the entrance area may be relocated.

In a building, a cowboy can use an action to take a chip for a weapon, dynamite, document, etc. or to drop off such a chip; chips that you take are placed on your cowboy board; on this board, there is room for two such chips; the board also shows a marking for a Colt as your basic equipment and the board also holds the live points of your cowboy.

Shooting works similar to movement; the cylinder representing a bullet is placed next to the cowboy and then snipped towards an opposing cowboy. If the opponent falls over, he loses a live point and remains prostrate, he cannot be hit again until he is set upright again. If the opponent does not fall, your shot did miss. Cowboys in buildings can only be hit in a duel. When a cowboy loses his last live point, he is taken out of play; objects he owns are placed on the support block of the undertaker building, the cowboy's hat is placed on his board, current side up.

As to the cowboy hats, the work as a kind of round marker; depending on the starting time of a scenario, cowboys wear their hats blue side up or red side up; during an hour, all cowboys are played and their hats turned over to the other side, so that you always know which cowboy was not yet used in a round.

The game ends at 12, noon or midnight, or when a scenario end or winning condition is achieved.

This takes us to the scenarios; each of the ten scenarios - Duels, Transport of a wounded witness from the Town Hall to the Sheriff's Office, a Bank Robbery or coming to the aid of a damsel in distress - tells the background story, names the goals of each team and provides a map of the town with information on which components are placed where. You also are informed about the number of life points for the cowboys or neutral pieces as well as the starting time on the Town Hall clock.

Most important, of course, is information on the end-of-game/victory conditions and the special rules for the respective scenario, which can be a prohibition on entering buildings or a ban on shooting for bandits in the first round, and so on.

When a scenario features a duel, the special duel rules apply: A special area on the table must be reserved for resolving the duels. Such a duel is fought, when two cowboys are in the same building at the same time - both cowboys are placed at the opposite end of the special dueling area. The cowboy who was second to enter the building, shoots first. If he misses, the opponent advances by the width of the movement disc and shoots; and so on, until one of the cowboys is hit. He loses a life point and is either eliminated from the game or - if he survives, is placed into the building and shot out by the opponent, that is, snipped through the door, without his hat, and then toppled.

Wrooom! The cactus topples! Gleeeful laughter from the sheriff's troop! Why did I overrate myself and think that I can avoid the cactus when trying to hit the door and to enter the saloon? I should have remembered that a cactus can be shifted at an entrance! But what the heck! I have one action left and now the cactus will be shifted!

Absolute action fun! I have seldom laughed so much during a game and was miffed so often because the targeted and hit objects were rather different and at a distance from each other. And why, please, is the opposing team so much better at shooting?

Not only the fun provided by this game is remarkable, but also the components; the Bakelite slides easily; hay bales, barrels, fences and cacti are somewhat abstract, but all the same „real“ enough; the hand of the Town Hall clock is fastened with a screw! The design and everything else is simply marvelous with its painstaking attention to detail!

If you love a western setting and topic and love action, you should get Flick 'em Up! in this version, by all means, it is equal to the wood version, needs less room on the shelves and is also less expensive. ☑

Dagmar de Cassan

INFORMATION

Designer: Monpertuis, Beaujannot

Artist: Chris Quilliams

Price: ca. 38 Euro

Publisher: Z-Man Games 2016

www.heidelbaer.de

PLAYERS:
2-10

AGE:
8+

TIME:
45+

EVALUATION

Action, snipping
Users: For families
Version: multi
Rules: de en cn es fr it pl pt
In-game text: no

Comments:

New edition in Bakelite instead of wood *
Fantastic components with loving details *
Needs some room * Pure fun to play

Compares to:

Flick 'em Up! Wooden version, other snipping games

Other editions:

One Moment Games (cn), Pretzel Games (en fr de), Ludonova (es), Lacerta (pl), Ghenos (it), Galapagos Jogos (pt)



MISSILES AND BOMBS

RUSH & BASH

A VERY DANGEROUS CAR RACE

7↑

It is always a pleasure for me to write a review about an Italian game, but going for one that was supposed to be very light was not my best hope: in effect, it is probably clear from my previous articles on WIN that I like complex games where you need to program your moves with attention. Luckily, I was wrong because after a dozen races with RUSH & BASH I changed my mind: this game is really a lot fun.

I tested it for the first time at a meeting organized by Red Glove in a splendid castle on the Tyrrhenian sea coast, in Tuscany: we (Angelo, one of my friends, and myself)

were looking at all the games exposed in the castle when we were invited to start a race with other players, so we accepted and we entered the world of Rush & Bash with some curiosity. This game is clearly inspired by the video game "Mario Kart" and in effect the players try every possible trick to block the opponents, with bombs, missile fires, etc. But it does not require any "manual" ability, like its "videogame" counterpart, and you still must think a little before playing your cards.

The box contains 12 geomorphic big tiles (172x172 mm) mounted on heavy card-

board and with a different section of the circuit printed on both sides, for a total of 24 different sections: the players may assembly their own circuit as they like, with a minimum of 6 tiles (for a race that will last 25-30 minutes only) or with more tiles if they have extra time available. The box also contains 6 personal boards (135x185 mm), 6 colored plastic cars, 6 tokens (with a colored helmet) and their plastic bases, two decks of cards and a lot of other stuff, as we will see.

(Bild 1 - picture 1)

SATURDAY MORNING: TEST SESSION ON THE CIRCUIT AND POLE POSITION

Once that the race circuit has been assembled every player takes one car, the personal board and the little helmet of the same color (to be inserted in a plastic transparent base to remain standing). The starting position are printed on the lanes of the START/ARRIVAL tile (that must be used for every race) and the youngest player place his car on the pole position, followed by the others. Each position on the starting tile entitles the player to collect 3 cards: player Nr. 1 and Nr. 2 take 3 Sprint (green) cards; Nr. 3 and Nr. 4 take 2 Sprint and 1 Rush (red); Nr. 5 and Nr. 6 take 1 Sprint and 2 Rush.

(Bild 2 - picture 2)

Each card shows one NUMBER (1-2-3 for the Sprint, 3-4-5 for the Rush) and one SYMBOL (Turn, Power, Bomb, Missile and Repair): therefore it is clear that RED cards (Rush) are more powerful than the green, but can be taken only by the players in the back of the group: with this simple system the game will balance itself automatically because if you are in the first positions you will always collect only low speed cards, but if you are late you will get the more powerful red cards.

(Bild 3 - picture 3)

The circuit has three lanes, but sometimes the track is reduced to two lanes only or it divides in two smaller branches that will join again after a few cases. Each tile also has a red line crossing the track (it is called "check point" line): they are used when a car spin out (and must re-start the race from that position) and when a missile is fired. Most of the tiles also have some cases with an obstacle icon: here, following the result of a dice roll, may be placed some little cardboard "boulders". If a car is unable to change lane and crash against a boulder it gets one damage (but the obstacle is eliminated)



Bild 1 - picture 1



Bild 2 - picture 2

(Bild 4 - picture 4)

Three "double face" cardboard displays are also available inside the box: before the start the players should select the one that has a number of cases equal to the number of racing cars (from 3 to 6) and must place here the colored helmets, each one on the number corresponding to its starting position (1, 2, 3, 4, etc.). Each case also has a

Pietro Cremona

A quick, amazing and competitive racing game

green or red card icon, and after each turn of the race the players in the first positions will get a green card while the others will get a red one.

Each pilot must take a close look at his personal board before the start of the race because each car has different special actions: a little cardboard "star" is placed on case "0" of the board at the beginning because nobody may use those special actions yet, but during the race the star may rise to position 1, 2 and 3 and each of them may give a different bonus. When the bonus is used, the star goes back to zero and the process start again.

(Bild 5 - picture 5)

On top of the personal board we see three cases: a little cardboard "heart" is placed on the rightmost one and will be moved one case left each time that the car is damaged. After the third damage the car will spin out, but nobody is ever eliminated as he will re-start the race on the following turn from the closer check point, while the "heart" will be placed again in the first case (fully repaired car).

OK: The cars are ready; the pilots are impatient to spring out of the starting positions and the Starter Officer is approaching!

**THE RED LIGHTS ARE SWITCHED ON:
MINUS 3-2-1 GOOOOOOO !!!**

In turn each player reveal a card and immediately apply the effect of its symbol, then it advances the number of cases shown on the bottom: the cars must advance straight ahead, following the path of the original lane unless they play a "turn" card. But let's look a little closer to the effects of each symbol:

- TURN: the car may be moved in a case adjacent to the starting one but on a different lane. Then it will advance the printed number of cases.
- POWER: the player rises the star up one



This is a simple game but you still need some strategy, based mostly on your car's special powers, so you need to adapt your tactics accordingly. Do not forget to try to hide your car behind a boulder, when you are in the first positions, to avoid missile fire; or advance at least one case past a red line, if you can, so if you are obliged to spin out you go back one case only; try to use your green cards first when you are on the last positions in order to collect the more powerful Rush cards and then make a series of quick advances; use your missile to destroy a boulder in front of you if you cannot avoid it with a turn card; an when you do not find something better to do ... improve your power. Never forget that this is a card game and you cannot expect to always have the perfect "Hand": so be patient and use less important cards to turn the tide and wait for the arrival of the right ones.

(Bild 7 - picture 7)

WINTER IS NOW: FIRST EXPANSION FOR RUSH & BASH

The basic game was so well received that Red Glove decided to quickly publish a first expansion that add new features to the race.

Two new cars (orange and brown) are added to the basic set (so now up to 8 players may compete), together with three "double face" sections showing "iced" lanes. Also 55 new green and red cards may be added to the original decks and they also bring two new actions:

- ICING GUN: it is possible to create a sheet of ice on the tracks behind you (these are special tokens to be placed on the lanes as we do with the boulders on the basic

game), so cars will spin out if they pass on that case.

- POWER UP: you may become invulnerable for a complete turn and you give to your opponents an extra damage if you bump against a car, or bomb and/or missile it.

The extension also has a series of "magic-Nitro" tokens, each one with a different effect: damage an adjacent car, take a Sprint card and advance that number of cases; avoid a missile; a bomb explodes before you touch it; etc. Each player may have a max of two Magic Nitro tokens.

This extension is a very nice addition to a system that worked already very well and you have now two extra players in the race. Strongly suggested ☑

Pietro Cremona



ARRASS

COMPARING PARROTS

4↑

Colorful parrots have different colors for their body parts, tail, wings, breast + head and peak. Players hold number cards in hand, 48 parrot cards are dealt evenly to all players, who stack them face-down. Two players are chosen to reveal their top card, on a command, and place them to the left and right of the target card. Then all players by themselves count the number

of parrot parts of the same color on both cards and place their corresponding card on the target card as quickly as possible. Attention! You count the number of body part types that have the same color, not the number of the body parts. Two parrots, both featuring red peaks and yellow tails, therefore give a result of TWO! Then all players together determine the correct



result and check the stack. The bottom-most card with the correct number wins the Round. In case of two players, the winner takes one of the cards. In case of 3 and 4 players, the winner and the one in second place take one card each. The winner(s) of the round reveal a new card for the next round, etc.

In case of younger players, the two youngest ones use the one-sided number cards! In the version *Weiter Flug* for players of ages 6+, you do not put the parrots on the target card, but leave them openly on your own stack. In a variant for players, ages 4+, players compare their card in turn with a card in the middle, display the number and then the player with the highest number of the round can discard a card, you win if you are out of cards first.

Again, a typical Adlung game; fast, pretty, with simple rules and nicely integrated learning content, in this case counting and spotting of differences. ☑

INFORMATION

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

Designer: Thomas Liesching
Artist: Dennis Lohausen
Price: ca. 8 Euro
Publisher: Adlung Spiele 2016
www.adlung-spiele.de

EVALUATION

Compare, count
 Users: For children
 Version: multi
 Rules: de en es fr it
 In-game text: no

Comments:
 Handy size * Good to take along * Variants for different age levels

Compares to:
 Counting games with a time element

Other editions:
 Currently none



AYA

LANDSCAPES FOR THE GODDESS

8↑

Aya, Goddess of Water – in her world we explore landscapes and animals. The game features three terrain tiles each for fields, desert, forest, mountain and polar regions and a starting tile as well as five animal images per terrain and 15 terrain images. 156 domino tiles show all terrain types, each one on 30 pieces, six tiles are Extraordinary Gardens. 40 domino pieces show a Cam-

era symbol.

In the Placing Phase of 2x10 minutes all simultaneously draw one piece and then place it vertically somewhere in the playing area or on a landscape tile on the table or into their personal reserve; in the playing area, tiles must be placed to continue the flow direction of the river. For the Camera dominoes, you can place a landscape tile cor-

responding to the tile and take the image that comes with it, or place a corresponding animal image on top of the newly placed and an adjacent domino. Extraordinary Garden tiles are jokers and allow you to place up to three animal images.

In the toppling phase the chain of standing dominoes with terrain tiles in between and animal images on top is started by pushing over the first tile; all dominoes should topple. If not, you can use Retriggering Markers to start the chain again after a gap. Then you score for all valid animal images and terrain tiles, using criteria for positions in relation to other tiles and the domino chain. The score is a result for a ranking that you should try to improve in your next game.

This is a spectacular eye catcher that demands close observation and quick planning; the game idea is marvelous, but not suitable for everybody, but trying it out is worth your while. ☑



INFORMATION

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

Designer: Grégoire & Quintens
Artist: J. Hanoteaux, C. Michiels
Price: ca. 32 Euro
Publisher: Heidelberger 2016
www.heidelbaer.de

EVALUATION

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

Comments:
 Unusual, rewarding game play * Needs a few introductory games * Good mix of dexterity, speed and planning

Compares to:
 First game of its kind

Other editions:
 Act in Games (de en fr nl)



CAPITAL LUX

HIGH-VALUE CITIZEN TO THE CAPITAL!

Populating towns - in your turn you either play cards for yourself into your hometown for points at the end of the game or into the Capital City in the middle of the table for the special action of the card: Scholar (green) - You draw the top card from the deck in your hand. Merchant (yellow) - You take a piece of gold. Agent (blue) - You draw the top card from the Modifier deck and

place it face-down over one of the Capital cards. Cleric (pink) - You put the lowest yellow, blue or green card from the Capital into your home town.

If someone is out of cards at the end of his turn, the round ends after one more turn for all other players, who then place all remaining hand cards into their home town. Modifier cards in the Capital are revealed and



change color value totals. When then someone has a higher total value in a color in his hometown than the total of this color in the Capital, he must discard all those cards or pay the difference in gold pieces. Who then has the highest total of a color in his home town, takes the highest card of this color from the Capital for a face-down bonus card. For the next round, you reshuffle the Modifier cards, and cards remaining in Capital and home towns, without Bonus cards, are collected and reshuffled. After three rounds, you win with most points from cards in your hometown, bonus cards and unused gold.

Simple rules for a fantastic little game with lots of decisions to take - high card into the Capital to keep my values lower? Sure, gives me a gold, too! Maybe add the Modifier, but then I cannot use the 4 in blue! And my neighbor got the 6 in pink from me - will he remove blue from the Capital? ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Svensson, Østby

Artist: Kwanchai Moria

Price: ca. 15 Euro

Publisher: Aporta Games 2016

www.aportagames.com

EVALUATION

Cards

Users: With friends

Version: multi

Rules: de en

In-game text: no

Comments:

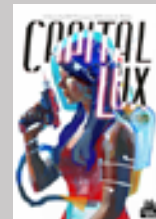
Unusual graphic design *
Simple basic rules for lots of in-game depth * Fantastic filler game

Compares to:

Card game with dilemma about card use

Other editions:

Currently none



CARCASSONNE AMAZONAS

EXPLORE THE JUNGLE

8+

Exploring the jungle along the Amazon river! Tiles show river side arms, villages and jungle as well as icons for animals, fruits and boats. 15 Amazon tiles featuring caimans and piranhas have special effects.

The starting board sits near the edge of the table, leaving room for two rows of, and you need about 1 m in front of the starting board. Each player has four

meeples, two camps and a boat at the Amazonas source. The active placer draws a tile and adds it to the display, but only up to the same row as the front tile of the Amazon. If you add an Amazon tile, a new row is open for placement. On the newly added tile you either place a meeple or a camp or advance your boat on the Amazon by one step.

When you place your meeple



on a side arm with a boat symbol, you advance your boat by one step for each boat symbol on the river. Then the tile is scored, if applicable: Completed river side arms and villages are scored like roads and cities of the basic game; fruits on river or village give you one point each. If you expand the Amazon, sometimes by adding also a double tile, the Amazon is then scored: The boats in first and second place score points for caimans and Piranhas on the newly placed tile. Boats that did not score are then advanced by one step. When the last tile has been drawn, you score incomplete rivers and villages as usual, camps give you one point per animal in the jungle around the camp and boats score for positions One to Three on the Amazon river.

Whatever topic it features, Carcassonne is always good, challenging and constantly renewing itself, this time in the South American jungle, including a boat scoring, and again with a stunning graphic design. ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
35+

Designer: Klaus-Jürgen Wrede

Artist: Vicki Dalton

Price: ca. 20 Euro

Publisher: Hans im Glück 2016

www.hans-im-glueck.de

EVALUATION

Tile placement for points

Users: For families

Version: de

Rules: de en fr it nl

In-game text: no

Comments:

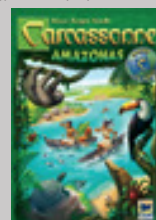
Series: Carcassonne Around the World * Placement restriction as in Carcassonne Mayflower * Nice variant of the core game

Compares to:

Carcassonne Mayflower and all other editions of Carcassonne

Other editions:

999 Games (nl), Filosofia (fr), Giochi Uniti (it), Z-Man (en)



CODE MASTER

PATH PROGRAMS FOR AN AVATAR



Your avatar needs to collect crystals in exotic worlds. Ten maps feature six levels each, you always play one level on each map, that is, Map 1 features Levels 1, 11, 21, 31, 41 and 51. You place the Avatar, the portal for the exit to the next level, crystals and maybe trolls for obstacles on the indicated spots on the map. The Avatar must collect all crystals and reach the portal. On

the corresponding Guide Scroll - the number is also given with the level on the map - you place all the actions markers given for the level; the color of the markers indicates the method of movement, walking, gliding or jumping, that is, the colored path that the avatar will use. The avatar can always only pick up one crystal at a time at a location which means that he must

return to locations with several crystals as often as necessary to pick up one more crystal until he has collected all crystals on his staff. There are loops in the path that you can use for this purpose. A level is only solved when your avatar ends up at the portal with the last program step and is carrying all crystals. With the Intermediate Level, Conditional Tokens are introduced, they must be placed on the correct spots and then you must make a yes/no decision on which instruction to follow next. For No you follow the arrows going out from the red X, for Yes, the arrows from the green tick. Decisions relate to number of collected crystals or the presence of a troll of a certain color. Logic at its best, as usual the first few levels are easy and serve as training or introductory level, but in the expert level you really need to exert your brain! Pure logic fun! Thinkfun! ☑



INFORMATION

PLAYERS:
1

AGE:
8+

TIME:
10+

Designer: Mark Engelberg

Artist: not named

Price: ca. 25 Euro

Publisher: Thinkfun 2016

www.thinkfun.com

EVALUATION

Logic

Users: For families

Version: multi

Rules: de en es fr it nl pt

In-game text: no

Comments:

Trains logic and programming skills * Four levels of difficulty * Very good, clear instructions

Compares to:

Other Logic games

Other editions:

Currently none



CODENAMES PICTURES

AGENTS BEHIND IMAGES



The picture variant for Spiel des Jahres 2016 - secret location of agents are coded with pictures instead of words. Players form two teams and select a spymaster for each team, they sit next to each other in front of a code card that shows locations for agents of team Red and Team Blue, four Innocent Bystanders and for one Assassin. The picture cards are arranged in a

5x4 grid in given orientation. The team that starts the game receives its team agents plus the Double Agent for one additional location. The spymasters take turns to give their teams a clue made up from a word and a number; the word is the clue and the number tells the team how many pictures are that clue fits. The team now selects a location

by touching the picture, the can confer about it; when the picture masks the location of a team agent, it is covered with an agent card in the team color and the team can keep guessing. When the team touches a picture for an Innocent Bystander or an opposing agent, the turn ends and the picture is covered accordingly. If the Assassin is touched, the player doing so loses the game for himself and his team. Variants for giving clues and the end of the game are listed. The challenge of the game is not only in finding the connecting clues per se, but also in understanding the clues - page was named, does it indicate the book or the microphone for paging or both? The team can ask to have the clue spelled and the rules allow niceties like naming 0 for the number in the clue - but regardless of the number named, the team must give at least one guess. A fantastic variant for a marvelous game, both can be combined! ☑



INFORMATION

PLAYERS:
2-8

AGE:
10+

TIME:
30+

Designer: Vlaada Chvátil

Artist: Jana Kilianová + Team

Price: ca. 19 Euro

Publisher: Heidelberger/CGE 16

www.heidelbaer.de

EVALUATION

Guessing images via clue words

Users: With friends

Version: de

Rules: cz de dk en fi gr kr nl

no pl ro se

In-game text: no

Comments:

Attractive image variant of Codenames * Maybe a tad more difficult with images * Can be combined with Codenames

Compares to:

Codenames

Other editions:

CGE (en), Mindok (cz), White Goblin Games (nl), Kaissa (gr), Rebel.pl (pl), Bergsala Enigma (dk, fi, no, se), Lex Games (ro), Cranio Creations (it), DiveTree (kr)



DARK TALES

CINDERELLA

Stories in the Land of Dark Tales do not always end happily! In the Land of the Dark Tales you use 54 cards - playing cards and Setting cards A and B - and 20 Items - Gold Coins, Swords, Armor and Magic Wands. In your turn, you draw a card, play - optional - an item and resolve the effects according to the valid card A and then you play a card. You score the icons of the card

for victory points, placement location and effects. Items that you receive are laid out. The interactions between cards and items are the key to the game, the effects of the items change with the background stories, the Setting cards. If someone cannot draw a card anymore, play continues until someone is out of cards and thus ends the game. Now you resolve card



B and win with most victory points.

In this second expansion for Dark Tales, Cinderella, too, does not always live happily ever after in Dark Tales: You lay out a Day and a Night card from the core game and shuffle the expansion cards with those of the core game. From the core game setting cards + new expansion cards A4 and B4 you randomly select two and add the setting cards A-Cinderella and B-Cinderella for the scoring of "Ball at the Palace". Cinderella tiles are stacked separately. New symbols are "Cinderella tiles" for taking or turning over those tiles or "Musical Notes" for scoring points. "Ball" for a scoring of tiles, Dancing Couples and single dancing cards is triggered by three cards discarded to "Ball at the Palace".

Again, a fairy tale as a fantasy adventure, the variation of the familiar topic and the interaction of cards and items again provides good fun! ☑

DAS ALLERBESTE BAUMHAUS

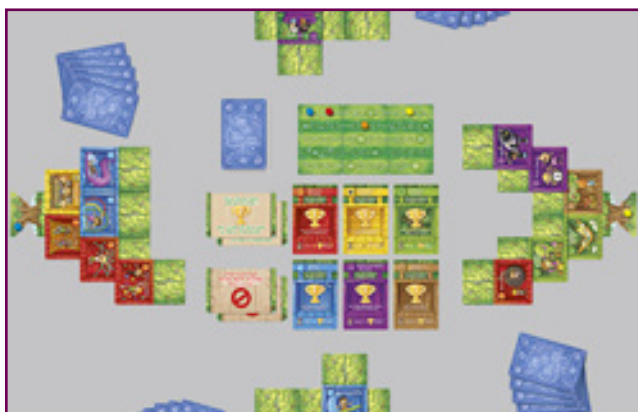
BALANCE YOUR ROOMS

8+

All players compete to construct the best treehouse ever. Over three weeks = three rounds you construct and at the end of each round rooms are scored. The treehouse must always be well-balanced!

You begin your treehouse with a starting tree and a balance marker in the middle position on the trunk. Then you are dealt six cards, look at them and

choose a card secretly. Then all reveal the card simultaneously and add it to the treehouse: A room must be carried by two rooms underneath, rooms at the edges need only one room underneath. The first room of a color can be built anywhere, but more rooms of the same color must touch at least one room of this color. The house cannot get higher than six levels, including



the starting tree. Whenever you place a new room, to the left or the right of an imaginary vertical middle line, you must move the balance marker accordingly; if you cannot move it further to the left or right, you cannot build the intended room. Such a room goes out of play. When a card is placed exactly over the starting tree, the balance marker is not moved. When cards have been placed, you hand the remaining cards in your hand to your neighbor on the left. After five cards the rooms are scored: You select a bonus card and put it on a scoring card - then colors without bonus card score 1 point per room, colors with a bonus 2 points per room. After three rounds, you score color majorities for bonuses.

This is a cute family game; topic and mechanism go well together, the balance marker is a nice detail and if you must block off a color, the consequences are not too bad. Nice fun for a filler! ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
30+

Designer: Pierlucca Zizzi

Artist: Dany Orizio

Price: ca. 30 Euro

Publisher: dV Giochi 2014

www.abacusspiele.de

EVALUATION

Fantasy, card interaction

Users: With friends

Version: multi

Rules: en it

In-game text: yes

Comments:

Second expansion for Dark Tales * Fairy tales as fantasy adventures * Short playing time * Playing experience is helpful

Compares to:

Dark Tales and Dark Tales Cinderella

Other editions:

dV Giochi (it)



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Scott Almes

Artist: Adam P. McIver

Price: ca. 15 Euro

Publisher: 2Geeks 2016

www.2geeks.de

EVALUATION

Card placement

Users: For families

Version: de

Rules: cn de en pl th ua

In-game text: no

Comments:

Pretty graphics * Nice family topic * Topic and mechanism fit well together * Balance element is a nice tactical detail

Compares to:

Unser Baumhaus for the topic, Pingu-Party

Other editions:

Nasza Księgarnia (pl), Kanga (cn, th), Green Couch (en), IGames (ua)



DAS VERRÜCKTE LABYRINTH

JUBILÄUMSEDITION

7↑

In the classic sliding game paths are changed by sliding path tiles into a grid. The 30 Years Anniversary edition offers two ways to play - standard or The Glowing Labyrinth - Das Leuchtende Labyrinth. For this version players receive face-down stacked Day Treasure cards and open-faced Night Treasure cards, coins are laid out. Each player searches a path to the items de-

picted on his day treasure cards. You secretly look at your top card as your current target. The active player slides a tile into the labyrinth grid, the tile can be rotated any way you want. Inserting the tile pushes out a tile at the other end and the labyrinth changes. Then you can advance your marker as far as you can or want. If you reach your current target, you discard the card and



look at the next one. During this collecting of day treasures the components are charged in the light. When someone has found his last day treasure, you turn off the light and you continue to play with the now glowing components and try to quickly find a way to your night treasures. Whoever is first to have found all his night treasures and has moved his marker back to the starting case, ends the game and takes one of the face-down coins. Now all score one point for a day treasure and two points for a night treasure and you win with most points from treasures + end-of-game coin. Of course, you can also play only the standard version without the night part. Even after 30 years the familiar Verrückte Labyrinth has the power to surprise us; playing it in the dark is an enchanting variety that hopefully will also become available as an unlimited non-anniversary edition. ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
30+

Designer: Max J. Kobbert
Artist: Krause, Ravensburger
Price: ca. 30 Euro
Publisher: Ravensburger 2016
www.ravensburger.de

EVALUATION

Slide, collect
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Attractive, well-working version * Only part of the Anniversary edition * Parts must be charged in light

Compares to:
All version of Das Verrückte Labyrinth

Other editions:
Currently none with glow mechanism, countless other versions



DODELIDO

TWO OF THE SAME ARE NOT THE SAME

8↑

You shed cards from your hand and call out the term determined by the type and number of visible animals - animal, color, Nought or Dodelido - while also following rules for turtle and crocodile. Not very difficult, but lots of fun!

The game features 20 copies of five animals - Flamingo, Penguin, Turtle, Camel and Zebra - plus five crocodiles. All cards are

dealt evenly to all players who stack them in their hand, face-down. The active player put his top card quickly on the one of three stacks - you use them in clock-wise direction, one after the other - and quickly makes an announcement: In case of a correlation in one characteristic - type or color - and a majority, you call the characteristic. When both characteristics correlate,



you call the one that is there more often; when there is a tie, for instance three yellow zebras, you call "Dodelido". When there is no correlation or you place the first card of the round, you say "Nought!". For each visible turtle your announcement begins with "Oh", so, for two blue turtles, you say "Oh, Oh, Dodelido". The crocodile is a special case, it must be driven off quickly - all hit the card as fast as they can, the slowest player must take all cards in all stacks and a new round begins. If you make a mistake or hesitate longer than three seconds to make your announcement, you take all cards. Whoever is out of cards first, wins.

Jacques Zeimet and fun with animals on cards are already a synonym; here again we have hectic, cute and rather challenging game play; you need to be always alert for others' mistakes and your correct answer - and do not forget the Oh's for the turtles!

Great family fun! ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
25+

Designer: Jacques Zeimet
Artist: Rolf Vogt
Price: ca. 10 Euro
Publisher: Drei Magier/Schmidt 16
www.schmidtspiele.de

EVALUATION

Card shedding, reaction
Users: For families
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Typical Zeimet game * Time frame for the answer is hard to check * Otherwise a lovely family game with cute animal drawings

Compares to:
All reaction games by Jacques Zeimet, from Tarantel to Kakerlake

Other editions:
Currently none



ETOILE

MANCALA IN A STAR

On a wooden board 32 dents are arranged in a start shape, four dents in each of four spike rows. If two are playing, you receive 11 marbles of a color and begin with four marbles in the innermost spot of each row, player colors alternate in the spots. In a game of three players, each player receives eight marbles and two players begin with three marbles, the start-



ing player with two marbles in a given arrangement. In your turn, you take a marble from stock and put it in a row that already holds at least one marble, regardless of the color. Then you take all marbles in this row and seed them in clockwise or counter-clockwise direction, beginning with the adjacent row, and one marble per row. The order in which you seed the marbles is up to you. Rows with four marbles are left out. The second option for your turn is to take a row with four marbles and seed the marbles as in the first option, in this case without placing one of your marbles. When you seed a marble into a row, the marble is placed in the first free spot in the row, seen from the center. When, after seeding marbles, you have four marbles of your color in one of the eight rows or four marbles as part of one of the four possible circle, that is, in the same spot of four adjacent rows, you win immediately. If not, the turn passes to your opponent. Etoile offers a very good adaptation of the Mancala principle; the very simple basic mechanisms provides a lot of game depth and tactic and demands spatial imagination to visualize the results of seeding. Abstract, challenging, thrilling and very beautiful and a very good game for families, too. ☑

INFORMATION

PLAYERS: 2-3

AGE: 8+

TIME: 20+

Designer: Michael Palm
Artist: not named
Price: ca. 30 Euro
Publisher: Gerhards S. u. D. 2016
www.spiel-und-design.eu

EVALUATION

Collect, seed, Mancala
Users: For families
Version: multi
Rules: de en fr
In-game text: no

Comments:
Classy, high-quality components * Simple rules * Abstract, good family game

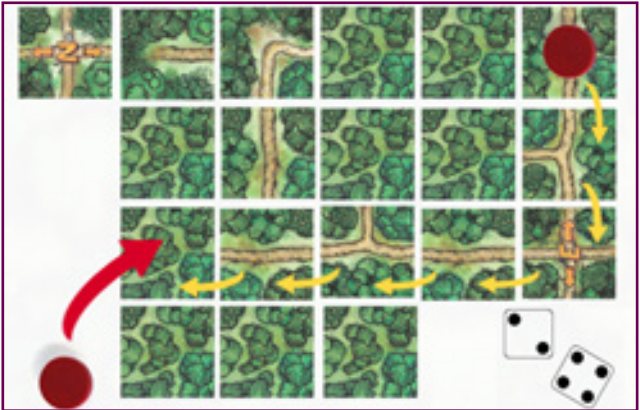
Compares to:
Other versions of Mancala

Other editions:
Currently none

FIRST TO FIND

GEOCACHING ON YOUR GAME TABLE

A landscape on the game board offers a secret cache. Players are Geocachers and search for it, alone or in a team in in three levels of difficulty. 49 landscape tiles are shuffled and laid out face-down on a 7x7 grid, four of them openly as starting crossroads. In your turn, you can move and/or reveal a landscape tile. For movement, there are detailed rules for movement



the tiles, roll the die after each tile and find the cache with a 6. In the Multi Cache Mode the first cache is in the crossing point of the letter arrows; upon arrival there, you roll two dice for the coordinates of the second cache which you find upon arrival when rolling a 1; if not, you roll two dice for the next coordinates and find the cache there when rolling a 1 or a 2; and so on; there can be maximum 7 caches. In the Mystery Cache Mode, all tiles are gathered up when N and E are found, leaving only the starting tiles and the second letter you found, and laid out again; if you then find the second letter, you score one point, the board is laid out again, etc.; whoever collects two points, wins. An unusual topic which is nicely mirrored by the high element of chance; the basic mechanisms is simple, and the game all in all a nice family game. ☑

INFORMATION

PLAYERS: 2-6

AGE: 8+

TIME: 30+

Designer: Aigar and Inga Alaveer
Artist: Kaisa Holsting
Price: ca. 10 Euro
Publisher: 2D6.ee 2016
www.2d6.ee

EVALUATION

Dice, tile revealing
Users: For families
Version: multi
Rules: de en et ru
In-game text: no

Comments:
Revised edition of Cache Hunt

Compares to:
Predecessor game Cache Hunt

Other editions:
Currently none

FLICK 'EM UP!

RED ROCK TOMAHAWK



Shootout in Wild West! You choose a playing area and a scenario and form two teams. One round equals one hour on the clock on the City Hall, with one turn per player. Scenarios give the detailed conditions and components for use, order of play is always Team 1, Team 2, Team 1, etc. If you are a cowboy, you have two actions from move-

ment, shooting or take/discard/swap. Movement and shooting are done by snipping, following detailed rules for entering and leaving of buildings and shooting with one or two weapons. In buildings, you can acquire items, discard them or swap them. The game ends at midnight or when a winning condition of a scenario is achieved.

The expansion *Red Tomahawk* introduces a new Clan - Native



Americans - and conflicts between Cooper Clan and Native Americans who are armed with bow and arrows and tomahawk, the Cooper Gang, however, has a Gatling Gun! There are new components - forests, Tipi, Totem and Mountain and also box, figures and headdresses for the five Native Americans as well as the new weapons. Besides the five scenarios with varying winning conditions for Cooper Gang and Native Americans there are three practice fields on which you must topple cowboys and cactuses for one or two points, respectively. Bow and Arrow work by placing the "bow" on the figure and snipping the arrow; the tomahawk is set upright on the surface and snipped, and the Gatling Gun is a U-shaped piece in which you line up "bullet" pieces and snip all of them simultaneously.

Pure fun to play, this action tabletop provides super components and marvelous scenarios; special kudos go to the designers for the snipping function of the weapons. You need a steady hand and good visual judgement. ✓

INFORMATION

PLAYERS:	AGE:	TIME:
2-10	8+	45+

Designer: J.-Y. Monpertuis + Team
Artist: C. Quilliams, P. Guérin
Price: ca. 35 Euro
Publisher: Pretzel Games/F2Z 16
www.pretzelgames.com

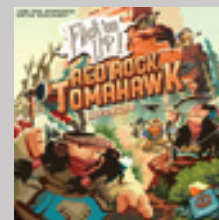
EVALUATION

Action, tabletop, dexterity
 Users: For families
 Version: multi
 Rules: de en fr nl
 In-game text: no

Comments:
 Fantastic game idea *
 Marvelous components *
 Needs lots of dexterity and visual judgement * Pure fun to play!

Compares to:
 Flick 'em up and other snipping games#

Other editions:
 Currently none



FLIPPI FLATTER

FEED THE BAT AND GAIN GEMS



Flippi Flatter is a a little and very hungry, but also very moody bat. She wants to be fed, but you do not now how often she wats to eat. If you feed her too often, she raises her wings and flaps them.

Flippi Flatter sits in the middle, the board is laid out next to hear. All players receive a marker and the corresponding bag board with color-bordered in-

dentations. The markers begin in the treasure chambers and Flippi is switched on. The active player rolls and advances his marker through open doors by that number of rooms. If you reach a dining room, regardless of which color, you must feed Flippi and decide if you want to feed her once, twice or three times. You press down Flippi's tongue accordingly. If she is



content and remains quiet, you receive one gem, in the color of the room, out of the chest. If you cannot place it in a dent on your bag board, you keep it all the same. When Flippi is unhappy with her feeding and unfurls her wings, and flaps them, you must discard one of your gems and calm Flippi - you press a button and then fold her wings back. If you enter the treasure chamber, you get a gem of your choice from the treasure chest. The room with the thief entitles you to steal a gem of your choice from another player or take one from the treasure chest. From the room with the Magic Whirlwind you fly to another room of your choice and resolve the action of this room. Whoever is first to collect two gems of each color, wins. The rules also provide a simpler version without game board for younger children.

After action with Beaver, Penguin or Kraken now action with a bat; pretty, simple and fascinating for children. ✓

INFORMATION

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

Designer: Big Ideas
Artist: Graham Howells
Price: ca. 40 Euro
Publisher: Ravensburger 2016
www.ravensburger.de

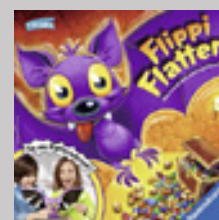
EVALUATION

Action, gathering
 Users: For children
 Version: de
 Rules: de nl
 In-game text: no

Comments:
 Pretty action game * Nice topic * Good components * Smaller children might need help to fold Flippi

Compares to:
 Action games with chance-directed triggering of the action

Other editions:
 Ravensburger (nl)



FOREST FIRE

COOPERATE TO SAVE THE VILLAGES



As a Fireman, you are fighting forest fires and must save villages! You draw one Fireman card and have a deck of action cards. The chosen scenario is set up, the event deck is prepared, and the remaining terrain parts are in the bag. Each player puts his fire man into a village. The terrain tiles are drawn and placed, depending on the type of terrain a tile can be entered

by firemen, fire can burn on a tile or the terrain is a permanent water source, for instance. You have seven actions in your turn; options are movement onto a terrain tile or move to an empty space to draw and place a terrain tile; place hose, fill tank, put out fire, hand over component or do a special action. Possible special actions are Prayer for Rain, Barrier against fire which



blocks neither hose nor firemen; Overtime for two more actions; Well; Helicopter for moving to any tile and modification of hose to achieve putting out fire in a wider range. After each player turn you draw and resolve two event cards - Fire, a fire springs up; Wind from a given direction, fire spreads one tile further; Storm from a given direction, fire spreads two tiles, or Rainy Season to end the game. When the card Rainy Season is revealed and no village is burning, all win together. If a village burns and the card „Put out village“ has been used or if there are no more fire cubes to place when you would have to do so, all have lost. Six scenarios offer different levels of difficulty. Cooperation and planning must be used cleverly to fight off the fire until the Rainy Season card appears. Six scenarios and the varying modular board offer high replay value. ☑

INFORMATION

PLAYERS:
1-5

AGE:
10+

TIME:
60+

Designer: Hanousek, Mrkvička
Artist: Jana Krausová, Karel Kulis
Price: ca. 30 Euro
Publisher: Czech Board Games 16
www.tmgames.eu

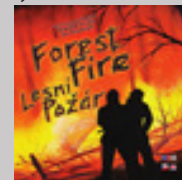
EVALUATION

Cooperation, use of cards, tile placement
Users: With friends
Version: multi
Rules: cz en
In-game text: yes

Comments:
Utilitarian, minimalistic components * High replay value due to scenarios and always different development of the board * Rules also very tightly formulated

Compares to:
Cooperative placement games with actions, for the topic also Feurio, Edition Erbkönig

Other editions:
Currently none



GÄMSH ALPIN

SECRET TEAM SIGNALS



Teams of two players play for card quartets of three Day cards and one Night card; a variant adds Föhn cards with special effects.

Each team agrees on a secret signal before the game starts, it can be a word, a gesture or a topic but it must be something that the other players can spot; you may give false signals during the game. You are dealt four

cards; another four cards are displayed on the table. All players swap cards simultaneously and as quickly as possible, card from hand against card from the table. If you have a quartet, you give the secret signal - if your partner spots it, he announces it with *Gämsh* for one point; if he also holds a quartet, he calls *Doppel-Gämsh* for two points. When an opponent spots your



signal faster, he calls *Gegen-Gämsh* to announce your quartet and scores one point. With *Ausgegämsht!* you can announce the signal of team without it being given and score three points.

Of course, after a call the respective hand cards must be shown and then table cards and cards in hand are replaced. Föhn cards are in effect on the table: *Wachsamer Wildhüter* - you cannot swap Night cards. *Schlauer Bauer* - When you hit him when announcing Gämsh or Doppel-Gämsh, he turns a triplet of your partner into a quartet. *Flotte Vesper* - no swapping of cards, the other three cards are hit and four new ones are laid out. *Wilder Stier* - When he is hit, the table cards are replaced. When a team has collected nine points, the game ends and the team with most points wins. Chaotic, cute, fast - and yet you must pay close attention and try not to fall for bluffs with wrong secret signals. Super family fun! ☑

INFORMATION

PLAYERS:
4/6

AGE:
8+

TIME:
15+

Designer: Daniel Fehr
Artist: Alexander Jung
Price: ca. 8 Euro
Publisher: Zoch Verlag 2016
www.zoch-verlag.com

EVALUATION

Swap, react
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Adaptation of a Public Domain Game * Witty illustrations * Fantastic team game * Needs close observation of players

Compares to:
Karibou Camp

Other editions:
Currently none



GARDEN GNOMES:

VIOLENT VENDETTA

9+

Garden gnomes live in a park, winter is approaching and the Gnome Clans must collect supplies and complete other objectives for all of which they need to control territories in the park, so they fight each other. Each player is assigned a clan; clans differ in the number of gnomes in the clan, dice value for elimination and reinforcement. Each Clan is given five clan objectives

and three neutral objectives and chooses three of them.

A round comprises Reinforcement with placing of gnomes in the home territory, Movement of gnomes through empty territories or those with your own gnomes, conflict in territories with gnomes from more than one clan and, finally, Looting.

Conflicts are resolved by rolling dice until one clan is left stand-

ing. Then each clan receives one resource for each territory it controls, regardless of the number of its gnomes in the territory. At the end of such a round you check if someone has completed all objectives. For each objective, you must collect the pieces depicted on it, separately for each objective, you cannot use a piece in two objectives. All objectives must be completed at the same time. If nobody has completed all his objectives, a new round begins.

In the basic game, you win if you are first to complete all objectives. In the advanced game, you win with most points from completed objectives, gnome pieces and food pieces.

A game with an unusual topic, standard mechanisms and a feeling of *Deja vú*, the game reminds me of *Risk*, especially due to the dice conflicts for territories and the completing of tasks. A family game as regards to difficulty, but not necessarily as regards to topic. ☑



INFORMATION

PLAYERS:
3-6

AGE:
9+

TIME:
45+

Designer: Morten Nørgaard
Artist: D. S. Hvid, R. N. Nørgaard
Price: ca. 48 Euro
Publisher: Borzag Games 2016
www.borzag.com

EVALUATION

Area control, dice conflict
Users: For families
Version: en
Rules: en
In-game text: no

Comments:
Topic not really suitable for a family game * Standard mechanisms * Reminds one of *Risk*

Compares to:
Risk

Other editions:
Currently none



GIPF

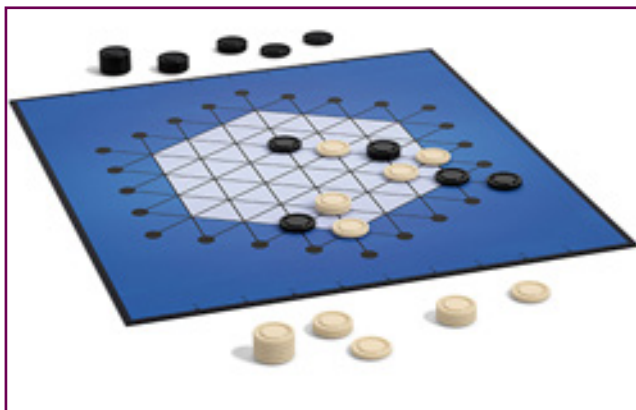
THE FIRST GAME IN THE GIPF PROJECT



The first and name-giving game of Gipf project, a series of abstract games. In the basis game, you place three out of your 15 pieces as stated in the rules into a board of 37 spots; then you alternate to place a piece from stock on one of the entry points into the board and slide the piece one step into the board. If you cannot do this, you have lost. And this is nearly

all. When the target space is occupied, the piece there is pushed along, too, regardless of its color; as are additional adjacent pieces in that direction. That was all, and here is the nearly: When there are four pieces of your own in a row, you take them back into stock; and all pieces that are adjacent to that quartet, too; opposing pieces are taking out of play in this way! You win when your oppo-

nent has no pieces left in stock. In the standard game, each player makes three stacks of two pieces, those Gipf pieces start in the six corners of the board edge. When they are part of 4-piece row, you can, but need not, take them back into stock; this turns the stack into two normal pieces, which can be an advantage. If you have lost all three Gipf pieces, even by them getting caught in rows, you have also lost. In the tournament version, you determine the number of your Gipf pieces yourself; you place them at the start and cannot place a Gipf piece after you placed a normal piece. A game with a lot of variety and depth. You can even win with a low number of pieces, if you can hinder your opponent in acquiring supplies via the 4-in-a-row rule. A beautiful, well-working game with most simple rules and high replay value, suitable for beginners as well as experienced players. ☑



INFORMATION

PLAYERS:
2

AGE:
13+

TIME:
30+

Designer: Kris Burm
Artist: Andreas Resch, Kris Burm
Price: ca. 30 Euro
Publisher: HUCH! & friends 2016
www.hutter-trade.com

EVALUATION

Abstract placement game
Users: With friends
Version: multi
Rules: de en es fr it nl pl
In-game text: no

Comments:
Elegant design * Simple mechanism * Lots of in-game depth * First game of the Gipf project

Compares to:
Abstract placement games for 2 players

Other editions:
Currently none, earlier editions at Don & Co, Rio Grande, Schmidt, Smart Toys & Games



HALT MAL KURZ

DAS KÄNGURU SPIEL

A card game by singer and satirist Marc-Uwe Kling, based on his Känguru trilogy. You need to annoy your fellow players as efficiently as possible. You hold stress cards, marked as funny or unfunny, and carrying a kangaroo, penguin or street artist symbol. In your turn, you discard a card that corresponds in symbol or category to the top card on the discard pile and then

you implement the action of the card. Funny actions are: Halt mal kurz - you hand half of your cards to another player; Vollversammlung - all debate and vote who must give a card to whom; Schnick-Schnack-Schnuck and Gruppen-Schnick-Schnack-Schnuck - you play against one player or against all other players and receive a card from each winner against you; Ach Mein,



Dein - you swap cards with another player; Der Kommunismus - you collect, shuffle and re-deal all cards from all players; this actions also ends the Police action; Not-do-do-Liste - you discard the card or play it as a reaction on a card to avoid the action of the card. Unfunny actions are NaZi - if you see the Symbol on the NachZieh-Stapel, that is, the draw pile, you hit it, the last one to do this, draws a card; Polizei - one player must reveal his hand cards and play openly from now on. Kapitalismus - whoever holds most cards in hand, must draw two more cards. Whoever is out of cards first, wins the game, but you must always implement the action of the card just placed, even if this was your last card.

Handing cards around, based on instructions on action cards, and with the Razupaltuff card they even roped a kind of Old Maid - if you like satirical Rock-Paper-Scissors, you will have fun. ☑

INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
20+

Designer: Marc-Uwe Kling
Artist: A. & R. Klein, T. Brandau
Price: ca. 7 Euro
Publisher: Kosmos 2016
www.kosmos.de

EVALUATION

Satire, card shedding
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Mix of standard mechanisms * Mainly for friends of the Känguru stories * Very satirical explanation story

Compares to:
Rock-Paper-Scissors with additional rules

Other editions:
Currently none



IÄÄ! CTHULHU! FHTAGN!

ROLL FOR POWER



As a Cult, you want to gain power by invoking the power of the Great Cthulhu. For your invocation, you receive six dice and one or two dice for two or three players are placed in the middle. If you want to play with four to six players, you need a second set and place three or four dice into the middle accordingly. You also make one Doubling-Stone ready for each player.

The active player = cult rolls all his available dice and places at least one dice into his Dice Circle. If he cannot to so, he puts one dice in the middle. You always start an invocation with placing one IÄÄ symbol and calling "IÄÄ". Then you can add any number of tentacles, calling "Cthulhu". An Elder Sign and the call of "Fhtagn" complete an invocation, at least one IÄÄ and



tentacle must be in your Circle and you can only have one Elder Sign in your invocation and the sequence of calls cannot be changed. If you do not want to use an Elder Sign in this way, you call „Ph'nglui“ and take a free die. If you rolled only Elder Signs, you can call „Ph'nglui fhtagn“ for two dice. Free dice for taking dice are primarily all dice in the middle and then unused dice from players.

When all invocations have been completed, correctly completed ones score positive, others negative, always number of tentacles in it multiplied by the number if IÄÄ, and doubled if applicable. The game ends with 150 Power points, if you score them positive, you win, with a negative score you lose; in both cases, all Cults with the same result win or lose with you.

Cute gambling on results accompanied by a strange soundscape; fans of weird games and fans of H. P. Lovecraft will have fun! ☑

INFORMATION

PLAYERS:
2-3

AGE:
12+

TIME:
30+

Designer: Henning Poehl
Artist: Stephan Baumgarten
Price: ca. 13 Euro
Publisher: Sphinx 2016
www.sphinx-spieleverlag.de

EVALUATION

Dice
Users: With friends
Version: multi
Rules: de en
In-game text: no

Comments:
Favorite topic * Nice implementation * Rules very concise * Includes a chart for using dice results

Compares to:
Dice result optimization games

Other editions:
Currently none



ICECOOL

SNIP PENGUINS TO CATCH FISH

6↑

The little penguins play truant for the final hours of school and go fishing. The five rooms are assembled according to the rules template and fastened with fish clips. Each player takes one penguin, one penguin card, one penguin ID and three fish in the color of his choice, fish cards are stacked face-down.

In each round one player is the Hall Monitor or Catcher, who

wants to catch the other players' Runner penguins; the Runners want to collect all fish of their color. At the start of the round each Runner puts his fish on top of the marked doors. Then all players have one move in turn; first, all the Runners, then the Catcher, each player snips his own penguin. If a Runner penguin moves completely through a door fish one of his fish on top,



the owner takes the fish and one face-down fish card for victory points; if your penguin jumps over the door, you do not get the fish! When the Catcher penguin touches a Runner penguin or vice versa, the Catcher takes the ID card of the Runner, who stays in play. If you can display two fish cards of value 1, you have another turn, the fish cards stay openly on the table. When a Runner has collected all his fish or if the Catcher holds all ID cards of the Runners, each player gets one fish card for each ID card that he holds, and a new round is prepared. When each player has been Catcher once, you win with most victory points on your fish cards.

Not only Ice Cool, but super cool! Fantastic fun for children as well as for families, with some dexterity you can do incredible maneuvers with the penguins, and the scoring definitely takes second place to the fun in the snipping action. ☑

INFORMATION

PLAYERS:
2-4AGE:
6+TIME:
15+

Designer: Brian Gomez
Artist: ca. 30 Euro
Price: Reinis Petersons
Publisher: Amigo Spiele 2016
www.amigo-spiele.de

EVALUATION

Snipping, gathering
 Users: For children
 Version: de
 Rules: de en es et lt lv ru
 In-game text: no

Comments:
 Works well for children and for families * Winner only determined at the very end * Playing area can only be assembled one way * Penguins can jump

Compares to:
 Beppo der Bock and other snipping games

Other editions:
 Brain Games



JOLLY & ROGER

PIRATES FIGHT FOR BOOTY AND POWER

8↑

The King of the Pirates has gone under and the pirate princes want a new king. Jolly and Roger have mastered the drinking challenge and now fight for the throne.

Four ships are displayed; each player holds a treasure chest card and four captains. The active player is the splitter of his turn, the opponent is the picker. The splitter draws five cards

from the pirate stack and splits them into two sets; the picker chooses one and the splitter takes the other. Then the picker plays all cards from his set first, then the splitter.

For each card, you decide if you want to reinforce your crew or board a ship. To reinforce crew, you add a card on your side of a ship of the card color; to add the card to another ship you turn it



over to the parrot side with value 1. When after adding a card to a ship you have the majority there, you place your captain, maybe including removing the opposing one. In case of a tie in strength no captain is placed. When you have a captain at a ship you can board it with a card of the same color and put the card under your treasure chest. If you have a captain on a ship after the 8th and last round, you also get the ship and win with the highest total of gold on treasure chests and ships.

In the advanced game, special cards are added - Skeleton is a Crew Joker of strength 3, but cannot be used for boarding. Kraken removes the latest opposing crew card from a ship. Tortuga changes all parrots into pirates.

A lovely game that is quickly explained and quickly played, tactical enough for experienced players; the core of the game is the splitting and picking of cards - what do I offer, what will my opponent pick. ☑

INFORMATION

PLAYERS:
2AGE:
8+TIME:
20+

Designer: Graham, Huntington
Artist: Michael Menzel
Price: ca. 16 Euro
Publisher: Abacusspiele 2016
www.abacusspiele.de

EVALUATION

Form card sets, place cards
 Users: For families
 Version: multi
 Rules: de en
 In-game text: no

Comments:
 Good rules * Easy to explain, easy to play * Super game with lots of tactics * Attractive design

Compares to:
 Shanghaien, games with strength comparison at target objects

Other editions:
 Currently none



KAMOZZA

LOAD UP THE SHIP, BUT DO NOT OVERLOAD!

8+

You are an exporter of commodities, load them on ships to take them abroad for profit, but there is always only one ship available in each of the two harbors. Each player folds seven cargo cards and two harbor selection cards; the numbers on the cargo cards represent cargo weight as well as victory points at the end. Ships 8-23 are stacked next to Harbor A and ships 30-45 next to Harbor B, the number corresponds to the cargo capacity of the ships.

One ship per harbor is turned over and then players select, face-down, one or two of their cargo cards, and try to guess the intentions of other players before deciding on a harbor selection card, which is then revealed simultaneously by all players. Then, beginning with the harbor chosen by the fewest number of players, the ships are loaded. All players reveal their cargo cards and you check if the ship can carry the total weight of all cargo. If yes, the ship sails and the cargo weight numbers become victory points. If not, the ship sinks with all the cargo and you turn over the cards.

You must be able to play at least one cargo card each round; if you cannot do so, you are out of the game. When all were starting player once, you win with most victory points. In a variant, you play one card each in five rounds, identical commodities cancel each other out.

Hmm, difficult - ships with a capacity between 30 and 45 and each player has a commodity of value 20, which he wants to turn into victory points - this needs card memory to make your selection easier from round to round, and also luck in your selection in the first round. Nice dilemma in a nice family game. ☑



INFORMATION

PLAYERS: 3-5

AGE: 8+

TIME: 15+

Designer: K. Kitano, K. & Y. Ota

Artist: Katsuya Kitano

Price: ca. 15 Euro

Publisher: New Board Game Party 16

www.japonbrand.com

EVALUATION

Card selection
Users: For families
Version: multi
Rules: en jp
In-game text: no

Comments:

Simple basic rules * Interesting mix of luck, guessing and card memory * Two game modes

Compares to:

All games with secret selection of part amounts in relation to a limited total

Other editions:

First edition in Japanese, 2012



KINGDOMINO

A KINGDOM OF DOMINOES

8+

You build a kingdom around your castle. Each tile has two halves = squares - like a domino tile - and each square shows one of six landscapes and sometimes a building with one, two or three crowns. You begin the game with a starting tile of size one square + 3D castle and a wooden piece, your king, in the color of the castle.

Then four tiles are randomly

drawn and laid out in a row, number side up and in ascending order of numbers, smallest number is „on top“. One player takes the kings into his hand and drops them randomly, one by one; the respective owner selects one tile and puts the king on top. Then you prepare a second row of tiles in the same way, sorted by numbers and then turned up.

Then, beginning with the player „on top“ and all take their tile and put the king on a tile in the second row. When all tiles are taken and all kings placed, you prepare the next row of tiles. Tile #1 goes next to the starting tile, from tile #2 on a new tile must be adjacent to the starting tile or next to a tile with one corresponding landscape. Maximum size of the display grid is 5x5 halves/squares (!), not tiles, the orientation of the tiles can be any way. When all tiles have been used, you score each landscape area, number of halves x crowns in the landscape. Areas without crowns are not scored. Variants give you a bonus for placing all twelve tiles or for having the castle at the center of the grid.

The thrill and sophistication of Kingdomino is in the selection mechanism for the tiles; if I choose the top on, I choose first in the next round! A simple game with enormous depth! Perfect! ☑



INFORMATION

PLAYERS: 2-4

AGE: 8+

TIME: 30+

Designer: Bruno Cathala

Artist: Cyril Bouquet, Jens Wiese

Price: ca. 20 Euro

Publisher: Pegasus Spiele 2016

www.pegasus.de

EVALUATION

Tile placement, area majorities
Users: For families
Version: de
Rules: cz de en es fr it nl pt ru
In-game text: no

Comments:

Simple mechanism * Lots of sophisticated depth * Each game is different * High replay value

Compares to:

Tile placement with area majorities

Other editions:

Blue Orange (multi), Lifestyle (ru), Mindok (cz), White Goblin (nl)



LADY RICHMOND

FAST FIGHT FOR INHERITANCE

8+

Lady Richmond has died unexpectedly and without leaving a last will or testament; the family clan fights for the inheritance of works of art, antiques, junk and trash, which is now auctioned off.

Each player chooses a character and takes his three Cheat tiles and 10 coins. Object and Auctioneer cards are shuffled and stacked face-down, seven

cards are placed on the board. The active player turns up one of the cards and all can decide if they want to start an auction. If you want to do so and grab the Auction Block, you announce your starting bid for all the open cards on the board. All players in turn can raise the bid or pass, the highest bid gets all cards. When a blue Auctioneer card is turned up, no auction is started,



but the instruction of the card is resolved - Pause and pass the turn to the next player, clearing of all open-faced cards, replacing of all cards with cards from the stack, or raising or lowering the capital of all players to 10 coins.

When the red Auctioneer is revealed, all cards on the board are auctioned, if someone starts an auction by grabbing the Auction Block. Before raising a bid or passing, you can use one of your Cheat tiles to look at a face-down card on the board or to swap one of your previously won cards with a card from the board or to take a card from another player.

When all cards have been auctioned, you win with the highest total of points from the cards you won.

Auctioning at its best in the family circle, simple, easy and with the certain something provided by Auctioneer cards and Cheat tiles, which allow for some tactics; all in all, a very nice extension of the new range of family games. ✓

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
30+

Designer: Tim Rogasch
Artist: Christian Effenberger
Price: ca. 20 Euro
Publisher: Haba 2016
www.haba.de

EVALUATION

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

Comments:
Nice mix of gambling and auction * Chance element and tactic nicely balanced via cheat tiles * Well-working family game

Compares to:
Auction games with event elements

Other editions:
Currently none



MACROSCOPE

GUESSING PICTURES

6+

Picture cards are stacked in the Macroscope, all its windows are covered with tokens; each player receives two yellow crystals. The active player rolls the dice and removes corresponding tokens, if he wants to. After each token, he can give a guess. If the active player does not want to guess, the other players can do so; if more than one other player wants to guess, the active player

decides who can guess. Everybody can look into the open windows at any point in the game. When nobody wants to guess, you hand on the dice and take two crystals.

If you want to guess, you make ready as many crystals as there are tokens on the Macroscope and give your guess. If someone else has another opinion, he can give a guess, too; if more than



one player wants to guess now, the active player decides who goes first. Each player can give only one guess and must give a different guess than all other players before him. When all have guessed, the windows are randomly covered with tokens again and the picture is pulled out. Whoever guessed correctly, gets the prepared number of crystals. All who guessed wrongly, must discard the same number of crystals or all that they have, if they do not have enough.

When all windows are open and nobody guessed, all players exchange their covers for crystals, replace all tokens and the top picture is removed.

After eleven rounds, you win with most points from your crystals. In a variant, players who want to guess pay two crystals to the active player.

Macroscope is remarkable for its classy design and the attractive, not always simple images, but the penalty for giving a wrong guess is steep! ✓

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
30+

Designer: M. N. Andersen
Artist: Oksana Dmitrienko + Team
Price: ca. 20 Euro
Publisher: Game Factory 2016
www.gamefactory-spiele.com

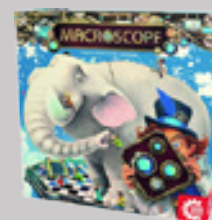
EVALUATION

Guessing images
Users: For families
Version: de
Rules: de en jp
In-game text: no

Comments:
Classy design * Consider well before guessing * German rules are different from the English ones

Compares to:
Klappe auf, Ravensburger

Other editions:
Hobby Japan (jp), Lifestyle (ru)



MINO & TAURI

SEARCHING THE LABYRINTH



Mino and Tauri are cheeky little aliens from planet Kreton and love to create corn circles. Their space ship has crashed in a corn maze, however, and they have lost twelve items that they need to collect to be able to fly home. Six items are to be found on each side of the vertical labyrinth boards, on all of the four plans which come in four different levels of difficulty. Mino and

Tauri are connected magnetically, if you move one of them, the other is moving automatically in the same directions. The active player can move a piece only along the paths, but the piece on the other side might move through plant obstacles and thus reach regions of the board otherwise inaccessible to it. You turn up an item which must be found; depending on the



chosen game mode it must be found either by the players determined by color markings on the card or by those players designated for the current round by the rules. Each player is in charge of moving one piece, and players can confer about the next move. Players are allowed to plan their moves together. When the timer has run out, you score for items found. In the cooperative game, you score the points in three rounds and the score is valid for all players; in the competitive mode, you win if you found most items in six rounds, playing with varying partners. Mino & Tauri provide fantastic fun for kids with the magnetic effect and the joint movement, but the game also works well as a family game; the cooperative planning of the optimum routes in the runtime of the timer is simply fun, and the boards in varying degrees of difficulty offer lots of variety. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
15+

Designer: Carlo A. Rossi

Artist: Marek Blaha

Price: ca. 30 Euro

Publisher: Amigo Spiele 2016

www.amigo-spiele.de

EVALUATION

Move pieces cooperatively, collect

Users: For children

Version: multi

Rules: de en

In-game text: no

Comments:

Cooperative planning is necessary * Four boards of varying difficulty * Well suited for a family game * Thrilling use of magnetism

Compares to:

Fluch der Mumie, Raben schubsen, Das verrückte Labyrinth

Other editions:

Currently none

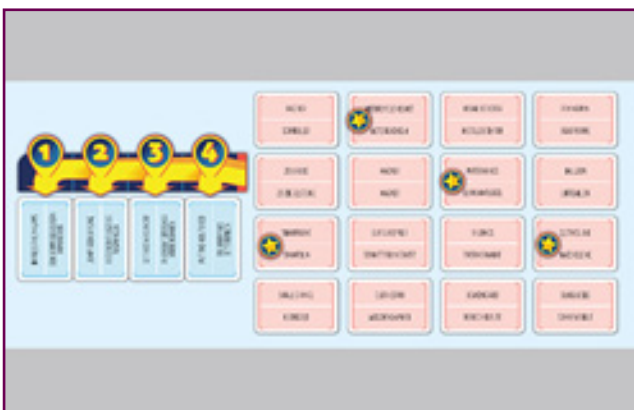


MISSION IMPRACTICAL

WHAT IS USED IN WHICH MISSION?

You are complying with a secret mission and may not talk about it, you can only give hints to your friends with the equipment that you choose for your mission. Task cards provide those missions, which might be „put up a picture on the wall“ or „get rid of a traveling agent“ to „catch a living fly“. Four such tasks are placed next to a number bar. Item cards provide a genie in

the bottle, or a metal detector or a rocking chair or 16 Item cards are laid out in a 4x4 grid, with a scoring chip underneath each column. Each player holds a set of guessing cards #1 to #4 and one scoring chip. The active player lays out his guessing cards face-down, the other players chose one of those cards; the active player looks at the card to learn his mission and then sets



the card aside. Then he chooses one item in each column and marks it with the scoring chip.

Now the other players use one of their guessing cards to give a guess on the mission which they believe fits the chosen items; then all players in turn name their mission guess and explain how the items might be used to complete the mission. The active player explains his plan last. If you guessed the mission correctly, you earn a scoring chip, the active player gets a chip for each player who guessed the mission correctly. If you want, the active player can award a bonus chip for the best explanation, regardless if the mission was guessed correctly or not.

An absolutely cute and witty and well-working idea, there is no limit for creativity and imagination, and you will need both to explain how you use salad spinner, pencil, mirror und small change to put children to bed. ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
30+

Designer: Hilko Drude

Artist: Gjermund Bohné

Price: ca. 20 Euro

Publisher: Vennerød Forlag/Lautapelit 16

www.lautapelit.fi

EVALUATION

Creativity, story-telling

Users: With friends

Version: multi

Rules: de en

In-game text: yes

Comments:

Cute, witty game idea * Very good selection of items and missions * Bilingual cards

Compares to:

First game of this kind, maybe Codenames for linking terms

Other editions:

Currently none



MONOPOLY BANKING ULTRA

ÖSTERREICH AUSGABE

8↑

Monopoly with even more digital elements and kind of renovated, there are some intriguing changes in the rules.

At the start, however, you check in at the Ultra-Banker as usual with your banking card and are credited with your starting capital. The active player rolls dice and moves his marker; on the case that you reach you implement the action – if you rolled a

double, you then roll again and implement this second turn! But if you roll three doubles in succession, you go to jail and your turn ends.

If you reached a road case that is not owned by anybody yet, you must buy it or auction it immediately. On a road case that you own you can build a house instantly, you not have to own the complete color group; the



house is placed on the first rent slot; whenever another player stops on that case you get rent from him and the rent level raises by one level.

On an event case, you draw a card, read it, check it in the Ultra-Banker and implement the instructions – you can win or lose money, rents can raise or fall. On a Springer case, you can pay 100 M and jump to any road of your chose and buy it or raise the rent if you already own it.

When the first player cannot pay, not even after selling all his property, the game ends and the winner is the player with most wealth from cash and value of his roads at buying price. The game is classily done in black, but the player markers – a helicopter, car, ship and plane – are only plastic pieces; the real estate lots are lots in Austrian cities

Monopoly, standard and familiar and yet different enough to be of interest, especially the oscillating rents and the option to jump are thrilling details. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
90+

Designer: not named

Artist: not named

Price: ca. 35 Euro

Publisher: Hasbro 2016

www.hasbro.at

EVALUATION

Economy, dice
Users: For families
Version: de
Rules: de en
In-game text: yes

Comments:

Adaptation of Monopoly Banking * New rules details
* Nice version with with standard basic rules

Compares to:

Monopoly Banking and other Monopoly editions

Other editions:

Monopoly Banking Ultra



MONSTARS

SPOOKY SHOW OF UNIQUE MONSTERS

6↑

Spooky monsters are milling about backstage! Their purpose? To present their unique personal style on occasion of the annual MonStar Show in their appearance on the runway to become favorites of the jury. 45 monsters enter the show; which of them will be among the first ten declared jury's favorites?

Each of the 45 monsters is de-

picted on a card, all the cards are shuffled and stacked. Each player has a set of cards, comprising 6 colored bodies and 36 transparent cards for eyes, mouths, legs, horns, arms and accessories which he takes up in hand, sorted by body parts. You can also lay them out sorted on the table, if you cannot hold that many cards.

One monster card is revealed.



All play simultaneously and try to construct this monster with cards from their hand; the complete monster is always made up from six cards - body card and five cards for eyes, mouth, legs and arms or accessory, the star marking must always be in the bottom right-hand corner of the card.

When you are done, you call „MonStar“. If you did construct the correct monster, you receive the card; if you made a mistake, the card is put back face-down under the stack of monster cards. You win, if you are first to collect ten monster cards.

In a variant, the current monster card is turned back over again after a span of 10 seconds to memorize the monster and you must construct the monster from memory.

Combining body parts is a standard game mechanism, from MixMax to Vaca Loca; in this game, the mechanism is especially attractive due to the transparent cards and provides monstrous fun for children and families. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
35+

Designer: Jonathan Larkin

Artist: not named

Price: ca. 20 Euro

Publisher: Piatnik 2016

www.piatnik.com

EVALUATION

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

Comments:

Standard core mechanism
* Very attractively varied by topic and transparent cards
* Quickly explained and quickly played * Children can play on their own

Compares to:

All games about combining body parts, from Monstopia to MixMax or Vaca Loca

Other editions:

Currently none



OCEANOS

UNDERWATER EXPEDITION

8+

You explore the depths of the ocean in three rounds of five turns, collect animal species and treasures, discover coral reefs and upgrade your submarine. Players take turns to be Captain of the Expedition; he gives each player the number of cards equal to the number of periscopes on his submarine plus one. Then each player chooses a card face-down and returns the

rest to the captain. Then all reveal their card and add it to their display, from left to right into the row of the current round. Then the Captain fills up his hand, if necessary, to the number he is entitled to from his periscopes, chooses a card, adds it to his display and discards the remaining cards. Options for additional actions during such a turn are: Discard one of your fuel tokens



for keeping an additional card, or place a scuba diver token for collecting treasures at the end of the game or upgrade your submarine by using crystals depicted on cards in your display. After five such rounds you can upgrade your submarine once more with crystals not yet used, take back your Fuel tokens and then you score the rounds for animals and propeller levels of your submarine. You lose points if you have most Kraken Eyes on your cards. At the end of the game you score your greatest Coral Reef, that is, the corals on adjacent cards, and your treasures collected with your divers. A card drafting game for the family, with breathtaking components, a nice topic and uncomplicated rules! An attractive family game offering enough decisions on collecting and submarine upgrades as well as a degree of chance exactly right for a nice gaming experience. ☑

INFORMATION

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

Designer: Antoine Bauza
Artist: Jérémie Fleury
Price: ca. 37 Euro
Publisher: Iello 2016
www.iello.info

EVALUATION

Card drafting, placement, collecting
 Users: For families
 Version: de
 Rules: de en es fr it
 In-game text: no

Comments:

Fantastic components *
 Short playing time * Intro-
 duction to card drafting
 games * Great, commend-
 able family game

Compares to:

All card drafting games using card
 characteristics

Other editions:

Devir (es), Iello (en fr), Uplay.it (it)



OCRACOKE

GOLD AND GLORY

7+

The navy is crashing a party of Blackbeard who must defend his ship Queen Anne's Revenge! Red Pirate cards have negative values, blue Navy cards have positive ones and neutral characters - Kraken, Mermaid and Ghost, all with special abilities - have value zero. Three randomly chosen character cards are laid out face-down for islands, four more face-down as board of Queen Anne's Revenge,

to the left and right of this board a double-sided action card is placed. Each player then receives one character card.

You play four rounds and have one action per round. You use one of the two available actions and then flip over the action card: Combat - you look at two cards from the board; Swap - you swap a card from the ship board with your hand card and then look at an-



other card from the board; Spying - you look at the hand card of all players and then give them back; Big Waves - you replace cards in a chain action: Your hand card replaces one card in the board; this card then replaces one card island card and this island card becomes your new hand card.

If you believe that you know the total value of the board, you can - in rounds 2 to 4 of the game - announce Report instead of taking an action: All now give a guess on the total value of the board with their betting wheel - positive or negative, that is, blue or red, and the value; correct color for positive or negative and the correct value score you one gold each; for value Zero you score 3 gold; your hand card in the color of the total or announcing Report and having bet both color and value correctly gives you another gold. When nobody has five gold after scoring the bets, you play another game of four rounds.

Ocracoke is an attractive microgame for the whole family with few, simple rules, the Report option provides tactic. ☑

INFORMATION

PLAYERS:
2-4AGE:
7+TIME:
20+

Designer: Frank Liu
Artist: GaFu Yang
Price: ca. 15 Euro
Publisher: Mo Zi Games 2016
www.mozigames.tw

EVALUATION

Cards, deduction, betting
 Users: For families
 Version: multi
 Rules: cn en jp
 In-game text: no

Comments:

Very nice game idea * At-
 tractive microgame * Very
 few, simple rules

Compares to:

Games with deduction of
 information, microgames

Other editions:

Currently none



PAUL UND DER MOND

BUILD A LADDER WITH THE SPARKLE SPRITES



The moon is Paul's best friend, and one fine day Paul can help the Moon, who has dropped his magic wand, directly into Paul's garden, and cannot turn into a Full Moon without it. So, Paul needs to build a ladder up to the moon with the help of the sparkle sprites to hand back the magic wand, before the moon disappears behind a cloud.

The game board with star path

and garden pond is set up, the moon is fully visible. Five star tiles are placed on the pond, showing the sprite headdresses. After a short time to memorize the headdresses, the star tiles are turned over. The active player rolls and moves Paul that many steps along the garden pond. Then you must find the star tile showing the headdress depicted on the spot with Paul



and turn over a star tile. If you found the headdress in the correct color, you take a sparkle sprite with such a headdress and put her onto the star path. If there is no corresponding sprite anymore, you may take any of your choice. If you revealed a headdress in a wrong color, the cloud moves forward over the moon. When all path segments to the moon are filled with sparkle sprites before the cloud completely covers the moon, all players win together.

In two versions, you either switch two or all star tiles when Paul enters a case showing tree trunks or a wooden plank. In the version Star Rally Sweepstakes, you receive a wooden star whenever you put a sprite on the path and win with most stars at the end of the game.

A Haba game as we know them and love them - marvelous components, an enchanting topic, simple rules and a bedtime story on top! ☑

INFORMATION

PLAYERS:
1-6

AGE:
3-8

TIME:
10+

Designer: S. Yeakle, M. Chaplet

Artist: Lucile Thibaudier

Price: ca. 25 Euro

Publisher: Haba 2016

www.haba.de

EVALUATION

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

Comments:

Very beautiful components
* Simple rules * Cooperative element not dominant

Compares to:

Cooperative memo games

Other editions:

Currently none



POCKET INVADERS

DICE WARS AMONG THE STARS



War in Space in a retro design; two or four players play as members of two ancient, warring civilizations.

At the start of the game players decide on a starting formation and orient the ships towards the opponent, indicated by the greed dots on the dice which need to point towards the opponent.

The active player moves his ship

or attacks an enemy ship or places a conquered ship on the board. The pixel dots of a ship, green and white, indicate the movement options, orthogonally or diagonally, and always only one step onto an adjacent case. When the yellow explorer ship reaches the enemy planet, the ship's cube is rolled and the resulting new ship is placed on the same spot.



If you move one of your own ships in correct orientation and in available direction onto a spot with an opposing ship, you have conquered this ship and it is re-rolled. This new ship now goes into stock of the conquering player who can then place it, later in the game, as one of this own ships, on any spot on the board, even on the enemy planet. The yellow explorer ship, however, must be placed outside the opposing planet. Each type of ship can conquer any type of ship; if you conquer the opposing mother ship, you win instantly. An alternate winning condition is to move your own mother ship on one of the spots on the enemy Planet. In a game of four players, you add the expansion board and teams alternate their turns - A1, B1, A2, B2, etc. When a ship moves into the board section of another team member, it now belongs to this player.

Small, good and fast – a nice game for a filler, featuring the currently popular retro 8bit pixel design. ☑

INFORMATION

PLAYERS:
2/4

AGE:
8+

TIME:
20+

Designer: Jose D. Flores

Artist: Jose D. Flores

Price: ca. 20 Euro

Publisher: SD Games 2016

www.playsdgames.com

EVALUATION

Position games with special dice
Users: With friends
Version: multi
Rules: de en es
In-game text: no

Comments:

Very concise rules * Compact box * Nice for a filler and for taking along

Compares to:

Games with changeable dice as playing pieces.

Other editions:

Gen-X Games (es)



QWIXX DAS DUELL

DICE CONFRONTATION FOR TWO



The basic Qwixx rules also apply to Qwixx Das Duell - you roll dice and mark cases from left to right; but here you place your own markers on cases in the four color tracks of a joint score board.

Here, too, you can only place markers from left to right in consecutive order, in relation to your own markers, and may leave any number of gaps. There

can always only be one marker per case and markers in cases cannot be ousted, with one exception: The marker furthest to the right in the row, regardless of its owner, can be ousted by an opposing marker. The owner of the rightmost piece in a track can also place a second marker on top and even add more markers; stacks of two or more markers cannot be ousted, only



be overtaken.

The active player rolls all dice, adds the values of both white dice and can place a marker accordingly. Then he can, but need not, mark a case for a combination of one of the white dice and any color die. If you cannot or want not to do either, you place a marker into „Fehlwurf“.

If you have five or more markers in a row, you can close the row and block it for your opponent. In case of a fourth marker in Fehlwurf or when two rows are closes or when someone places his last marker, the game ends instantly and you score the rows - a maximum of twelve of your markers can score in a row - and subtract five points for each marker in Fehlwurf.

Well, Qwixx is a good game and Qwixx Das Duell is an equally good game, albeit different - the securing/ousting option sometimes might seem to force you to choose a combination, but this is the fun and challenge - can I roll the necessary number to secure my marker? ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2	8+	15+

Designer: Steffen Benndorf
Artist: Oliver Freudenreich
Price: ca. 15 Euro
Publisher: nsv 2016
www.nsv.de

EVALUATION

Marking dice results
 Users: For families
 Version: de
 Rules: de
 In-game text: no

Comments:
 Two-player version of Qwixx * Dice rolls only used by the active player * Securing/defeating introduces challenge and tactics

Compares to:
 Qwixx

Other editions:
 Currently none



SAIL AWAY!

RICHES OF THE CARIBBEAN



As a clever trader, you collect resources from islands in the Caribbean and launch ships when their holds are full.

Islands are on display and each player chooses three out of six ship cards; three more are displayed in the Incoming Ships Area. Three randomly revealed Pirate Action cards provide action options. A general resource is determined randomly and

then all players draw a resource for their secret target.

In each round, you place one or two crates on resources on islands or place pirate crates on resources, opposing crates or a Pirate Action which provide once-only or permanent effects. If you place a crate on the last free spot on an island, you claim the island and mark it. The owners of crates covered by a pirate



crate can pay the owner of the pirate crate to remove it or take back their own crate. Then all owners of crates on the island transfer them to corresponding resources spots on one of their ships or cash one coin per crate. If you claimed the island, you receive coins. Then the island is set aside and replaced by a new one.

Fully loaded ships are launched, that is, cleared of crates and then set in a slot on your board; this slot gives you a once-only special action and then you take one of the ships in the Incoming Ships Area. When someone has launched five ships, you score, at the end of a final round, ship cards, coins and bonuses for majorities of the general resource and for your secret resource on your ships.

A relatively simple worker placement game, the allure comes from the use of pirate crates and pirate actions; the completely right amount of chance is provided by the islands and the ship cards. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	10+	45+

Designer: Marc André
Artist: Pieró
Price: ca. 35 Euro
Publisher: Mattel 2016
www.mattel.de

EVALUATION

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

Comments:
 Part of the Autorenspele series * Nice components * Standard topic * Well-designed mechanism details

Compares to:
 Simple Worker placement games

Other editions:
 Currently none



SCHEISS DRAUF!

A DIFFERENT VIEW ON GOING TO THE TOILET

6+

How do you use the toilet correctly? Yes, exactly like that – you sit down, do your business, clean yourself up and wash your hands – but if you hasten to get rid of your cards quickly, then mistakes can happen. In this fast card shedding game the 48 cards – featuring topic-related images of a toilet, a pile of poop, a roll of toilet paper and hands under water – are shuf-

fled and dealt evenly to all players, who stack them face-down. Then all reveal the top card of their stack and try to place it correctly in the middle – the discard pile begins with a toilet, then comes a pile, then toilet paper, then washing your hands, and then again, a toilet, and so on; when placing a card, you name the image. If you play your last card or think that nobody can



play a card anymore, you play the fart cushion. Who now has most cards left, gets a pile on his head. Whoever has most piles on his head after five rounds, is the loser of the game, all others win together.

Well, Zicke Zacke Hühnerkacke has introduced the topic of excrements to games and Kackel Dackel has developed it further, and now we have Scheiß drauf!, albeit leading us to expect something quite different – due to the meaning of the title – than a card shedding game on the topic of how to use a toilet correctly. But that's what it is, surely a topic that is important for children and this game demonstrates the correct sequence very strikingly and will fix the information in their minds.

Children will surely love the game, especially as there are no consequences for a wrongly placed card. Luckily, the new printing technique that allows use of odors in games has not been used! ☑

INFORMATION

PLAYERS:
2-24

AGE:
6+

TIME:
10+

Designer: M. N. Andersen
Artist: P. Windle, G. Kleijne
Price: ca. 20 Euro
Publisher: Noris Spiele 2016
www.noris-spiele.de

EVALUATION

Card shedding
Users: For children
Version: de
Rules: de dk en fi nl no se
In-game text: no

Comments:
Unusual topic * Standard mechanism * Funny topic for children, featuring striking components

Compares to:
UNO or Mau Mau for the mechanism

Other editions:
Identity Games (en, nl), Maki (dk, fi, no, se)



SIEGE

DEFEAT THE KINGS!

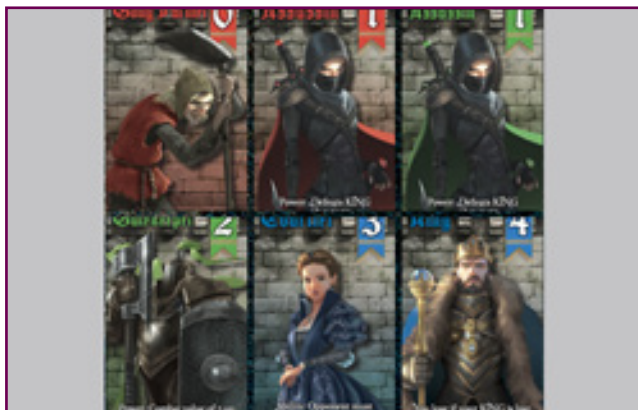


Each player has the same set of seven cards – Assassin, Gatekeeper, Courtier, King, Chancellor, Knight und Gong Farmer. The use of the Gong Farmer is optional, the rules recommend to play your first few game without this card. The Gong Farmer has neither ability nor value, his use has only tactical value.

Each player lines his card up face-down in any order of his

choice, already at that point tactics and bluff are tantamount. You may look at your cards at any time during the game, but can only alter the sequence of cards as the result of a card effect.

In each round, you must do one action; if your King is defeated, you are out of the game and must remove all your cards from play. Action options are Siege,



Attack with a card "in siege", that is a besieging card, or a card under siege, that is, a besieged card, Sacrifice of a card to activate its ability or Fall Back. A card that is under siege cannot begin a siege! Fall Back is a mandatory action if you have a card in siege without an opposing card. For an attack, you reveal a card in siege or under siege; the opponent does not reveal the attack card, but secretly compares the card Combat value of both cards. When the Combat value of the defending card is equal to or higher than the Combat vale of the attacking card, the defending card stays face down and the attacking card goes out of play. When the value of the defending card is smaller, both cards go out of play!

This is a game in the manner of Love Letter, fast, with surprising outcomes, using tactic, bluff with just the right element of luck and guessing, and all that with a maximum of seven cards! ☑

INFORMATION

PLAYERS:
2-6

AGE:
14+

TIME:
10+

Designer: Jeremie Kletzkine
Artist: Alejandro Diaz + Team
Price: ca. 20 Euro
Publisher: Alderac Entertainment Group 16
www.alderac.com

EVALUATION

Use of cards, bluff
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Lots of game depth from maximum seven cards
* Bluff and tactics are essential * Works very well as a 2-player game * Little, simple text

Compares to:
Love Letter and other Microgames

Other editions:
Currently none



SKY HEIST

LOOTING THE DIRIGIBLE BANK!

In a Steam Punk universe, you want to rob a Dirigible Bank together with some shady accomplices, but beware - the Sheriff can appear at any time or an accomplice can start a shooting for the loot. You are dealt six cards, then the sheriff cards are shuffled into the stack. In your turn, you can put a loot card on the stack or play an event card or begin a shooting; then you

draw cards. Event cards are Substitution - you swap two cards with an opponent; The Indians - an opponent must give back a card from his gun; Assistant - you can have one more card in hand, usually there is a limit of six cards, including those in your gun.

You can load your gun anytime in the game by putting down a card face-down, but not when



your hand is on the stack! You can also load the gun with a Joker or a Missed card.

For a shooting - triggered by a player anytime after the appearance of the second or third sheriff or automatically by the appearance of the last sheriff - you put your hand quickly on the loot stack. The last player to do so does not get a share of the loot! Then you shoot - the winner is whoever has most cards of the same value in his gun; the winner takes half the loot cards for 1 point each, the player with the second-most cards takes half of the rest, and so on. The Joker copies any card in the gun, Missed cancels a card of the highest value! After six rounds, you win with most points.

This is cute, quick game with a very nice mix of reaction and use of cards, the mechanism of loot sharing is also very good. Keep an eye on hand-movements of your opponents, one might want to start shooting! ☑

INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
30+

Designer: Igor Videnkov
Artist: Faina Khamidullina
Price: ca. 12 Euro
Publisher: GaGa Games 2016
www.gaga-games.com

EVALUATION

Use of cards, reaction
Users: With friends
Version: multi
Rules: de en
In-game text: yes

Comments:
Nice topic * Very well working mix of mechanisms * Card texts are explained in the rules

Compares to:
Reaction game with use of cards

Other editions:
Currently none



SUPER-VAMPIRE

GARLIC HUNT BEFORE SUNRISE

6+

Garlic alarm in the tomb! Evil Dr. Knofi has scattered garlic cloves all over the tomb and the vampires need to get rid of all the garlic before sunrise, so they feed it to their pets, called Knobe, which live in the towers. The tomb and towers are set up, using one of four possible sides of two boards. One player is the Super-Vampire, the others are Sun players. The Super-Vampire

tries to collect as many garlic cloves as possible and to get them to his starting spot on his tower before the sun rises. The Super-Vampire rolls a die and moves his vampire disc quickly along the planks of the board to the corresponding garlic symbol; when the disc completely covers the symbol, you take a garlic clove for your disc. Then you can decide if you want to



collect another clove and roll again for a garlic symbol or if you prefer to move back to the starting spot. Because, while you collect garlic, the other players in turn roll their sun die; empty results are re-rolled; if a sun symbol is rolled, the die is instantly placed on the sun board; when all six spots on the sun board are filled with dice showing the sun symbol, the sun has risen and the turn of the Super-Vampire ends. If he has reached his starting spot before sunrise, he feeds the cloves he collected to his Knobe and, maybe, set out again to collect more garlic. When the last clove has been fed to a Knobe, you win with most cloves in your tower.

This game is a cute mix of dexterity and luck of the roll; take care not to let your vampire fall off, because you are only allowed to touch his rim for pushing. A thrilling challenge with the dilemma of securing or not securing! ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: J. Gupta, J. Berger
Artist: Patricia Limberger
Price: ca. 30 Euro
Publisher: Queen Games 2016
www.queen-games.de

EVALUATION

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

Comments:
Cute topic * Attractive 3D game * Good mix of dexterity and luck of the roll

Compares to:
Games using dice results for a timer

Other editions:
Currently none



T.I.M.E STORIES

HINTER DER MASKE

Board game, role game and narrative game – in a far distant future the T.I.M.E. Agency (Tachyon Insertion in Major Events) sees to it that intentional or unintentional disturbances have no consequences for the World's Main Time Line. As Time Agents, we travel into other eras and try to complete our mission there, using a host body. The player as time agent has all abili-

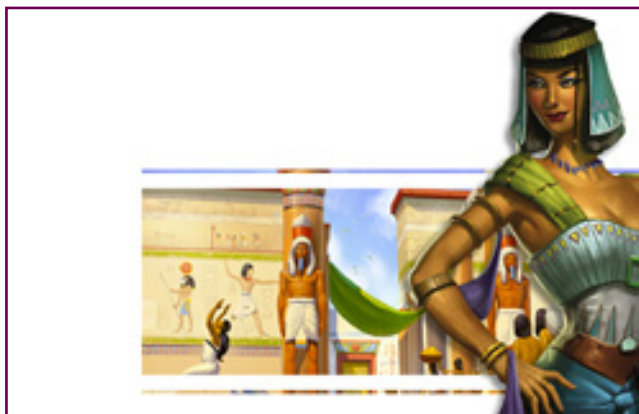
ties, characteristics and equipment of the host at his disposal. If the host should die or if the allocated time runs out without success for the mission, you are hauled back automatically and can try again.

A first, cooperative scenario is included in the core game, all other mission scenarios are available as separate card decks. Those decks must be handled

exactly as stated, because as usual the topic is a mystery and therefore all that you hear, read and see is important. A mission begins at headquarters, one run commands X Time Units; placing/exploring locations and changing locations alternate until time has run out; basic mechanism is reading cards, reading and evaluating them.

Hinte der Maske / Under the Mask is the third scenario – it takes us back into Ancient Egypt to clear up a crime; this scenario provides Instant Transfer for the first time. We arrive on the day when Howard Carter opened the Burial Chamber of Tutankhamun, but ... this time the Burial Mask is missing. The rest of the story is up to you to find out!

A fascinating game idea, thrillingly implemented, albeit solvable only once by the same group of players. The element of chance is small and the game demands a lot of your memory and ability to render information in your own words. ☑



TAKE IT EASY!

THE DAFFODIL EDITION



First published in 1983, the game still is one of the best multiplayer solitaire games ever, and a fascinating mix of chance and tactic.

Each player has a set of the same 27 hexagonal tiles, each showing three lines in three out of nine colors, each color represents one of the numbers from 1 to 9. One player has his set laid out face-down. He chooses

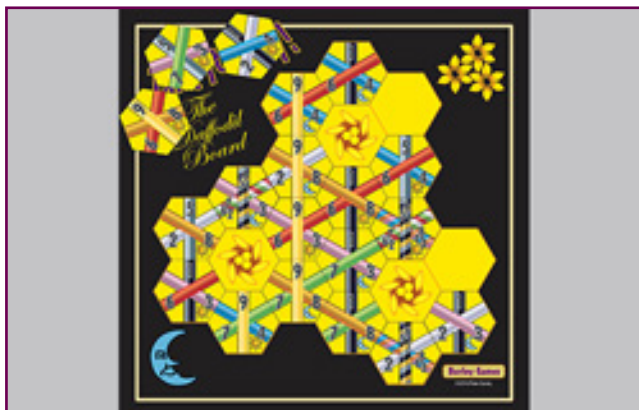
and turns over a random tile; all other search for this tile in their open display of tiles and all put their tile on their personal board, in a hex of their choice. Aim of the game is to connect opposite sides of the board with lines of one color. When all tiles have been placed, you score the uninterrupted lines of the same color that connect two sides of the board, number of tiles times

color value.

In a variant, you must place each tile adjacent to one already in place. Other variants use the sun and moon symbols on the tiles; you must place the same markings next to each other or you can score rows of the same symbols, those rows need not have the same color. When you manage both, you score the color and the symbol.

Player boards are double-sided, the back side is used for the Daffodil variant; in it you use four Wild Cards, whose lines represent more than one number. There are special rules for placing tiles in relation to the daffodil symbols depicted on the board; you leave them uncovered and then fill them either with your last three tiles or with three tiles set aside for the purpose during the game.

A simple game, but not an easy game, and you must do your own thinking; if you copy your neighbor's placements, you will copy his score at best! ☑



INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
60+

Designer: G. Montiage, M. Rozoy
Artist: G. Lannurien, P. Quidault
Price: ca. 25 Euro
Publisher: Space Cowboys 2016
www.asmodee.de

EVALUATION

Cooperation, role playing, narrative game
Users: With friends
Version: de
Rules: de en fr
In-game text: yes

Comments:
Thrilling scenario * Needs basic game to play * A given group of players can only play one until the solution is found

Compares to:
Mice and Mystics, Crime Dinner Games

Other editions:
Space Cowboys / Asmodee (en, fr)



INFORMATION

PLAYERS:
1-6

AGE:
8+

TIME:
45+

Designer: Peter Burley
Artist: Steve Tolley
Price: ca. 18 Euro
Publisher: Burley Games 2016
www.burleygames.com

EVALUATION

Tile placement, connections
Users: For families
Version: en
Rules: en
In-game text: no

Comments:
One of the best multiplayer-solitaire games * Most simple rules * Fantastic mix of chance and tactic

Compares to:
Basic game was first of its kind

Other editions:
Multilingual edition 2016, earlier editions



TEMPEL DES SCHRECKENS

DEDUCT THE GOLD TREASURE!



In this adaptation of TimeBomb you need to remove the gold from the temple treasure chambers; Temple Guards have infiltrated the adventurers and want to frustrate their intentions, either by spending time or by Fire Traps, into which they lure the adventurers.

You are secretly assigned either the role of an adventurer or of a Temple Guardian and are dealt

five treasure chamber cards.

You look at those cards, shuffle them and put them face-down on the table. All players announce who they supposedly are and what might be found in their treasure chambers. Discussion is desired and necessary, you want to achieve that your own cards full of gold are revealed, unless, of course, you are really a Temple Guardian,



false information and bluff are allowed. The starting player is Key player, chooses one player and reveals one of his cards – if this does not end the game, the card is set aside and its owner becomes the new Key player. When a number of cards equal to the number of players has been revealed, the round ends; all revealed cards are sorted by gold, empty chambers and Fire Traps. All face-down cards are collected, shuffled and re-dealt to all players, the Key player reveals a card, and so on.

When the last gold chamber has been found, the adventurers win; the Temple Guardians win, when all Fire Traps have been revealed or when not all gold has been found at the end of the fourth round.

A cute, quick game for players you love to discuss and to formulate sophisticated misleading information and to bluff and deduct. Rules and flow of the game are simple, but you must really immerse yourself in the game for it to be real fun! ☑

TERRA ON TOUR

GIVE GOOD ASSESSMENTS

10↑

Compact edition of Terra – The game features 75 Terra cards in two levels of difficulty; the top half of a card lists three questions for a topic; question 1 is about the region where the topic applies, questions 2 and 3 relate to measurements that you should assess as correctly as possible, either a year or length/distance or amount. Then there is an image to illustrate the

topic, supplying more or less concrete clues.

The bottom half of the card – it is hidden in the box during the placement phase for the respective card – shows the answers to the questions and gives additional information on the topic.

One player is the assessor, his right neighbor the challenger and names the topic on the front card in the box; the other

players can look at the topic, but the card must not be pulled out of the box. Then the challenger chooses one of the questions.

The assessor can accept it and answer or give it back for the challenger to answer. To give an answer to the question, you place a marker on a land or sea region on the board or on a value on a scale – year, length/distance or amount. All other players then bet if the answer is correct. If it is correct, the assessor and all who voted yes, score. If not, one of the no-voters becomes the new assessor and places a marker, and so on. You can also bet that nobody will know the answer.

The cards can also be used as an expansion for Terra.

Just like Terra, Terra on Tour is also a challenge which can be solved in most cases with a good assessment, because who really knows when Zuckerhut was climbed for the first time. A fun assessment competition for families who like geography and nature. ☑



INFORMATION

PLAYERS:
3-10

AGE:
8+

TIME:
15+

Designer: Yusuke Sato

Artist: Irene Bressel

Price: ca. 8 Euro

Publisher: Schmidt Spiele 2016

www.schmidtspiele.de

EVALUATION

Bluff, discussion, deduction

Users: With friends

Version: de

Rules: de en fr jp

In-game text: no

Comments:

Version of TimeBomb, New Board Game Party * Active, intense participation of all players is necessary * High replay value

Compares to:

Deduction games with discussion

Other editions:

Don't Mess with Cthulhu, Indie Boards & Cards (en); TimeBomb, Iello, New Board Games (fr, jp)



INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
30+

Designer: Friedemann Fries

Artist: Sabine Kondirolli

Price: ca. 22 Euro

Publisher: HUCH! & friends 2016

www.hutter-trade.com

EVALUATION

Assessing, knowledge

Users: For families

Version: de

Rules: de

In-game text: yes

Comments:

Compact version of Terra * Can be used to expand Terra * Good selection of questions * Educated guesses are sufficient

Compares to:

Terra, Fauna

Other editions:

Currently none



THE PERFUMER

SMELL AND WIN!

As novice perfumer, you learn to distinguish fragrances, meet customer orders and try to decode the secret recipes. The game uses real fragrances on Fragrance cards, which you slightly scratch to free the fragrance.

The Apprentice version is played over one round only and lasts about 60 minutes, the Perfumer version is played over two

rounds in 90 minutes.

All players choose a helper and then you play in turn; a move comprises returning of all fragrance material, use of five action points for five actions, taking of a Fragrance card at the corresponding location and then taking of a Fragrance Strip. Then you can – during the turns of the other players – learn the fragrance of the card you currently

hold. Action options are Moving your Perfumer, Taking an Ingredient – you can hold maximum five ingredients, Fill a Customer Order, Open shop, Combine and Bottle a fragrance or Take a Research Marker.

The core mechanism of the game is correct identification of fragrances. You will manage this by smelling the fragrances, listening to descriptions of players on “public” fragrances and also using the cards giving the name and the image of the plant. When the last order is revealed and placed, all have one more turn and then player recipes are checked and scored; you can only win if you have used the action of Combining and Bottling a Perfume.

The standard mechanisms of moving, collecting and meeting orders become challenging and interesting due to the fragrance component; despite fragrances being the core of the game, you can play without them, but then you have only a run-of-the-mill average game. ✓



INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
90+

Designer: Chu-Lan Kao
Artist: Alexandra Petruk
Price: ca. 48 Euro
Publisher: Big Fun Games 2016
www.bigfungames.tw

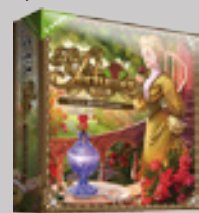
EVALUATION

Move, collect, identify fragrances
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:
Fragrances provide the allure of the game * Rules not well formulated * Can be played without fragrances, resulting in an average game at best

Compares to:
Smellory, La route des épices

Other editions:
Currently none



WIKIPEDIA

ENCYCLOPEDIC KNOWLEDGE?

8↑

The game features questions with topics from Wikipedia; 300 quiz cards are provided in the game, they are shuffled and stacked in several separate stacks.

The active player is Reader for one card providing a total of three games; then his left neighbor as the active player draws a card and is the new reader, and so on. The Reader of the card

can only score points in Game Three of the card.

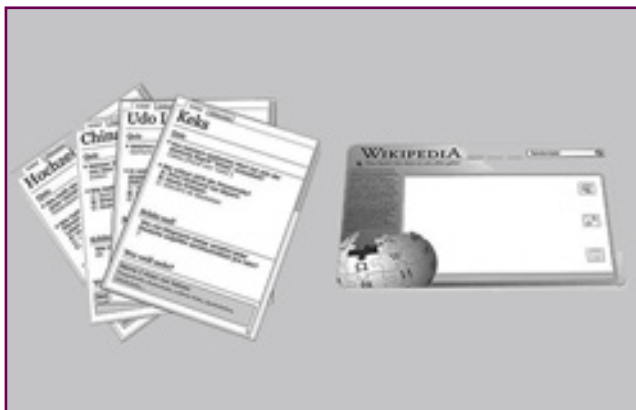
Spiel 1 – Quiz: The reader turns over the sand timer and then reads both questions all other players write their answers on their personal boards, you can also ask for a re-reading of the questions while the timer runs. When the timer has run out the reader gives the correct answers and each player takes one chip

for each correct answer.

Spiel 2 – *Schätz mal!*: In this game the questions ask for numbers as answers, dates, amounts, distances, etc. The reader asks the questions and silently counts to Ten, while all others write down a number which should be as near as possible to the correct number. If you manage to give the correct number or are nearest to the correct number, you take a chip.

In Spiel 3 – *Wer weiß mehr?* – The specification is read; the timer is turned over and all write down up to five answers. Then the reader reads out his answers: Each answer of another player corresponding to an answer of the reader gives this player a chip. The reader takes a chip for each of his answers that has been written down by at least one other player. When all chips have been given out, you win with most chips.

A nice version of standard quiz mechanisms, interesting mainly for the source and type of questions. ✓



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: not named
Artist: not named
Price: ca. 27 Euro
Publisher: Spin Master 2016
www.spinmaster.com

EVALUATION

Quiz, trivia
Users: For families
Version: de
Rules: de en it
In-game text: yes

Comments:
Three questions per card are used * One reader per card * Reader can only score in game #3 of a card

Compares to:
All kinds of quiz games

Other editions:
Editrice Giochi (it), Cardinal (en)



WORD SLAM

GIVEN WORDS FOR EXPLANATIONS



Words are explained using other words from a defined supply. You play in teams, using explanation cards featuring subject, verb, adjective and other kinds of words are available. You draw a card from the chosen level of difficulty – beginner, easy, experienced or expert; each word always shows one name for either film, book or real or fictitious person. The explainers of

the round for each team look at the card. Then they search their personal supply of explanation cards – both stacks are identical – and choose words that are best suited to explain the term on the card. Selected cards are put on the holder. When you as explainer believe that a term is too difficult or that your team is not familiar with the term, you can select another term from



the card. Explainers cannot use sound and mime. You can rearrange cards on the holder and remove cards or place new cards, but you cannot use one card to partially cover another card to create a word fragment. The team holding the timer can decide to use it and turn it over, now both teams have only time to guess until the timer runs out. Of course, you can listen to the guesses of the other team to maybe get a hint. The first to guess the right word receives the card. For a new round, new explainers are chosen and the timer is given to the other team. The Game ends after a predetermined number of cards, and you win with most cards.

Word Slam is a challenge, attractive but difficult! If you are fastest to search through the stack and can quickly remember words you see, you will find suitable combinations quicker. Now the other just have to understand what you want to tell them! ☑

INFORMATION

PLAYERS:
3+

AGE:
12+

TIME:
45+

Designer: I. and M. Brand
Artist: Fiore GmbH
Price: ca. 30 Euro
Publisher: Kosmos 2016
www.kosmos.de

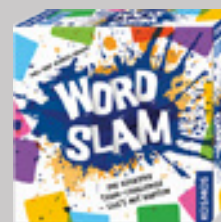
EVALUATION

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

Comments:
Combinatory thinking is necessary * Quick memorizing of words is helpful * Expert level is extremely difficult

Compares to:
First game with given words for explanations

Other editions:
Currently none



ZAUBEREI HOCH DREI

FIND LUMINOUS BEINGS

6+

Students of the Magical School need to get back from trying to visit the forbidden Midnight market before Willy the Warden Ghost catches up with them. Glowing Lumies help the students to find their way. Depending on the degree of difficulty, you prepare magical potions and dice enchantments. The active player rolls three dice and looks for the corresponding

Glow Lumies. You turn over a tree tile – if you have found one of the Lumies on your dice, you may go on searching for Lumies until you either have found all Lumies in your dice result or until you turn up a wrong Lumie. The other players can give you tips for your search. If you reveal a wrong Lumie, your turn ends. At the end of your turn, you move your student marker one



step towards the school for each correct Lumie that you found! Then you must move Willy one step. If you roll a special symbol, you may advance any of the students one step if you rolled a magical potion symbol, you do not have to use a magical potion token for this. For any ghost, you rolled you must advance Willy by one step. Available magical potions and dice enchantments can be used at any time. At the end of the round, Willy moves as many steps as indicated by the arrows of his current location. The stairs to the school must be mastered without tips from other players, but you may use magical potions or dice enchantments. When all Magical Students reach the school without being reached or overtaken by Willy, all players win together. This is nice! A pretty, thrilling mix of memo, planning and cooperation with an attractive topic and very beautiful components, including a 3D game board. ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
30+

Designer: L. Zach, M. Palm
Artist: Anne Pätzke
Price: ca. 25 Euro
Publisher: Pegasus Spiele 2016
www.pegasus.de

EVALUATION

memo, marker advancement
Users: For children
Version: de
Rules: de en
In-game text: no

Comments:
Nice standard topic * Very pretty design including 3D board * Good mix of mechanisms

Compares to:
Movement games using memory

Other editions:
Wizardry to the Power of Three, Pegasus





Narrative deduction game for 2 or more players, ages 12



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



1 6



8↑



1 6↑



Merry Christmas



IMPRESSUM

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

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

English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

MATTHEW DUNSTAN & BRETT J. GILBERT

COSTA RICA

— REVEAL THE RAINFOREST —



4140

