Martin Schlegel

West of Africa

BLACKFIRE
ENTERTAINMENT

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 62 GAMES

CHAMELEON VERSUS HYENA

CRAZY RACE

WHO IS FASTER?

Animals race against each other, and they take turn at the steering wheels of the zookeeper's vehicles. Participating animals are: Buffalo, Camel, Chameleon, Cheetah, Chimpanzee, Crocodile, Elephant, Flying Animal, Gazelle, Giraffe, Hippopotamus, Hyena, Ibex, Kangaroo, Meerkat, Ostrich, Polar Bear, Proboscis Monkey, Ram, Rhinoceros, Tiger, Wild Boar and Zebra plus one randomly assigned donkey as a starting animal for each player.

The board is randomly assembled from four main parts and 13 arched parts, anew for each game; the assembled board provides a race track from start to finish; five palms mark the end of a race leg and the finish line. You put the vehicle of your preferred color on the starting case noted on your donkey tile and attach the donkey tile to your vehicle tile for your first animal. Finally, you lay out a number randomly drawn animal tiles equal to the number of players. Each animal tile is marked with a number in the top left corner, it indicates the animal's limit. Some animals also command a special ability, for instance "each turquoise die is worth maximum 1".

Players take turns. The active player decides how many cases he wants to cross or enter in front of the current position of his vehicles; the vehicles of other players are not considered at that point. For each of the intended cases you take the die of the corresponding color; your vehicle tile tells you the pip values for each dice color. If you want to advance three cases, you take the brown, green and white die if the three cases in front of your vehicle show those three colors, and roll all those dice. When the total of all pips

showing on all dice is lower or equal to the limit of the vehicle currently pulling your vehicle - in your first turn not higher than the number on your starting donkey - you have succeeded and may move the intended number of cases. Attention! You move the number of cases = number of dice, not the sum of pips! When your total exceeds the limit of your animal, you can only advance one step.

In this way, all players take their turns; once

> ### Dagmar de Cassan
> *An allover felicitous game, even if you are over the limit! Chance-driven, yes, but offering enough options to be interesting for experienced players too, without being too difficult. Lots of fun to play for all the family.*

in a round you can use the special ability of your current animal. If at least one vehicle has passed or reached the first palm tree, the race leg ends at the end of the current round. Beginning with the player in last place, all players choose - in ascending order for their positions in the race - one of the animal tiles on display and connect the new animal to their vehicle tile. The previous animal is set aside by each player and then new animal tiles are displayed according to the number of players.

When the first vehicle crosses the finish line and all remaining players have completed their turn, you add all point values in the bottom right corner of your collected animals and advance your vehicle by the total sum. Whoever is now in the lead, has won the crazy dice race.

For a race head-to-head between two players, the same rules apply, except for the displaying of animal tiles; new tiles one per player and one additional for any three cases between players in first and second place -are only revealed at the end of a leg, so you cannot plan - and the player in second place chooses for himself and his opponent.

Only rolling of dice, after all, you might think at first glance, but would be far off - Crazy Race is a fantastic family game with lots of in-game depth; when selecting animals, you must take into account limits and bonus values, must choose between risk and safe decisions, but remember, you can always risk two dice, because one step forward is always possible. The high replay value is achieved very nicely, too, it comes, besides the simple fun in playing, also from the track set-up. Due to the double-sided arch parts, which are added randomly, you have a wide variety in the sequence of color cases and therefore different animals become important, because the different dice have different maximum values between 2 and 6.

Marvelous dice fun for all the family, and yet with enough in-game depth for more experienced players. ☑

INFORMATION

Designer: Alessandro Zucchini
Artist: Michael Menzel
Price: ca. 36 Euro
Publisher: Ravensburger 2017
www.ravensburger.de

PLAYERS:	**2-5**
AGE:	**8+**
TIME:	**60+**

EVALUATION

Race, dice
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Variable set-up * In-game depth despite simple rules * Of interest for experienced gamers, too * Absolutely marvelous family game

Compares to:
Race game with dice, partially influenced by in-race positions

Other editions:
Currently none

My rating:

A LEGEND AND A GAME
EIN FEST FÜR ODIN
VIKINGS - ROBBERS, EXPLORERS, FOUNDERS

„Ein Fest für Odin" is most and foremost a feast for your game mechanics senses and equally first and foremost a worker placement game á la Uwe Rosenberg. And it evokes a few memories of Patchwork, and even of Ubongo and similar games.

The first thing you note is, that the box of the game is unusually big, and yet, it is filled to the brim with game components. When you have played the game, it needs some organizing to be able to fit all the components back into the box again.
Most of the components are made of cardboard, and yet, I believe that the components are very classy and of high quality and also designed rather realistically and with a lot of attention to details. In fact, the publisher has also spent some thought on the method of practical handling of the components. Proof for this consideration are the two commodities boxes, that game with the game, in which you store all the commodities markers easily and very well sorted.
On the Home Boards for the players and on the other boards (Action Board, Exploration Boards and Buildings) you can discover many details, if you take a close look - for instance, the decoration details on the Home Boards are different for each board. If you like such details in your games, this preference is met in this one. And, during the game, you need pay attention to details, too, because the game parts, called "Markers", must be placed after careful consideration ....

A somewhat unusual facet of this very felicitous worker placement game is, that even when playing with the full complement of four players, usually the last workers - Vikings in this game, of course, due to the topic - can still be placed very efficiently. Via the 61 action cases, there are a lot of strategies on offer, that you could use. Even after some 10 to 15 games I have not yet managed to find the ultimate and final winning strategy. It is also very alluring that you can keep trying out new strategies. It might make sense, in that case, to try options where you are less

encumbered by the strategies of your fellow players. But, as I have already mentioned, even when the other players interfere with your plans, you have always - in case your preferred action case has been occupied before you could occupy it - some very useful alternatives. Players take their turns in clockwise direction, which is sensible, but, however, the starting player is not changed regularly or automatically, but is determined by whoever did the last action. As the actions in general are done with different numbers of Vikings, the result can be a rather irregular sequence of play.

In short, the aim of the game is to acquire the biggest possible Markers in the best possible color to fill your boards - at the beginning this is your Home Board, later in the game then additional discoveries or buildings - with them.
All areas show, at the start of the game, lots of cases with penalty points, which would be scored as penalty points, if not covered at the end of the game.

The action cases can be occupied with a number of Vikings between one and four, in general the actions tend to become more powerful with rising numbers of Vikings. There are very few cases where you would have the same effect of the case regardless of the number of Vikings you might have placed on them.
Even if you have to bring dice into play for some actions (Hunting, Raid/Pillaging), the element of chance or luck, considered for all the game, is rather moderate. Why? Because, even if you have a bad roll (you need high or low, depending on the action), you receive an attractive compensation and even take back Vikings, if you fail to achieve the intended result and action.

I believe that you should avoid beginning to mathematically analyze the options and possibilities of the game, even if you believe that you know the game rather well already. The options are way too many for this! And you might lose some of the allure of

My lines for WIN
Dagmar de Cassan, Editor -in-Chief

Ferdinand de Cassan
15.11.1949 - 10.03.2017

With his ideas, his vision, his creativity and his mission to perpetuate the joy of playing boardgames, he was always one step ahead of us. Now he has moved on, but will be with us in every game we play!

Thank you for 35 years full of games and creative, crazy, intense, challenging and thrilling hours!
We will keep it up!

Dagmar
Your friends and fellow players

the game, when even the most hardcore gamer among your group loses patience when it takes to long for him to have his next turn. And, yet, on the other hand, you can use those downtimes very nicely to consider how you will place those markers that you have so far acquired. Some facts you need to consider: Do I want to accrue the highest possible income? Do I want to receive bonuses? Or do I need to cover the maximum possible number of penalty points?

Now, let's take a look at a rough overview of the flow of the game: You receive, at the start of the game, a randomly assigned Occupation card, from a special starting card set. Each player also begins with three out of four types of weapons, which are meant to assist you in hunting or pillaging and you receive an additional, random weapon in every round.

As already mentioned, you place your Vikings on free action cases. On those 61 action cases, you can acquire various parts or Markers, which you can, on the one hand, use for the so-called Feast (similar to Feeding the Family in Agricola) or, on the other hand, for covering the boards. You can acquire markers in many different ways - Hunting, Buying, Trading, Pillaging, etc. You can also acquire resources that you then use to build ships or buildings. You can upgrade tiles and, maybe, you can acquire additional weapon cards. And then there is the option to emigrate, which is done by upgrading

ships as regards to points, which results in the fact that ships are not ships anymore. The Feast (aka Feeding), is contrary to Agricola, rather easily done, as there is a so-called "Harvest" in some of the round, which usually provides almost all of the commodities for the Feast. Another option is to acquire Occupation cards or play Occupation cards. This is something that you can do, without using an additional, separate action, by using three or four Vikings.

That's it, at least for the most important action options, which, however, work very differently after all. Another essential element of the game is the puzzling of the markers on the boards. As in some other games you can learn a lot when reading the Almanach, at the latest. The really voluminous Almanach relates to nearly all the terms in the game very intensely and with historical information. Also, in this game, nearly every action makes sense in context of the topic!

This game has a high replay allure and value, as you keep wanting to try different strategies and actions. The Occupation cards, however - there are three different stacks which provide support and assistance in every conceivable way - might entice you a bit

into preferring some actions. But, surely, one could win the game without any Occupation cards at all; it might be that the cards are not really balanced, even if they try to balance out the value of the advantage an individual card gives you via the victory points.

Those cards can have instant effects; some of the cards strengthen something with an „whenever ..." effect or become effective if you have achieved a certain result. All cards are explained in the Appendage relatively elaborately and very clearly. All in all, there are 190 (!!!) different cards, which are, in a way, split into six stacks (including the stacks of starting cards. The rules recommend beginning with the A stack, but you can rather quickly add the additional stacks to the game, albeit with effects of cards becoming somewhat more powerful in the B and C stacks. I did not, however, note any "Evil" card, targeting other players. Actions, too, are not "evil" against other players, but of course it can happen, as in all Worker Placement games, that somewhat takes the action you had planned to take before you can take it.

If you want to really get acquainted with the game, I recommend playing a complete game instead on only doing a few turns, as you cannot figure out correctly if you will manage in the end to cover the many penalty points on your Home Board. I did not try the shorter version of six rounds, provided in the rules, because there was no real allure in it for me, as I be-

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lieve that the standard seven rounds are the optimum. But the solo variant has a definite allure, as you can try out many things with it and are your own obstacle and cannot always do what you would prefer to do.

The rules are very copious, very clear, very extensive and peppered with tips and hints allover. The illustrations of rules and Almanach are very well designed, too.

Something that I have rarely found in other games - a scheme with which you can well check up on the main organization phases of the game and, in this way, cannot forget anything important and can adhere to the sequence of actions in an optimum way! On the components themselves, too, you find various markings that indicate the use of the components, how you can acquire them, what you have to take into consideration! The placement rules stated on boards and buildings, which are also different from each other, are maybe something that needs getting used to. But the illustrations on the Home Board indicate very well what is most important to pay attention to!

An unexpected surprise was the rather meager scoring sheet block, which his helpful, but not essential, there are only few sheets. But, we have arrived in the internet age and so we can download a template to print additional sheets if necessary. Which might have been the intention anyway.

Let me sum up:
„Ein Fest für Odin" is a very good and felicitous worker placement game with a high replay value. The duration of the game will soon be settle between 90 and 120 minutes. Despite the many rules the game is easily and quickly understood, but in your first game you will probably be overwhelmed by the enormous number of options that you have. However, you cannot scarcely do something wrong or do it badly. The start of the game is NOT, as in some other games, already a decision on the outcome of the game. You can try a few things and soon get a feeling for what you want to do and what you can do! ☑

Hans Mostböck

INFORMATION

Designer: Uwe Rosenberg
Artist: Dennis Lohausen
Price: ca. 70 Euro
Publisher: Feuerland Spiele 2016
www.feuerland-spiele.de

PLAYERS: 1-4
AGE: 12+
TIME: 120+

EVALUATION

Worker placement
Users: For experts
Version: de
Rules: de en es fr it jp nl pl pt ru
In-game text: yes

Comments:
A plethora of components * Sorting boxes are included * Many action options * Clear despite many details * Components designed to give information

Compares to:
Agricola, worker placement in general

Other editions:
Cranio Creations (it), Devir (es), Filosofia (fr), Hobby World (ru), Lacerta (pl), Mandala Jogos (pt), Ten Days Games (jp) White Goblin (nl), Z-Man (en)

My rating: ⭐ 🟥⭐ 🟥⭐ 🟥⭐ 🟥⭐ 🟥⭐

A RACE TO REACH THE PACIFIC COAST

RAILROAD REVOLUTION

CONNECT IT WITH RAIL AND TELEGRAPH

It is clear, that railways are a real attraction for the players, with so many published games and different mechanics, often followed by expansions, new maps, variants, etc. As I am an engineer specialized in road, airport and railway constructions I always pay particular attention any new game on this topic, hoping that it will not turn out to be anther clone of 1830, Age of Steam, Ticket to Ride and so on. Hopefully *Railroad Revolution* brings something new and having been created by two Italian designers add to me a little plus to the pleasure of discovering it. Marco Cannetta and Stefania Niccolini (husband and wife in the "real" life) are not two unknown designers as they already published a few games, the most known of them being "Zhanguo".

WASHINGTON: STATION CHANGE TRAINS FOR CHARLOTTE

The board of *Railroad Revolution* shows a map of the United States with 15 big towns and a network of lines connecting them. The box also contains four personal boards, about two hundred tiles and the same number of wooden colored tokens. All the materials are of satisfactory quality and they may be used without problems.

The set-up is a little more complicated than in many other games as you must fill the board with different tiles: if you store them in separate plastic bags at the end of the game this operation will be much easier and quicker. You need first to place 13 "city" tiles on the map (with the exclusion of Washington and

Charlotte on the right part of the board); then the telegraph tiles are placed on 6 of the eight cases on the bottom part of the map. Each player takes the small wooden "houses" (stations or offices) and "sticks" (rails) of the selected color and fill with them his personal board.

As you see on the picture every player also takes an objective tile "A1", one "A2", a train tile, 600 dollars, 3 shares of the telegraph, 4 "white" workers and three square tokens to be placed at the bottom of the "progress" track on the right of the board.

EVERYBODY ON BOARD, THE TRAIN IS LEAVING

Before starting, the turn order is decided and every player selects a special "bonus" tile and the attached colored worker. There are 4 different workers (gray, blue, pink and orange) and one of each is randomly assigned to each of those special tiles at the beginning of the game. Each turn follows the same sequence:
- select one worker from your reserve (at the beginning 4 white and 1 colored)
- place the worker in one of the fours "action" areas of the personal board
- execute the related "main" action (this is a must)
- eventually execute the "secondary" action of that area.

The first area of the personal board (see again picture 2) allows the construction of a station in one of the cities of the map already connected by the rails of the owned color: the cost is printed on the city tile and should be paid in dollars. Each city tile is divided in two parts:

on the left is shown the bonus that goes to the first player that build a station there (a locomotive tile, new workers, advance on the progress tracks, etc.) while on the right there is the general bonus of the station (colored workers or advance on the progress) that will be assigned to every player (first included) that builds in that city. Using a colored worker for this action you may get the station for free, use a locomotive, extra bonus, etc.

The second area is used to build the railways: the player takes two rails (sticks) from his reserve and pay 400 dollars to have the right to place them on the map, but that each new rail must be connected to an existing rail of the same color (all the players start the game with a rail between Washington and Charlotte). If the selected path contains difficult terrain (small colored triangles to represent bridges on the rivers or tunnels under the mountains) the player must pay 100 dollars extra for each triangle. Using colored workers, you may get discounts, extra rails, locomotives, etc.

The players may invest in the Telegraph Company using the third area. They discard one worker (but remember that it is not allowed to reduce the total number of your workers under four) and place one "office" (a colored house) in one of the eight telegraph cases on the board, getting the printed bonus: 600 dollars, advance on the progress tracks, a free rail, etc. Each case also gives a certain number of shares (the first player to place an office usually gets some extra shares) that may be used later to satisfy contracts or (alternatively) to get some money from the bank. Two of the eight cases allow the players to obtain a "Contract" (as we will see soon). As usual with colored workers it is possible to get some extra: change the color of one worker, getting 100 dollars for each share tile, extra bonus, etc. Please note that having offices in adjacent cases will entitle the players to get extra Victory Points (VP) at the game's end.

The fourth and last area of the personal board is the "commerce" and is used to make some money, especially when you really need it to build a station or to pose new rails. You sell the leftmost token in your reserve (rail or house) and you get

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from 400 to 1000 dollars. You may also "turn" a locomotive (see below). Also, when using colored workers here, it is possible to advance on the progress tracks, get shares, take 100 dollars for each owned locomotive, etc.

All the "locomotive" tiles have two sides Spiel: the first (active) allows the player to take the offered bonus (money, rails, shares or progress rises) while the back means that the tiles is not active When the players are allowed to "turn" a locomotive they take the bonus if the tile is active (for example the locomotive on the bottom right of the Picture 3 gives you 3 certificates if turned off) or transform an inactive tile again active. So, with two "turns", it is possible to take the bonus of a tile and then re-activate it.

One of those locomotive tiles is distributed to the players during the set-up and it is used to "promote" 1 or 2 workers and thus resolve the objective tiles, as we see below. All the locomotives on the active side at the end of the game give 8 VP to their owners.

Every time that a rail is placed on a section that contain the icon "contract" (two hands) or a player select a telegraph case with the same symbol the game stops for a while and a contract "phase" is opened. Each contract tile has two sections and each of them has a cost (in share tiles) from 1 to 4. The player that activated this phase has the opportunity to use both sections (paying both costs) while all the opponents may only select one of the two (see picture 4).

During set-up, every player received two "objective" tiles (named A1 and A2): each of them (and the following ones) usually necessitate of 1 or 2 colored workers (to be activated) and a certain number of rails and/or stations on the map. When this happens the players simply discards the requested workers (remember that you may never go under 4) and takes the related VP. Then he picks up another objective with the following letter (If you discarded an "A", you take a "B", etc.).


Whatever players do on the map or on the telegraph line - every action should be aimed at advancing the three markers on the "progress tracks" (picture 6): at the game's end, the value of the progress tracks is multiplied by the number of rails, stations or telegraph offices laced on the board. The first track multiplies the number of telegraph offices by a value variable between 0 and 9; the second is used for the stations placed on the main map (multiplied by 0-9); the third gives 25 VP for each of the 3 western stations on the Pacific Coast that were reached by the player's rails. The best way to rise the markers are found on the stations' bonuses on the map, on one locomotive and using the action "commerce" with the "pink" worker.

When one of the players use his last wooden marker (rail or house) the game is over after a last turn for everybody. Then the VP are verified, adding:

- the VP of the three progress tracks (calculated as stated before)
- the VP of the activated objective tiles
- 8 VP for every active locomotive tile
- 5 o 8 VP for every couple of adjacent cases on the telegraph

The player with the higher total wins

the game
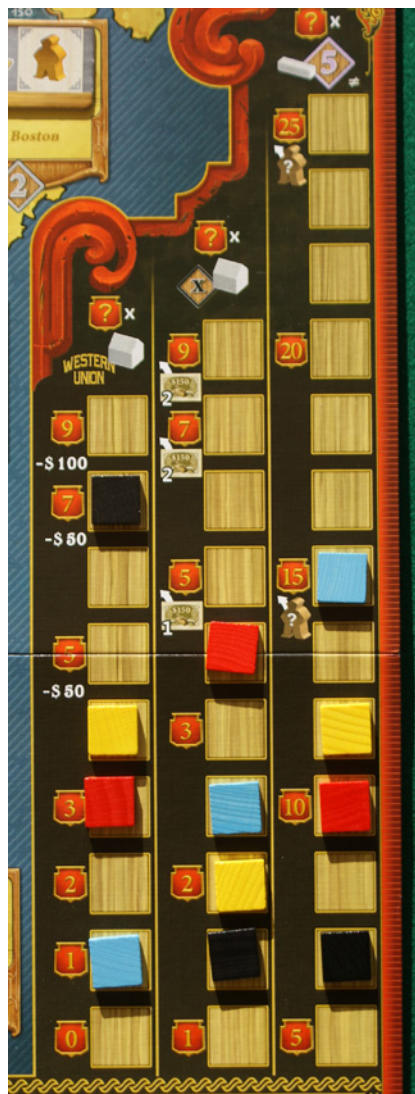
LOS ANGELES:
THE TRAIN STOPS, PLEASE DO NOT FORGET YOUR LUGGAGE

Railroad Revolution is not a complex game: after a few turns of the first game the rules will be clear and the icons memorized, so the players may start to consider the alternatives and try their personal strategies.

One thing should be clear since the beginning: there are NOT ENOUGH houses to place all the stations and all the telegraph offices, so the players have to select since the beginning which one of the two strategies they will prefer. An immense help may might be to look at the objectives that were assigned at the beginning of the game.

The first strategy (stations on the map) may give 72 VP from the progress track

(9 VP x 8 stations) but may grant also a sizable number of objective tiles (as they ask for rails to be placed and stations to be built). Therefore, the player must aim at the actions that grant money (to pay for the stations), orange workers (for the "discounts" on rails and stations) and rails.

Once that a strategy is selected all the actions should be aimed at reaching as soon as possible the top of the related track and to progress quickly also on the third track, the one with the 3 Pacific coast towns (that assign up to 75 VP more). Please note that this track is the longer of the three and oblige a player

Be prepared to start with a strategy and be ready to change it after a few turns if new opportunities arise (contracts or objectives, for example),

I definitely like *Railroad Revolution*: it demands 2-3 games to be deeply explored and before being able to play it very

The second (Telegraph) give the usual 72 points (9VP x 8 offices) and further max of 44 VP for the adjacencies. Therefore, the player should always search to get as many shares as he can (to pay the contracts) and a certain number of extra workers (as 6 will be discarded to build the offices).

to discard two of his workers at fixed steps, if he wishes to reach the top. This, therefore, means that you should program to build a sizable number of rails.

competitively and the variable set-up of the city tiles and the telegraph tiles grants different combinations in every new game, adding extra life to it. ☑

Pietro Cremona

Pietro Cremona

Not a complex game, and yet a game that needs a few trial runs to test the strategies and explore possibilities and options.

INFORMATION

Designer: M. Cannetta, S. Niccolini
Artist: Mariano Iannelli
Price: ca. 50 Euro
Publisher: Pegasus Spiele 2017
www.pegasus.de

PLAYERS: **2-4**
AGE: **14+**
TIME: **90+**

EVALUATION

Worker placement, railway
Users: For experts
Version: multi
Rules: de en fr it pl
In-game text: no

Comments:
Not complex, but lots of in-game depth * Variable set-up provides variation * Two basic strategies - stations or telegraph offices

Compares to:
Other worker placement games with resources management

Other editions:
Red Glove (it), What's your Game (en, fr), hobvbity. eu (pl)

My rating:

FROM GENESIS TO REVELATION?

RISIKO EUROPA

DICE-WAR IN GOOD OLD EUROPE

In the beginning was the world, and the world hat 42 regions; Evolution arrived later. But in Middle Earth there could be risks as well. Will France soon have another Napoléon? Or will there be Civil War in America? For how long will we be able to afford „deluxe"? Wouldn't it be better if we lived more „classic"? Will the Net transform us into Zombies until the Year 2210? Or will we even emigrate to the Stars, but fight Wars among them, too?

This is only a small overview on 15 (and that is not the complete range) variants (*) of „Risiko", one of those board games that everybody is familiar with. Who can count the hours, which we spent with the game in our childhood, adolescence and even as adults? And now, in our later years, we may finally return home. But it is not a peaceful setting, in which we might come to rest, because there is war in Europe, too. The box cover already tells the story: A grim-looking, crowned knight with a bleak battle scenario in the background.

The box is sold without a protective foil cover, maybe due to sustainability reasons. The foil is replaced with circular stickers on all four edges, which, unfortunately, cannot be removed without traces left on and damage done to the box. The content of the box, too, leaves me with mixed feelings: The big, in itself rather beautiful, board would be even more fun with "antiquarian" details, and the quality of the cards in the game is rather "flabby". On the other hand, however, the four armies not only come with four distinct types of units - Footmen for infantry, Archers, the Cavalry of knights on horseback and Siege Weapons - but, happily, the design of the four armies varies: There are Vikings (blue), Ottomans (purple), and two kinds of Knights (green and red). The Vikings, however, are forced to make do with a technically rather simple siege engine - battering rams only - and an even bigger disadvantage during the game and the hectic

of battles is the fact, that the infantry soldiers and the crossbow carriers are too much alike.

Well, then, let's study the rules: The rules are not bad, but written somewhat laboriously, but, at least, the rules are, albeit with the exception of a few, not really relevant details, easily understood. In any case, they reveal the first major surprise in the game: The simple reinforcement of forces, conquering, new deployment and then drawing of cards is no more. In its place, we need one of eight hand cards for each of the four possible actions - collecting taxes, spend money, attack and relocate troops. Those cards in turn offer two options each; five of those cards would allow attacks, but one often has to choose the alternative of relocating. In each round, all players choose two cards (simultaneously and secretly) and also determine their order of play - you cannot change this later. When the commands chosen don't keep what they promised to deliver in the two action phases, you can only fall back to the second option on the active order card. To affect conquest demands, in this version, some farsighted planning in advance, because only after four rounds you have again a choice of all cards.

The second big - and even more well-

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made and felicitous surprise: Each type of unit has a different combat mode and other costs per unit. Infantry soldiers are the cheapest (only one coin per unit), but are, however, mostly only useful as "cannon fodder", that is, expendable troops Archers (two coins) have a right to priority shooting and score a hit with a dice result of 5 or 6, that is a chance of one third for a hit. Cavalry troops are already "deadly effective" from a result of 3 and higher, so that the have a hit probability of two thirds, they cost, however, three coins and take their turn in each round after the archers had their turn.

A kind of "miracle weapon" is the siege weapon or the catapult: In not only has the same hit probability as the cavalry, it also allows the rolling of two dice and, even better, gets active ahead of the archers, albeit for the enormous price of 10 coins. Without the technical upgrade, that is, without catapult, the attack on an opposing territory containing a fortress is forbidden; those fortresses can also be acquired - in addition to your own starting fortress - and offer additional defense advantages.

Only when all special units have been active, the "classic" risk rules are applied as the final phase in a combat round: Rolling maximum three dice against maximum two dice, followed by comparison of the results - if there are only Footmen involved on both sides of the conflict, this is the standard way to resolve the conflict.

All in all, this results in a very harmonious and intuitive as well as rather "realistic", but not overly complicated way to resolve battles. But there is one thing that has been forgotten - a kind of "battle ground" where the respective troops that are involved in a conflict could have been placed, as it can get rather tight and cluttered in a contested are on the board.

It is not really an amazing surprise, that you do not have to complete tasks to achieve a win (for instance, „Conquer/ Free Europe"), but that you need to achieve ownership of a given number, in relation to the number of players, city areas at the end of a round. Money can be used to acquire crown cards (= victory points), so that you are not completely dependent on the luck or bad luck on the battle field. The bigger your own connected empire, the more taxes you

can collect. A very nice feature in that is the opportunity to hit another player, whose economy is too powerful, where it really hurts by specifically targeting on or two of his areas, so that he has no choice but to get himself girded up again. However, all conflicts are resolved only at the end of the round, that is, when every player has resolved his two

Harald Schatzl

"Risk Europe" is a tactical and strategic as well as luck-driven conquest game, which - take this as a warning and a recommendation at the same time - does not have much in common with its roots. But, the once wet dream of childhood manages, in its matured version, to wet our eyes that have grown old; on the one hand due to sentimental feelings, on the other hand due to the dubiety if we might have another 42 years left to spend with this game. And if not: Bury my heart at the corner of the game box!

order cards chosen at the beginning, so that a lot can happen between invading an area and the beginning of a battle.

In a game of three or two players, money is also used to acquire one or two mercenary armies, a feature that works very well with the game play. As each mercenary army can keep the money it was bid for and can use it during the game to upgrade its own weaponry, it can happen that this mechanism results in an inability or unwillingness of players to afford their own units, but that players instead prefer to let an adjacent mercenary army protect them or try to attack another player with the concentrated mercenary forces. The successful upgrading of a mercenary army can have the unwanted bitter result that a formerly financial ally does a turnabout and stabs you in the back. A mercenary army is not only fickle in its favors, you can never be sure when you make a bid for it, if you will have two attack order cards available for it in the following round or if you will only command their „collect tax/buy" cards.

The various new features are, viewed on their own, not really innovative, but in total result in a very harmonious total without achieving this with a rules compendium that is much too complicated, But, on the one hand, I would have liked to see more variation for the order cards - for instance, combinations of "attack / collect" tax or "relocate / buy". On the other hand, for my taste, the always identical and unchanging advan-

tages for the golden starting cities are too uniform, especially as, for instance, the ownership of London and Paris or Paris and Madrid is rewarded with a regular influx of additional troops. This can give, compared to the advantages of the other starting cities, a player an advantage and a head-start at the begin of the game which can only be made up with difficulty - however, there is always the option to ignore those advantages, even more so as one easily forgets about them during the game.

The variant for the Crown cards which is included in the game, also seems not really well thought-out. In this variant, you cannot simply buy those card, but you must have complete certain secret orders to to make the card work as a sure victory point, which is also a reminiscence about the original game. The degree of difficulty of those secret orders ranges from "child's play" to nearly unachievable, which completely thwarts the fundamentally clever idea of trying to make the game more tactical or strategic.

Variants

I.) The map of Europe has more than the „classic" 42 region of the world map usually featured in Risk, so that on the one hand a **game for five or even six players** suggests itself, provided that your own stock of games can supply additional armies (for instance, from the „Lord of the Rings" version of Risk), but you would have to create or copy an additional set of cards for the orders for each additional player and to reduce the number of crowns needed to win to 6 or 5.

II.) On the other hand, the game can be easily made accessible for younger children (probably more to boys than to girls); the suggested age limit of „ages 14 and up" seems far too high anyway, but with a fallback to the original rules, even primary school children should be able to have fun with this simplified version - I describe only the changes relevant for a game with four players:

Preparation: You place a fortress on each golden starting city; each player receives one of those golden starting cities, either randomly assigned or deliberately selected, including a fortress piece

and a number of Footmen equal to 10 minus the tax value of his own starting city. Otherwise, the eight golden cities have no special advantages and you play without order cards.

A player turn

a.) Income for the round: The total of your biggest connected area of city and country regions, as in „Risk Europe"

b.) Unit supply: Money can be spent any way for new units or you can save money; but you can only place a number of new units on a city that is equal to the tax value of this city; a fortress in a city doubles this value. You can only buy one crown card per turn, and can only buy them when all city areas are occupied, regardless by whom.

c.) Attacks: Any number of attacks can be made, as in the original, and are resolved basically as in „Risk Europe"; the conquest of an empty city area, however, costs you a number of units equal to the tax value of the city; normally, you will remove Footmen for this purpose; you also need a siege weapon, too, for the conquest of an empty golden city,

which, however, need not be removed compulsory.

d.) Troop relocation: Only by maximum two cases, as in „Risk Europe", and you must always leave unit in a case that you move troops out of.
 [Note: In the version from my childhood, any number of troop movements were allowed; for me, this would be more coherent; now it has been restricted to one relocation per turn; but you can play that as is suits your personal taste.]

Game End: When a player owns six crowns at the end of his turn, he wins the game immediately.

(*) „Evolution", „Der Herr der Ringe", „ÉditionNapoléon", „Captain America - Civil War Edition", „Deluxe", „Classic", "A.D. 2210", "The Walking Dead", "Plants vs. Zombies", "Transformers", "Star Trek", "StarCraft", "Star Wars", "Star Wars - Die Klonkriege" as well as "StarWars - Die Original Trilogie" ☑

Harald Schatzl

EVALUATION

Dice, conflict resolving
Users: With friends
Version: de
Rules: de en es fr
In-game text: yes

Comments:
Different and more interesting than the original, because you can plan better * How to play and flow of the game not similar to the original * Nice components, which could, however, have been even more beautiful and practical

Compares to:
Axis & Allies, Samurai Swords, other Risk versions

Other editions:
Hasbro (en, es, fr)

My rating:

UNDER SPANISH REIGN

WEST OF AFRICA

CANARY ISLANDS IN THE LATE MIDDLE AGES

Daily life on the Canary Islands in the late Middle Ages! The Spanish lords planted commodities, tried to sell them for a good profit and found and developed settlements when reigning over the islands as Alcaldes (which was a kind of Lord Mayor).

With these introductory words, the game is already nearly completely explained: Each player tries to become Alcalde on the islands, plants commodities and sells them for profit. Sounds a bit trivial and not really thrilling or challenging. But when the game is over and you liked the interaction, you will absolutely want to play the game again, because it is a very tactical game. You are very motivated to pay much closer attention to your fellow players next time and remember that there is no element of chance!

What is the game about?

The mechanisms of the game are based on: 1) all players choosing one to five cards from a deck of eight cards, 2) those cards determining the turn order for players and 3) your implementation of card actions when it is your turn.

Action options are: Move workers, cultivate goods, sell goods, found a settlement or move a ship. The card "minus 4" is not an action. It only reduces the total of all action cards by 4 points. And this takes to the determination of turn order in each round. Each action cards shows a points value of zero to eight points. Each player adds the values of his selected cards, deducts the Minus Card, if selected, and names the total. The player with the lowest total is the new starting player. In case of a tie the gold track acts as tie breaker and decides who goes first. Yes, there is no money in this game. Instead of money, we have a marker token for the gold track (0 to 40) which indicates the amount of gold that we own. At the start of the game we own 15 gold. Gold is necessary to cultivate goods and when we sell goods, we receive gold. For winning the game, the total score in points on the victory point track decides the winner. You score points for the founding (building of settlements, for becoming Alcalde or for earning most or second-most gold at the end of a round.

How to play a round?

Each round of the game comprises three phases:
I. Select cards, II. Implement actions according to the selected cards, and III. End of round.

Throughout the game, the gold track is always used as a tie breaker in case of ties. The player with more gold wins a tie or moves first in turn order. In case of a tie on the gold track the tie is won by the player whose marker is "further up" (see board). The selection of cards decides, when you will do your turn and which actions you will be able to implement. If you select five cards, you immediately pay 4 gold in this phase.

The cards are laid out face-down and players name the total point value. Then turn order is determined: The player with the fewest points puts hi his marker token on Case 1 of the turn order track. I do not need to especially mention that turn order is of immense importance in that game. In Phase II players resolve the card actions in turn order. The sequence in which you resolve your actions is up to your choice and you need not resolve a

card that you did select. You can use island cards twice. When a player selected the Minus card, it is - at that point - given to his left neighbor. A ship in Round One is a special case - each player puts his ship on a free mooring next to one of the seven islands.

Now a look at the actions details:

The action „Move workers" is used to move workers from island to island. If you want to move workers, you only have to select and play the card **Move Workers**. You receive four action points which you spend to move workers. Withe one action point you move one worker from one of the ships to La Gomera or Fuerteventura or - along a sea connection - from one island to an adjacent island. Each worker on an island is worth 2 points when the Alcalde is elected and also reduces the cost for each cultivated case on the island by one gold. When a player deploys all three workers on the same island, cultivation on this island is free of charge!

The action **Cultivate Goods** is only possible in connection with the use of an Island cards. Those island cards indicate where a player can cultivate goods. You take a goods marker and place it on a suitable case. You can cultivate any number of goods, but must have available the goods markers for free cases and can only place one marker per case. You pay

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three gold for each goods marker. These costs are reduced, if you workers on the island and use them. If you use workers, they are returned to the left or right ship case.

Erwin Kocsan

A well-working implementation of the topic, based on a functional, streamlined graphic design and interesting mechanisms, providing a high replay value.

The action **Sell Goods** is used to sell goods out of the storage cases on the islands, in which goods are stored. You must, again, play an additional island card to be able to resolve the action. You must pay attention to the selling price, which is six gold on the westerly islands and nine gold on the islands in the middle. On the islands in the east, the selling price is even twelve gold per good. To transfer goods from the storage cases in the West to the East, you use your ship.

The action **Move Ship** enables you to load up the three goods on your ship in the harbor, to move the ship - along the sea connection lines - up to three harbors and to unload goods from the ship. When the movement of the ship ends on a harbor where all moorings are taken, one of the ships must leave. A ship is worth two points when the Alcalde is determined.

To win the game, you must not neglect the action **Found Settlement**. For founding a settlement, you must play the card and at least one additional island card. For cost for each settlement varies from six to 12 gold. Each settlement gives you three victory points instantly. However, you must be **Alcalde** on the island to be able to resolve this action.

End of Round:
When all players have resolved their action, the game round ends. All players take back their cards and have all of them available for the next round. Minus cards that were played have been handed on the respective players on the left. Now the following actions are resolved:
Victory Points for most gold - The two players with most and second-most gold earn one victory point each.
Harvest of cultivated goods: All goods go to storage.
Determination of Alcalde: On each island, the Alcalde is determined, each good is worth one point, each worker and each ship count two points. Whoever has most points from this, becomes Alcalde and receives the Alcalde Marker. For each Alcalde, you receive one victory point.
Finally, settlements on the settlement track are replenished.

What is new in "West of Africa"?
On the board, the islands show cases for cultivating of goods and for settlements. Those cases are limited, therefore players must - when selecting cards for action - consider also the cases on the board and turn order, because otherwise it might happen that a player cannot cultivate goods or found a settlement, because all cases are taken when it is his turn. This mix of strategic planning and tactical cleverness will let you succeed. Basically, the designer has created a mechanism with those action card, that determines action, but also demands experience as in an auction.

I believe that the game does not tolerate mistakes easily! You must not neglect the use of ships and workers - determination of Alcalde, reducing of costs for cultivation and higher price for goods after transport. Therefore, you should select those cards as often as possible. Gold, of course, is scarce and if you own gold, you should use it to found settlements. In each round, you must consider anew which cards you actually select. There is no strategy that always guarantees success!

I believe that players are permanently challenged in **West of Africa**: Which island offers the best opportunities to use my cards? What will the other players do? When will I therefore resolve which action to stay ahead of my fellow players be one step, that is, one victory point?

Game end and scoring:
When, at the end of a round, one or several players have achieved 25 or more victory points, and/or all 20 houses on the islands have been used for settlements, a final round is played. Then each player receives one victory point for any 10 gold he owns.

Conclusion:
The game is designed very clearly as regards to board and components, but is not overly impressive visually. The components fit the topic and are geared to the game idea. The board with the victory point track and gold track is free of involved graphic design, which does not impede fun to play nor functionality. You permanently direct your glances to the board to calculate which action options are currently available.

I was convinced from my first game on, that the game offers a high replay value. You need more than one game to find out which tactic needs to be combined with which strategy to result in success. With **West of Africa** the designer has managed to acquaint players with the question of "how do I become the most successful Alcalde? In an entertaining and challenging way"! ☑

Erwin Kocsan

EVALUATION

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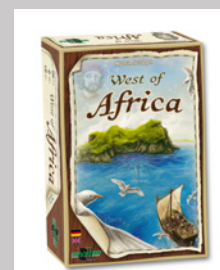Version: multi
Rules: de en
In-game text: no

Comments:
Standard topic * Interesting mechanism details * Needs a mix of strategy and tactics

Compares to:
Worker placement in combination with action cards

Other editions:
Currently none

My rating: ★★★★★

AGE OF CONAN
ADVENTURES IN HYBORIA

This expansion concentrates on the role of Conan. He evolves from Warrior and Thief to Mercenary, General and King, his abilities grow accordingly. The expansion introduces the new game elements Mood Wheel and Story Cards. New Adventure cards replace the cards from the core game and relate only to a province, not to a Conan story. Conan's development is handled by an Experience system, documented on the Conan Reference Board, with three section in analogy to his development stages - Warrior, Mercenary and General. His characteristics of Strength, Agility and Cunning, come into play when a Story card is resolved. The Mood Wheel on the Reference Board represents the influence of Conan's temper, he becomes wiser as he grows in experience and his abilities develop. In dice decisions, for which Conan would normally add another die, you now use a die specific for Conan - white for the Warrior stage, grey for the Mercenary stage and black for the General stage.

When the experience marker reaches or passes the Empire Icon on the Reference Board, Conan is crowned King. If not, the game ends with a majority scoring of adventure markers in a "sudden death" ending, when the experience marker passes the last case on the track.

Furthermore, the expansion mirrors the situation in the Hyborian Age - treachery, intrigue and sorcery - and offers more opportunities for player vs. player conflict, including rules for spies and prisoners.

This is an expansion as we like it; not necessary, but when used it is an enrichment for the game, it enlarges on the topic, introduces new elements, new rules and a thrilling development of the main character. ☑

EVALUATION

Adventure, fantasy, conflict
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Expansion, needs Age of Conan to play * New game elements * Focus on Conan and his development * More options for conflict

Compares to:
Age of Conan

Other editions:
Currently none

ALAN'S ADVENTURELAND
PARKING LOT AND ATTRACTIONS

In one of four theme parks or neighborhoods - Animal Kingdom, Tour Amerika, Sky World und Foreign Lands - you are responsible for building attractions. One game round equals one week; you draw RIDE cards which represent various attractions. Those cards have two functions - one function is "Pre-Approval" from the Finance office, to expedite the construction of various attractions. The second function of a card is the actual financing of that enables you to construct the attraction represented by the card.

All players in turn first draw one Ride card from the display on the table and then, again in turn, draw a second Ride card. Then, once again in turn, you play one card on the table between two players and afterwards one card on the discard pile. If this discarded card corresponds to a card on the table on either side of you, you build this attraction without penalty payment. Then you place an attraction corresponding to the card on your board or improve an attraction of the same name already on the board. When each player was starting player once, that is, at the end of the month, the Review Board holds a meeting and evaluates progress in each park and awards bonuses for meeting pre-determined preferences for arrangements of attractions in a park. After four or three bonus round for three or four players you score the size of rides, Parking Lot View, Main Entrance View and Theme Sets of matched attraction types in a park.

This is a very prettily designed tile placement games in the tradition of Carcassonne, enlivened by the planning tactics and strategies introduced by the Ride cards; variants offer variety. ☑

EVALUATION

Tile placement via cards
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:
Very attractive design * Variants given * Good for families with gaming experience, too

Compares to:
Coney Island, Steam Park for topic

Other editions:
Currently none

AREA 51
TOP SECRET

Area 51 – a secret military base in the Nevada desert, where proof for the existence of aliens is stored. This needs modern bunkers that are continually expanded and can only store certain types of artifacts. You also need trucks and trains to transfer artifacts to various other locations.

You begin with five starting artifacts and, in your turn, you choose one out of four action options, for which you always play the necessary artifacts into the respective region of the board and can distribute them at your discretion in the various hangars: 1 - Get new artifacts; you take three cards. Artifact categories are Advanced Tools, Futuristic Weapons, Biological Samples and Alien Clothing, and are marked from 1 to 4 for security levels and degrees of danger. 2 - Play open and face-down artifacts to build a bunker or to raise the security level of a bunker; bunkers can only store artifacts of the same or lower level of security. 3 - Play one open and up to eight face-down artifacts to add a train or truck or to move train or truck. 4 - Discard your hand of cards and pick up all artifacts from one Hangar, sort and show them and store them in bunkers of the same region and the same color and suitable security level to score points.

When two regions are without security marker, all players have one more turn and then you score bunkers of the three highest levels of security, in all the regions.

Area 51 is a thrilling Euro game with a rare topic, that has been well implemented as to game mechanics, but remains rather abstract all the same; mechanisms interact cleverly and provide, after a few trial games, a satisfactory game play. ☑

EVALUATION

Development, SciFi
Users: With friends
Version: multi
Rules: de en fr
In-game text: no
Comments:
Needs a few trial games *
Double use of artifacts for expansion and scoring *
Rather abstract, despite the topic * Mechanisms work well

Compares to:
All games making multiple use of resources

Other editions:
Currently none

BIBI & TINA
TOHUWABOHU TOTAL

7↑

Bibi and Tina need to hide Adea from her relatives. You have face-down cards on display, try to find out what they are and want to swap bad ones for better ones. To win the game, the value of "good" cards of all players must be higher than the value of the "bad" cards.

Person cards depict Hideout symbols, Traced symbols or no symbol at all; each player has five cards laid out face-down in a row and can look at two of them at the start of the game. One Pursuer card more than there are players are laid out in a row, Bibi & Tina side up.

The active player draws a card and looks at it. Then he discards one of the cards in his display openly and puts the new card face-down in its stead. Action symbols on cards that you draw are implemented instantly - turn up one Pursuer Card or turn it back down again, discard a card, add a card to your display or Tohuwabohu for the end of the game, which you keep. When such an action symbol causes the last Pursuer card to be turned over, all players have lost the game together. Therefor players must confer on actions and cards and end the game prematurely by revealing of all their person cards. If then there are more "good" green Hideout symbols on the cards then "bad" red Traced symbols, players win together. The Tohuwabohu card of a player cancels all his bad Addi cards.

In the expert version, you play five rounds with one scenario card each and with a given selection of person cards.

Due to the topic, this is mostly a game for fans, featuring a nice, well-working mechanism for which cooperation on communication on cards is essential to find the right moment to reveal the cards. ☑

EVALUATION

Memorize cards, communicate
Users: For children
Version: de
Rules: de
In-game text: no
Comments:
Card game based on the film * Most interesting for fans of the film * Communication and cooperation are essential

Compares to:
Cooperative memo games

Other editions:
Currently none

BÖHMISCHE DÖRFER
INNS, MANORS AND SHOPS

8↑

Settling of Bohemian villages gives prosperity to the villagers. Village tiles are randomly placed and you prepare one inn tile per visible inn as well as one glass tile per factory and one flour tile per mill. Each player uses between 10 and 13 pawns, depending on the number of players.

In your turn, you roll four dice and combine them into one or two sums of 2, 3 or 4 dice; remaining single dice are disregarded. For each sum, you can place a pawn on a building of this value, to receive a tile, money or for scoring at the end of the game. Only one pawn is allowed in a building; when no building is available, you can oust a pawn from farm, inn, town hall or church; from a shop only if you own no shop of that type. When you occupy an inn and there are three or more other occupied buildings in the village, the tile is activated and gives you 1 coin per turn. When all mills or factories are taken, they are scored and each tile gives you 2 or 3 coins. Farm instantly give you as many coins as you own farms in total, manors bring their respective values in coins. A double gives you the bishop tile and revenue from churches. A total of two dice can also be used to take a special action tile and use it in a turn to re-roll any number of dice. If someone is out of pawns to place or if all coins have been taken, you score town halls, shops, majorities in churches, flour and glass tiles and win with the highest total of coins.

Tactic from dice, of course all depends on clever use of the dice values and on having a bit of luck to achieve the optimum result, for instance capturing another farm! ☑

EVALUATION

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

Comments:
Nice topic * Tactic from dice sums, replacing and special tiles * Very good family game

Compares to:
Placement games using dice sums

Other editions:
Currently none

CLANK!
DUNGEON CRAWL MEETS DECK-BUILDING

Thieves want to loot the dragon's lair, but with each Clank! and each nicked artifact the dragon gets angrier. You have two goals - steal and artifact and return to the start and collect most points. The board is set up, all players hold identical decks of cards and markers in their color and have a pawn at the start.

You use standard deck building mechanisms to create resources - Skill, Swords and Boots - to buy new cards from the Dungeon Row or items from Market, to fight Monsters or to move on the board. Some cards cause noise, called Clank! and you must place markers into the Clank! case. If a card, placed to fill a gap in Dungeon Row, shows a dragon symbol, the dragon attacks. All markers on Clank! are put in the bag and markers corresponding to the Dragon marker position on the Rage Track are drawn; colored ones cause damage to the owner. If you are knocked out thereby, you are either rescued by villagers - if you got out of the Dungeon or at least its Depths with an artifact - or you are out of the game.

The first player to exit the Dungeon or to be knocked out, puts his pawn on the Countdown track, advances on it one step per turn and resolves the effects. On case 5, the dragon knocks out all players in the dungeon and the game ends. If you left the Dungeons or its Depths with an Artifact, you now score artifacts, tokens, gold and cards.

What a cute, witty and felicitous implementation of established mechanisms! The dungeon is sophistically arranged, the Clank! mechanism is innovative and you are under pressure, because when the first player leaves the dungeon, you have exactly four rounds left to accomplish your goals! ☑

EVALUATION

Deck building, dungeon crawl
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Well-working combination of mechanisms * Resulting in innovative game play * High replay value

Compares to:
Deck building and dungeon crawl in general, all in all first game of its kind

Other editions:
Currently none, German edition announced without date

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CORNWALL
COTTAGES, PUB AND MOORS

8↑

Cornwall is developed and you claim areas. 36 landscape tiles of three hexes each show moor, forest, mountain, village or meadow on the hexes. You begin with seven pawns and one coin and the starting tile is laid out, it shows all five landscape types.

You reveal a tile and place it: at least one landscape type must be enlarged and two edges must touch edges in the display, but need not correspond in landscape types. Expanding more than one area earns you one coin per additional area. An area with a cottage symbol cannot be expanded any more and is marked with a cottage piece.

After placing a tile, you can place up to three pawns on it; maximum one pawn per hex. The first pawn is free, if the area is empty, otherwise you pay one coin and you also pay one coin for each additional pawn placed on the tile plus eventual coins for occupied areas. A pawn on a Chapel gives you 3 VP immediately.

Finally, you score areas, except for moors, when a cottage was placed or an area is surrounded. The majority in an area (paws count 1 to 3, depending on their sizes) scores one point per hex, in areas without a flag; in areas with a flag, the players in first and second place for the majority score. Pawns from scored areas go to the pub and can be recovered for one coin and placed again. When all tiles have been placed, all remaining areas are scored and coins are transformed into VPs; you win with most points.

An established game mechanism is here spiced up by the clever scoring mechanism, but you need to pay close attention to landscapes in scoring and to areas closed by cottages. A felicitous addition for the genre. ☑

INFORMATION

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

Designer: J. Schmidauer-König
Artist: Irene Bressel, Anne Pätzke
Price: ca. 20 Euro
Publisher: Schmidt Spiele 2015
www.schmidtspiele.de

EVALUATION

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

Comments:
Variant of established mechanisms * Interesting scoring * Rules could be clearer structured * Very nice family game

Compares to:
Carcassonne and other landscape placement games

Other editions:
Currently none

DECKSCAPE TEST TIME
ESCAPE THE LABORATORY!

Doctor Thyme tests the abilities of all players. He explains his project and accidentally presses a button! An alarm sounds, the room is locked down - the doctor disappears through a trap door and the room falls into darkness. Players must solve puzzles to find their way out of the laboratory. In this cooperative game, all win or lose together; you only need paper and pen, all other information is available from the game itself; but take care, the card sequence must not be changed. All instructions like "take the next 10 cards and form a deck with this card on top" must be followed exactly, only turn cards over if instructed to do so! There are four decks of four colors, you can always solve the top puzzle and then continue according to instructions.

The game features puzzles and items - puzzles show an image and pose a question that must be answered. Items are necessary to solve puzzles; those cards stay on the table. Solutions need creativity, thinking around corners, as well as knowledge, but most and foremost cooperation. Wrong solutions score an X, missing items for a solution give you 2X. The faster you escape the better your score will be, and of course you should have as few Xes as possible.

At the end, you might be able so shed some Xes, depending on which items you left behind, and then you calculate your score. However, all have won if you found the exit.

This is a fascinating version of a fascinating game mechanism, challenging, taxing, demanding and making you very content if you managed to find the exit! Another advantage: Nothing is destroyed, by sorting of the cards you can re-set the game. ☑

INFORMATION

PLAYERS: 1-6	AGE: 12+	TIME: 60+

Designer: Martino Chiacchiera und Team
Artist: Alberto Bontempi
Price: ca. 11 Euro
Publisher: dV Giochi 2017
www.dvgiochi.com

EVALUATION

Solve puzzles cooperatively
Users: With friends
Version: en
Rules: en it
In-game text: yes

Comments:
Version of the Escape Room idea * No destruction of components * Game can be reset

Compares to:
Other Escape Room games

Other editions:
dV Giochi (it)

DEJA-VU
SHOES, SHOWEL AND WATCH

`8↑`

36 cards show three items in varying combinations taken from a total of 36 miscellaneous items, all different; each item is depicted exactly twice in the deck of cards. All cards are shuffled, three cards are set aside unchecked for use at the end of the round and the remaining cards are stacked face-down. All 36 item tiles are spread around the card stack.

In turn, in clockwise direction, each player turns up one card and puts it openly on the discard pile; all players try after each card to memorize the items that were depicted on the cards so far. If you think that you have seen an item for the second time, you take the item tile from stock and set it down for yourself. If you take an item, you m u s t keep it,

you cannot return it to general stock. Attention! You can pick up any item at any time, but if such an item then appears on a card at a later point in the game, you are out of play immediately; items that you took remain with you, but you cannot score them and other players can't take them. When all cards have been turned over and nobody wants to pick up an item anymore, the cards that were set aside at the beginning are revealed and player items are checked - if you hold an item depicted on one of those cards, you are out of play. Then all players still in play score one point per item they took. After three such rounds, you win with most points.

A different memo game - the reaction component is a challenge for your memory! Have I already seen the guitar or might it have been the shovel after all? Hmm? Better not taking it and remain in play. Lots of fun to play and offering high replay value! ☑

EVALUATION

Memo, reaction
Users: For families
Version: multi
Rules: de en
In-game text: no
Comments:
Very attractive, not so easy memo variant * Very pretty design * Simple mechanism * Nice, quick filler game

Compares to:
Other reaction games

Other editions:
Currently none

DIE AMEISE & DIE HEUSCHRECKE
COLLECT OR STEAL SUPPLIES

`8↑`

The Grasshopper tries to steal supplies from the Ant. In a round, two players are active as Ant and Grasshopper. For the Autumn variant, you place 16 of 48 path tiles in 4x4 grid. The Ant places her ants on adjacent path tiles and secretly chooses a type of path. The Grasshopper guesses by placing his marker on a tile. The Ant reveals her

choice - when the Grasshopper guessed correctly, she takes all such path tiles with ant. If not, the ant takes all selected tiles with an ant. Supplies thus collected are marked and path tiles with insects are taken. When the Ant could collect, her left neighbor is the new Ant; otherwise, the player remains the Ant. The Grasshopper always passes her

role to her left neighbor. When someone reached the maximum of two supplies or there are not enough path tiles, you win with most points from supplies and path tiles with insects. In the Winter version, you collect victory points by buying supply cards. In the Ant's turn, all other players are Red Ants and guess with their selection tiles. When the Ant collects, she can choose other tiles for tiles with insects. When the Grasshopper could not steal, the Red Ants draw path tiles for correct guesses. When Ant or Grasshopper collected, they may buy a supply card by discarding suitable path tiles. You win with four supply cards. In a version for the Winter game, ability cards for insects come into play.

A simple, neat guessing and collecting game in the Autumn version, more for children, with lots of fun and a high replay value. The Winter version provides an attractive and challenging family game with tactic behind the guessing. ☑

EVALUATION

Guessing, collecting
Users: For families
Version: de
Rules: cn de en fr it ro
In-game text: no
Comments:
Series: Tales & Games *
Topic nicely implemented * Beautiful design * Simple mechanism * Attractive family game

Compares to:
Other fairy tale games for topic, games with collecting by guessing

Other editions:
GoKids (cn), Iello (en), Purple Brain (fr), Asterion (it), Lex Games (ro)

DIE BURGEN VON BURGUND
DAS KARTENSPIEL

Princes in the valley of the Loire develop their principality, in analogy to the board game Die Burgen von Burgund, and use actions like trade, city building, husbandry or silver mining for victory points. Playing cards are used for dice and determine action options with their dice value, players choose the actions. A card display of action cards is prepared as stated in the rules. A turn in the game comprises six rounds. In a round, you draw two action cards from your stack, choose a card, name its dice value and put the card down. Then you resolve an action according to the dice value, which always determines which card is used to implement the chosen action. Action options are: take card from a row; put a card from Projects into the Principality and either take cards - silver for mine, worker for knowledge, goods for ship, animal for pasture - or use functions of buildings; sell good from store for silver; increase number of workers; take silver or change workers/silver for victory points. You can use workers to change dice values of cards in the display and use silver to buy three action cards before, during or after the action. Once a card is placed in your principality, you cannot relocate it. After five rounds you score card triplets, bonus cards and victory point cards as well as sets of different animal cards.

In the solo version, you play against a virtual opponent.

This game has it all - variety from the cards, tactic from selection of cards, chance from drawing cards; it is a glowing example for how to pack the flair, the feeling and the fun to play a "big" board game into a small card game! ☑

EVALUATION

Development, actions based on dice values
Users: With friends
Version: de
Rules: de en fr
In-game text: no

Comments:
Very nice re-interpretation of the board game * Simplified rules * Flair and replay value remain the same

Compares to:
Die Burgen von Burgund

Other editions:
Ravensburger (en, fr)

DIE UNÜBLICHEN VERDÄCHTIGEN
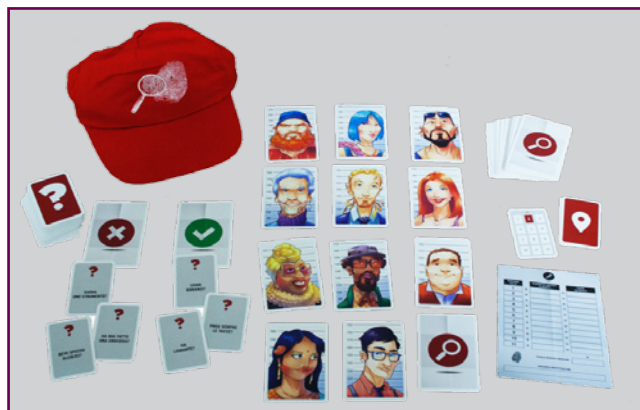## COOPERATIVE CULPRIT-HUNTING

A thief is chased, a witness is found, but he can only give an opinion on habits, preferences and opinions of the wanted culprit.

12 Suspect cards are drawn and displayed in a 3x4 grid, the rest is set aside. One player is the witness, he protocols the investigation, hides his eyes behind the witness cap and draws a "Guilty" card which determines a position in the grid and thus the culprit. All other players are investigators.

A round comprises Questioning, Trial and Verdict. For questioning an investigator asks a question from a card. The Witness must answer YES or NO and puts the card underneath the corresponding card. Any other way to answer - be it words, movements or signs - are allowed. The questions do not ask for visible facts of the suspect card, but ask if "he or she is carrying a smart phone?" or if "he or she is a fan of science fiction?" In the trial phase, all discuss to who the answer could relate and at least one suspect must be pronounced innocent; the cards for suspects named as innocents are turned over, more than one in a round is possible. If the culprit has not been turned over, you multiply the number of innocents of the round with the round number and note the result in the trial phase as duration of the investigation. Then a new round begins. If you turn over the culprit, all lose together; if the culprit is the last open card, all win together.

A party game with some risk - witnesses' answers are based on their personal impressions of the suspects and thus of course on their personal prejudices, opinions or preferences! If you keep that in mind, you can play one of the best party games of recent years. ☑

EVALUATION

Party, social deduction
Users: With friends
Version: de
Rules: cn de en es fr it nl pl
In-game text: yes

Comments:
A very unusual, fun, well-working party game * Answers are based on subjective opinions * Unusual mechanism of "social deduction" * Not suitable for all groups of players

Compares to:
First game of its kind

Other editions:
Cranio Creations (en, it), CMON (en), Planplay (cn), 999 Games (fr, nl), Lucrum Games (pl), Edge Entertainment (es).

DOGS OF WAR
SHIFTING FRONT LINES

Power play in Gravos! Noble houses fight in annual battles for control over realm, people and resources, supported by hired forces, the so-called „Dogs of War". In four rounds, you represent such a Dog of War and decide which house to support.
A round = a year has four phases: Battle Setup, Mustering of Forces, Action and Battle Outcome.

In Battle Setup, you place Battle Lines tableaus and House cards as well as rewards on each of the battle fields. In the Mustering phase, you receive additional Captains and additional income and can buy new Soldier cards for coins. In the Action phase, players take turns comprising playing of a Tactic card and resolving its effects, placing a

Soldier card to support o house, placing a Captain on the battle line tableau of the supported house, relocating battle point marker according to Soldier strength and receiving rewards. When all have passed their turn, because they cannot play or do not want to play another Captain, the Action phase ands and the Battle Outcome Phase follows; each battle is scored separately for houses and victory points for captains in victorious houses. The special abilities of each Dog of War are always active and put to effect when applicable. Victorious houses become more valuable for a player who has influence there. Influence is one of the key elements, but you can also win the game by winning battles, receiving rewards or accumulating wealth and soldiers.
Sophisticated, tricky tactics and changing loyalties - where will I place my captain this time? Lots of in-game depth are generated from quickly understood rules, optimum use of rewards and from the Tactic cards. ☑

EVALUATION

Conflict, simulation, miniatures
Users: For experts
Version: de
Rules: de en es it
In-game text: yes
Comments:
Very nice components * Good rules with additional info * Uncomplicated access * Lots of in-game depth

Compares to:
War games and tabletops with miniatures

Other editions:
CMON (en), Edge Entertainment (es), Pendragon Game Studio (it)

DOKMUS
GÖTTERGUNST VON DER INSEL

The lost island of Dokmus, birth place of the tribe and its ancient god, has been rediscovered; as a warrior of the tribe you want to ask for the god's favor and help. Dokmus is laid out with eight tiles in a 3x3 grid - the middle position is empty - and the starting player takes the Guardian cards. All players choose their starting position at an ac-

cessible meadow or forest case edge.
Then you draft one Guardian card per round. Then all players reveal their card and can - in numeric order of the card - place three tokens per round on the board, according to the rules, or sacrifice them for terrain and implement the Guardian action of the Guardian card, too; the

order in which you do this is up to your choice.
One token is placed adjacent to another token, but not on Water, Mountain or Temple. A token that you sacrifice is placed on the joint sacrifice case on the victory point board. Terrain choices for token placement give you conditions for placement, costs in form of necessary sacrifices, options to move tokens or guardian actions. Those Guardian actions are take Talisman for starting player, move a board tile horizontally or vertically into the current gap, move a token, rotate a board tile or choose any of the options for movement of tile or token. After eight rounds, you score tokens on ruins, discovered temples for tokens on adjacent cases, depending on temple size, and majorities in sacrificed tokens, in relation to number of players. A pure optimization game on positions, interaction of terrain and the Guardian actions result in completely luck-free tactic and strategies for ruins and temples. ☑

EVALUATION

Placement, majorities
Users: With friends
Version: multi
Rules: de en es fi fr se
In-game text: no
Comments:
Abstract placement puzzle despite topic * Variable set-up, yet static gameplay * Careful moving of boards necessary to avoid pawn relocation

Compares to:
Kingdom Builder, placement games with scoring of positions and majorities

Other editions:
Currently none
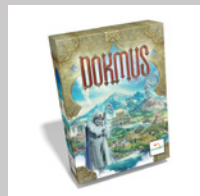
DONKEY DERBY
WHICH DONKEY WILL WIN

9↑

Donkey Racing - you try to place a bet - as early as you can - on three donkeys that might cross the finish line first - the earlier you place a correct bet, the more points you will earn.

All five donkeys are participating in the race, regardless of the number of players. You choose a person card and take the three betting markers of this color. During the game, betting rounds and race rounds alternate, the first round of the game is a betting round.

In a betting round, each player can place one of his betting markers, always onto the current top free case of a donkey color. Only one marker is possible on a case, but you can place several markers on the same donkey in different cases. In the first racing round, the starting player rolls the die and moves any donkey of his choice as many steps as indicated by the die; this is repeated until all donkey have entered the race. Then the next betting round follows and then the next player takes his turn to roll the die for the donkeys. After each roll, you must immediately move one donkey not yet moved and position it in a way that a clear difference is discernible between donkeys already moved and not yet moved.

In this way, betting and racing rounds alternate, until the first donkey crosses the finish line. Then you cannot bet anymore, but only roll dice for donkeys still on the track. When the third donkey has crossed the finish line, all betting markers for those donkeys are placed on the scoring cases accordingly and you win with the highest total of points. An ideal family game with simple rules and some tactic; a delightful new edition with nice components, offering lots of fun. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	9+	30+

Designer: Walter Müller
Artist: K. Franz, A. Resch
Price: ca. 25 Euro
Publisher: franjos 2016
www.franjos.de

EVALUATION

Race, bets
Users: For families
Version: multi
Rules: de en fr kr nl
In-game text: no

Comments:
New edition of Favoriten, 1989 * Streamlined rules for a quick, easy game * Alternation of bets and racing introduces some tactics

Compares to:
Favoriten and other race games with bets on the final ranking

Other editions:
Currently none

FANTAHZEE
HORDES & HEROES

Hordes of Monsters attack Devil's Burden, a town full of mystic and mysterious energy and citizens equally mystic and mysterious - Dwarf Artificers, Mages and Warriors. Players lead a troop of citizen heroes and must defeat the attacking monsters. Each hero brings his own special talents, defeated monsters provide treasures that can be activated for abilities when a hero is activated.

In your turn, you begin with an Action phase, in which you can play up to two heroes from your hand into your display, up to a maximum of five heroes in your display, and then you can play two action cards to roll more dice, re-roll dice, manipulate hero strength etc. Then follows the Dice phase, in which you roll five dice, can re-roll twice, and activate heroes with dice; some cards provide Steam to activate heroes without dice. Then you attack monsters with activated heroes and defeat them with equal or greater strength.

Attack values of monsters minus shield values of heroes determine damage for heroes. Treasures from defeated monsters are assigned to activated heroes. In the Horde phase an open monster destroys a town card, which is resolved. Then heroes take damage again as in the Dice Phase. As final phase of your turn you draw cards. When a total of three boss monsters have been defeated you win with most victory points from defeated monsters and other cards in your scoring stack.

Monster bashing as usual; access to the game is easy, the rules are quickly explained and all is doubly chance driven due to cards drawn and dice results. An expansion is announced; if it spices up the game, remains to be seen. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	14+	40+

Designer: Ryan Miller
Artist: Hause, Vorgia, Rowland
Price: ca. 30 Euro
Publisher: Alderac Entertainment 2016
www.alderac.com

EVALUATION

Cards, dice
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Familiar mechanisms * Very individual graphics * Quickly accessible

Compares to:
Card games with card activation

Other editions:
Currently none

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FLOTTI KAROTTI
WHERE IS BRUNO BROCCOLI?

Karotti, the much-loved cheerful carrot from Lotti Karotti, has invited her bunny rabbit friends to discover fruit and vegetable friends; bunnies need to move a lot for this and Karotti in her role as Flotti Karotti calls out the commands.

Fruit and vegetable friends are depicted on 16 round floor tiles, which show a green meadow on one side and a vegetable or fruit friend on the other side, and also four animal friends. Each player chooses a bunny and puts it into the hill with Karotti, the floor tiles are laid out, meadow side up, all over the room.

Karotti is switched on and plays music. When the music stops, Karotti names a friend that must be found. Whoever finds the friend, calls "got it", show the tile to all and replaces the friend face down. Then the finder goes to Karotti's hill and is rewarded with a carrot chip for his bunny. All other players gather round the hill, it would be best if they kneel, and the finder presses the big button. Karotti is happy that the friend was found and jumps out of the hill. Whoever manages to catch Karotti, is also rewarded with a carrot chip for his bunny.

When Karotti announces the end of the game, you win with most chips. In the solo version, there is a time limit for finding the current friend, otherwise game play follows the multiplayer variant.

Cute drawings, creative names, especially for the animal friends, who are a salad butterfly, a mushroom worm, a bell pepper snail and a tomato spider - plus lots of moving about when searching friends and catching Karotti; a lovely game for indoors and a dry outdoors that is also fun if you play alone. ☑

EVALUATION

Agility, reaction, memory
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Enchanting drawings * Creative names * Trains reaction and memory * Can be played outdoors, too

Compares to:
Agility games in general

Other editions:
Currently none

# GAME OF QUOTES
CRAZY COMBINATIONS

You combine quotations with a wrong source, in as funny a way as you can manage from the available selection. Players award stamp markers, worth one or two „Witzig" points for combinations they believe to be especially witty.

Each player begins with a hand of seven cards and a set of four stamp markers. In four rounds, you complete four slightly different tasks, all play simultaneously: 1. Replenish your hand to seven cards. 2. Make up combination of the round; always with handing on your hand of cards, and selecting of first quotation and then source or first source and then quote from your current hand or selecting of quotation or source and then writing down a source or a quotation that you create yourself. 3. All players in turn cite their combination of quotation and source, maybe citing the description of the source rather than the source itself. 4. Award stamp marker. During the round, you should take card to keep your source secret, as it is the punch line, for instance: "Please. Thank you! Or it goes bang! - The Borg" or „Reading to many books is detrimental - Maria Montessori" or „If I want to swipe a headline off the front page, I change my hairdo - Donald Trump". After four rounds, you add up your "Witzig" points and win with most points.

In the Fifties, those games combining two randomly drawn sentences were called "Everybody laughs" or something similar; sixty years later the idea is still cute and funny and has been varied exceedingly well in Game of Quotes by combining quotations and wrong sources. The fun can be extraordinary, but depends a little on the groups of players. ☑
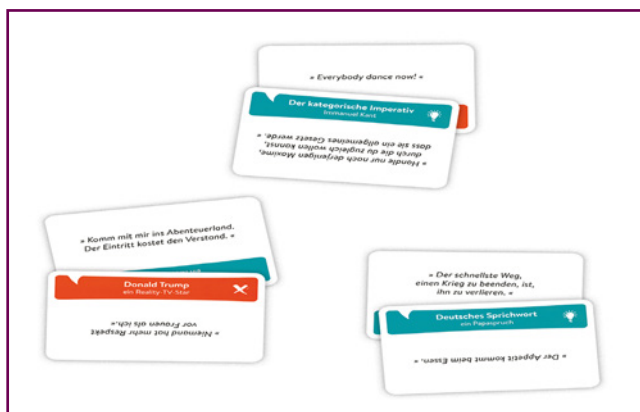
EVALUATION

Creative fun with words
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Series; Känguru * Very neat variation of a standard mechanism * Well chosen quotations and sources * Fun varies with the group

Compares to:
"Alles lacht" and other games combining statements

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

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GENTLEMAN'S DEAL
ACCEPT OR NOT?

As an influential citizen in a wealthy town you share earnings from a shady deal with other citizens and win at the end with most money. In each round, one player is the dealer who offers a deal on sharing money and accomplices with other players of his choice and keeps the undistributed rest. As one of the non-dealers of the round you rout for a bigger share.

Deal cards are stacked face-down, accomplices are laid out, gang cards are set out next to the accomplices. The active dealer takes the top deal card which tells him the sum of money and the symbol of available accomplices to share out. Then the turn of the dealer comprises three phases: 1. Offer - The dealer names the sum he wants to hand out and also what amount of money and which accomplice(s) he will give to players. The other players discuss this offer and place counter-offers, then the dealer makes one final offer. 2. Voting - all non-dealer players vote on accepting or rejecting the offer - you can add two votes to your vote by using an argument token. In case of a tie the offer is considered to be accepted. 3. Resolving - The dealer shows the deal card. When the offer was accepted, money and accomplices are handed out, accomplices should be used, as you lose them at the start of the next turn. If you did not receive money or accomplice, you get a Gang card for an additional vote in the next round. When the offer is rejected, the dealer goes to prison, he cannot vote next round, and the deal is cancelled. This is a quick cute game about clever offers and fast decisions, if necessary you need to limit discussion time. A nice filler game for large groups. ☑

EVALUATION

Share assigning, voting
Users: With friends
Version: multi
Rules: de en ru
In-game text: no
Comments:
Story nicely implemented
* Plays quickly when discussion is limited *
Well-working mechanism *
Good for larger groups
Compares to:
Booty and other games on assigning shares by one player
Other editions:
Gaga Games (ru)

HASTE WORTE?
JUBILÄUMSEDITION

Searching for words within a time limit, in this new edition, the Jubilee edition on occasion of the 20th Anniversary of the first edition, F.X. Schmid 1997. The new edition comes with 40 new cards, among them veto cards, double-point-cards as well as new handicap and task cards- On the board with a starting case and a track of 34 cases, the last 12 cases show an exclamation mark. You take a double-point card, a veto card and six betting cards of values 1 to 6. Players agree on a number between 1 and 10 for the game. A game master reads out the corresponding task from a card - once in the game you can veto a task with your card. Then all players note as many suitable words for the task as they can. When time has run out, you bet with a number card on how many words you will be able to read out in your turn. The player with the lowest bet starts and reads only as many words as he has bet. All others cross out a word they have noted when it is read out. If you managed to read out the number of words you bet, you advance your marker accordingly. Once in the game you can use the double-point-cards and move double the steps if you meet your bet. When the marker of the player in the lead sits on an exclamation mark, he gets a handicap for the round, for instance "only words of less than six letters". The first at the finish wins.

20 years old and not dated at all, on the contrary, still very modern and very, very good! The betting mechanism offers some tactics, of course you choose words to read out that others might have noted as well. Well-working standard mechanisms, with a nice twist added to make it lively! ☑

EVALUATION

Word search
Users: With friends
Version: de
Rules: de
In-game text: yes
Comments:
New edition for 20th Anniversary of the first edition at F.X. Schmid * New terms, new cards * Attractive scoring mechanism
Compares to:
All word finding games on topics and categories
Other editions:
Currently none

HIGH 5
VAMPS OR FATA MORGANA

60 cards give you topics or categories, for which you need to find five suitable words, this time, however, you do not need to be especially creative, but should strive to correlate with other players.

Cards are shuffled and stacked face-down. The announcer of the first round draws the top card, decides on one of the

two topics and reads the topic to all players - not the two bonus words! - and turns over the timer. Now all players, including the announcer, write down five words suitable for the topic. You cannot write down synonyms and not the the same word in varying combinations, either.

When the timer has run out, players in turn read out their list

and pause after each word. All players, who also did write down this word, raise their hand and score one point for each raised had. If you are alone with a word, you only score one point for it. Synonyms like couch and sofa are considered to be the same word for scoring purposes. A player who - with the exception of the announcer who saw them on the card - did write down one of the Bonus words on the card scores 3 or 5 points bonus. For the topic of Vamps, for instance, the bonus words are Wooden Stake and Holy Water, for Fata Morgana Beduin Tent and Shadow. For topics like *Mine* on sobriquets for your car or *No, thank you* on bad ideas for gifts are a challenge as regards to the bonus words!

If everybody was announcer once or twice, you win with most points.

How come, categories and words for categories again ...? Yes, and it is fun, the turn-around in the scoring with points for correlation and the bonus words are a nice, well-working version. ☑

EVALUATION

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

Comments:
Variant of a standard mechanism * Very clever categories * Bonus words are a nice detail

Compares to:
All games to find words for categories

Other editions:
Currently none

IM SCHATTEN DES THRONS
BARD, KING, GENERAL ....

8↑

Four secret organizations want to rule the Old Kingdom and control courtiers. There are nine cards each for nine characters and a game-end card to begin the discard pile.

The active player turns up maximum five cards, one by one, and decides after each card if he wants to continue or to collect the revealed cards or to swap

them. When the last revealed card has, or gets - due to use of a card ability - the same value as the previously drawn card, the active player can destroy a card of another player or even of himself. When you draw a card of higher value than the previously drawn card, your turn ends instantly and you discard all cards drawn so far. When the

draw pile is empty, you shuffle the discard pile with the game-end card for a new draw pile.

If you want to collect cards, you place all revealed cards on the table, sorted by type, maximum five types of cards and maximum five cards per type, surplus cards are discarded. If you want to swap, you give all revealed cards to another player and take one of his from the table. Special abilities of cards - Manipulative, Protective and Prohibitive - can be used, if you hold the majority in this type. Manipulative changes card values, Protective reduces loss of cards from swapping or destruction, Prohibitive - from King and Queen - relate to swapping and destruction in relation to the number of Kings and Queens in the stacks of the active player. When the game-end card appears, you score stacks of two or more cards and win with most points.

Simple basic mechanisms with a bit of tactic in using the card abilities, basically set collecting with Stop or Go! ☑

EVALUATION

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

Comments:
Attractive design * Simple basic mechanisms * Special abilities of cards are nice details * High chance factor

Compares to:
Set collecting games with special card functions

Other editions:
IGames / 2Geeks (en, ua)

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IMPERIAL SETTLERS AZTECS
THE GLORY OF THE GODS

The Aztecs add Religion and a certain risk element to the basic mechanisms of Imperial Settlers. The game features 110 cards - 60 Aztec cards, 10 Barbarians cards, 10 Egypt cards, 10 Japan cards, 10 Romans cards and 10 Atlantean cards - providing the gods for the various pantheons - as well as Blessings markers and Statue markers as well as a Faction board with a Faction marker. When you assemble your deck, you handle some of the cards like regular faction cards, and others as if they originated from one of the previously published expansions, those cards are marked accordingly. The rules come with instructions on how to construct an open deck and how to construct a tournament deck.

New features for the game are Blessings markers a new goods and orange for a card color. New mechanisms are: 1) Blessings in assorted colors - each faction can only hold one marker per color. The tri-colored blessings marker is generated by the Aztec faction board and an only be used by the Aztec player. You can use any of its three colors for a Prayer action, but only one color for an action! 2) Prayers - they are a new action, always linked to a game phase or a condition or an action; for an action, you pay the action cost. You can play a Prayer without using Blessing markers or with Blessings markers; if you use a Blessing marker or markers, they count as a card of that color and you draw no cards for the prayer and keep the marker(s).

Religion was an element that was missing in the imperial tools, Blessings and Prayers are clever mechanisms; fund and options become more varied and a tad more interesting - those Aztecs do really enrich the game! ☑

EVALUATION

Development, Empire building
Users: With friends
Version: en
Rules: de en es it pl
In-game text: yes

Comments:
Clever new mechanisms *
Religion as a new feature *
Flexible tactics are necessary

Compares to:
All development games with an Empire topic, asymmetrical card games

Other editions:
Pegasus (de), Edge Entertainment (es), Asterion (it) Portal (pl)

KAKERLAKEN DUELL
GREEN MOVES THE COCKROACH

👥 8↑

You want to entice a cockroach to your side of the board, for whatever reason, and they approach if you uncover „green". A board of four columns shows seven rows for cockroach movement and one row at each end with for marked cases for placing tiles.

Four cockroaches begin on the middle one of seven rows, players play the roles of Bluffer and Guesser in alternate turns. The Bluffer places three tiles, marked green, and one tile, marked red, on his placement row, face-down, muddle-up maneuvers are allowed and desirable. Then the Guesser reveals tile after tile: For each green one he moves the cockroach in this column one step towards himself. Revealing the red tile stops the turn immediately, the cockroach in this column does not move. Then the Bluffer moves cockroaches in columns with a face-down tile one step towards himself. If you manage to move a cockroach on a case of your placement row, you win. In the Kakerlaken Duell Royal version, the Bluffer also uses the Royal tile and marks one of the cockroaches as Queen by putting the Royal tile on it. If a green tile is revealed in the Queen's column, she moves two cases towards the Guesser. If the tile revealed in her column is red, she moves one step towards the Bluffer; if the Guesser reveals the red tile in another column, the Queen moves two steps towards the bluffer. In both cases, the Bluffer then moves cockroaches as usual for remaining face-down tiles.

Cockroaches not on cards, but crawling on the board! Not yuk, but yum! The movement mechanism is simple and easily explained, the fun comes from the allowed and desirable distraction maneuvers. ☑

EVALUATION

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

Comments:
Part of the Kakerlaken / Cockroach series * First placement game of the series

Compares to:
En Garde and games with reaching a goal by meeting a demand

Other editions:
Currently none

KODAMA
THE TREE SPIRITS

14↑

As caretakers, we need to keep the forest healthy and lush for the Kodama, the tree spirits. In three cultivation periods, you cultivate your tree, with the right mixture of flowers, insects and branch arrangements, to keep your Kodama as happy as you can. Each Kodama card tells you what makes the spirit happy. There are trunk cards, branch cards, Kodama cards, Kodama Sprout cards and Decree cards with additional rules for the cultivation periods of Spring, Summer and Fall.

You begin with a trunk card at the edge of the table and four Kodama cards in hand, four branch cards are on display. Each season comprises a Decree phase, a Growing phase and a Kodama Phase. First you announce the Decree of the period for branch arrangements. In the Growing phase, all take turns to place a branch card from the display into their tree, bark to branch, long or short edge and even out of alignment, but only adjacent to one more card and not covering features of the adjacent card. Each card is instantly scored for all features in a continuous, uninterrupted line and you cannot place it if you would score more than 10 points per turn for features. Finally, you add a branch card to the display. When all players have placed four cards, you choose one of your four Kodama cards and score it. After three such rounds you win with most points. The game also features a set of Kodama Sprout Cards for use in games with younger children. Kodama is a very beautiful and nice family game; the age limit is much too high; the game only demands careful checking when placing cards and scoring cards; the easier Kodama cards are an attractive addition. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	14+	45+

Designer: Daniel Solis
Artist: K. Moriya, S. Hartman
Price: ca. 24 Euro
Publisher: Indie Board & Cards 2016
www.indieboardsandcards.com

EVALUATION

Arranging cards for points
Users: For families
Version: en
Rules: en fr
In-game text: yes

Comments:
Very attractive design * Simple basic rules * Some diligence needed when placing Cards * Comes with a set of cards for younger players

Compares to:
Placement games with continuing patterns and irregular display

Other editions:
Capsicum (fr), Devir (es, announced), Kosmos (de, announced)

KROSMASTER ARENA 2.0
A NEW ADVENTURE BEGINS!

It began in the Krosmaster Arena with a fantasy adventure in a table-top with individual, very unusual and lovingly designed miniatures - warriors from DOFUS versus warriors from WAKFU. You use movement points and action points according to character cards and also the joint Kamas of your team for movement, casting spells, demonic rewards, winning-coins and other options. A character is eliminated if it has accrued as many damage points as he has life points.

The edition Krosmaster Arena 2.0 is a revised new edition of Krosmaster Arena in a new graphic design, featuring new miniatures, components and game boards. Arena 2.0 comes with eight exclusive miniatures – Julith, Jahash, Khan Karkass, Marline, Bakara and Lilotte plus alternate versions of Maunzopi and Joris, which are only available in this set. There is also an introduction for newcomers on how to assemble a team. The rules provide the currently valid rules which have been revised and evolved, compared to the previous edition, including training sequences in which rule details are presented. You begin with „Jahrmarkt der Lukashauer" and learn about game rounds, character movement and fisticuff attacks. „Mein erster Zauber" introduces attack spell and powers, and so on. You still need to take out opposing characters and win, if you are the only one still owning Gewinngroschen or are the only one with Krosmasters in the game.

As already said for Arena, its standard tabletop mechanism, however, there are those incredibly attractive, detailed and lovingly created character miniatures that are irresistible - they simply entice you accompany them into the Arena! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2, 4	12+	60+

Designer: Matthieu Berthier
Artist: A. Papet, E. Guiton
Price: ca. 60 Euro
Publisher: Pegasus Spiele 2016
www.pegasus.de

EVALUATION

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

Comments:
Fantastic components, somewhere between Manga and Munchkin * Highly stimulative nature * Easy access * Standard tabletop mechanisms

Compares to:
All Krosmaster editions

Other editions:
CMON (en)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

LUTHER DAS SPIEL
FROM EISLEBEN TO WITTENBERG

10+

Traveling in Luther's tracks, to his places of work and to his companions, and working on the big Luther picture by Master Lucas Cranach!

All begin their journey in Eisleben, Luther's birth place, with two provision cards. Five out of 20 covers on the Luther portrait are removed and locations on the plan carry companion portraits.

In a round, all choose a pair of provision card and take, for bread or cheese, a corresponding special card. Then players are active in turn: Special cards for events are resolved and then you have any number of actions in any order, but each type only once: 1. Travel up to three stages and pay with provision, mark half the cost as experience points and take a companion portrait, if available. 2. Play a Luther card with a word still on a Luther portrait cover and remove this cover and then score for open portrait parts in row or column of the removed cover. 3. Play an advantage card and resolve it. 4. Discard Luther or advantage cards and draw provision cards instead, but without special cards for bread or cheese. When all players had their turn, you reveal "Cranach malt" tiles until a word appears that is still on the Luther portrait, and remove this cover tile. When the Luther portrait is complete, you score, in one additional round, for companion portraits and sets of them, for the majority in Luther portraits and remaining cards and provisions.

A beautiful game, a game that implements the topic exceedingly well, using familiar mechanisms to travel through Luther's life; the brochure informs on the various locations and companions whose portraits you collect on the way. ☑

EVALUATION

Set collecting
Users: For families
Version: de
Rules: de
In-game text: yes
Comments:
Very nice components *
Informative brochure *
Standard mechanisms *
Very good for those interested in the topic

Compares to:
Travel games with stages' costs and collecting

Other editions:
Currently none

PAPA PAOLO
PIZZA PRONTO, PRONTO

Pizzaiolo Papa Paolo is unhappy about the growing importance of French Fries and looks for helpers to counteract this. As a small pizza baker, you want to become Papa Paolo's successor and must complete seven phases in a game round.

The board with city tiles and investment tiles plus pizzerias is prepared and you receive an experience board, pizzas, experience markers and meeples of your color as well as a starting-tile for your neighborhood plus three starting pizzas.

First, you choose a city tile on the board and put a meeple on it. Then you either take the tile off the board and add it correctly to your neighborhood, or you implement one of the available actions in row or column of your meeple location - find an investor, buy ingredients, express delivery or build a pizzeria. When all players have placed four meeples, you receive money for meeple majorities in row or column. Money is then, in the bid phase, used to acquire investment tiles or delivery tiles. An investment tile is then activated, you can discard it and take shares or place it next to your experience board and advance the experience marker to gain experience. Finally, pizzas are delivered, in the amount and over the distance stated by the delivery tile, and experience is processed. After the delivery phase of Round Five, you score victory points for delivered pizzas and experience and penalties for undelivered pizzas.

This is a game which implements the topic very convincingly; be it acquiring customers in the neighborhood with city tiles, or finding money or be it quick delivery, the mechanisms interact harmoniously and fluently with each other. ☑

EVALUATION

Worker placement
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no
Comments:
Topic exemplarily implemented * Mechanism interact elegantly * Good also for families with some gaming experience

Compares to:
Worker placement games

Other editions:
Currently none

ROBBI, TOBBI UND DAS FLIEWATÜÜT
DIE ROBOTERPRÜFUNG

A thematical spin-off from the children's book of the same name. Again, players must pass the robot exam by finding mysterious hidden locations and, this time, also persons.

The task cards are stacked face-down, and the four cards for the cardinal directions are laid out in a square with enough distance between them. Then you place three open-faced direction cards next to each cardinal direction card, as shown in the rules. All take a good look at the target cards, and after about a minute you turn them over.

The active player reveals a task card and, hopefully, knows where the person or location can be found. He starts the Fliewatüüt spinner top and directs it with the long arm of Robbi the Robot to the face-down target card where he supposes the target to be hidden. When the spinner top reaches and touches the target card or even spins on top of it, you may turn over this target card. If the spinner top reaches or touches the cardinal direction card or spins on top of it, you may turn over any one of the three target cards. If you have found the wanted target, you take the task card. If the spinner top stops its movement on the way or if you turned over a wrong target card, you put the task card back to the bottom of the stack. When all 12 task cards have been played, and taken, you win with most task cards.

With this „small" game, which is a spin-off from the book, Kai Haferkamp has perfectly caught the flair of the book; the spinner top is a wonderful embodiment of the Fliewatüüt. The mechanism is again simple, a nice mix of memory and dexterity, in analogy to the "big" game, and yet completely different and as attractive! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	6+	30+

Designer: Kai Haferkamp
Artist: S. Kondirolli, f. gmbh
Price: ca. 15 Euro
Publisher: HUCH! & friends 2017
www.hutter-trade.com

EVALUATION

Dexterity, memo
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Spin-off as regards to topic * Completely different mechanism * Mechanism suits the topic well

Compares to:
Games needing dexterity to arrive at a target

Other editions:
Currently none

ROBBI, TOBBI UND DAS FLIEWATÜÜT
A JOURNEY AROUND THE WORLD

Game based on the book of the same name by Boy Lornsen. Robbi and Tobbi must solve difficult tasks to pass the robot exam; they must find three mysterious locations and arrive there first with their Fliewatüüt. The board shows locations and colored tracks where the Fliewatüüt can fly (red), swim (blue) or drive (green).

Each player has his Fliewatüüt on the map - his right neighbor determines the starting location - and has a cockpit + raspberry juice indicator for driving, swimming or flying. Three locations are on display and you use the side with or without text, depending on reading abilities of all players, who consider for themselves which target they want to reach to complete the task. Then you take your cockpit, shake the marbles out of the indicators and then you try to move marbles into the respective indicators - if possible, in a way that you can use the necessary track laps - and mark the result in your cockpit indicators. The more marbles in an indicator, the further you can move - for each marble in an indicator for air, water or road you may move the Fliewatüüt by one track segment, in any order of your choice. A location can hold more than one Fliewatüüt. Marbles that you cannot use are forfeit. If you reach a target, you take the card and replace it from stock. Whoever holds three cards, wins at the end of the round.

Kai Haferkamp is a guarantee for enchanting transformations of children's books into games, and he has done it again for Fliewatüüt. The mechanism is simple, but needs good planning and good hand-eye-coordination, and the selection of the starting location even introduces some tactic. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	6+	30+

Designer: Kai Haferkamp
Artist: S. Kondirolli, f. gmbh
Price: ca. 30 Euro
Publisher: HUCH! & friends 2016
www.hutter-trade.com

EVALUATION

Move marker, dexterity
Users: For children
Version: de
Rules: de
In-game text: yes

Comments:
Based on the book by Boy Lornsen * Felicitous implementation * Simple mechanism * Trains planning and hand-eye-coordination * Use of task cards with or without text

Compares to:
Games based on books for children

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

SCOTLAND YARD THE CARD GAME

WHO IS MISTER X?

9↑

Detectives are again chasing Mister X, but Mister X is always the player who currently holds the Mister X card.

Action cards 1-3 are displayed openly in a row, above them you place Magnifying Glass cards 1-3 and reveal the first one. Then the number of tickets is adjusted to the number of players and the deck is prepared including Blank tickets and Mister X card as stated in the rules; three tickets are - in adjacent sequence - beneath the action cards 1-3.

A player turn has three steps: 1. Draw a ticket; 2. Play a ticket underneath an action card, higher than the previous ticket there and lower than the ticket on the stack to the right. 3. Resolve action of the action card above the newly placed ticket; general player actions are: *Draw Ticket*, *Verhör* - you turn over a Magnifying Glass card; when all are revealed, you check the hand of one player for the Mister X card; if you find it, Mister X must discard three cards. Manhunt - You draw a card from any player. Some actions give bonuses for tickets of the same color. Mister X can use a Black Ticket to use the Mister X action, thereby revealing his identity - *Feint*, *Equipment* or *Go into Hiding*, for this each player put down a face-down cards, cards are shuffled and re-distributed, thus the Mister X role changes player. Detectives can confer and win, when Mister X must give away his card for Verhör or Manhunt. Mister X wins, when detectives run out of ticket cards.

Scotland Yard as we know and love it, reimplemented as a fast card game with attractive options for Mister X and the detectives. Lots of fun to play! ☑

EVALUATION

Deduction, cards
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Well-done card implementation of the board game * Changing Mister X identity offers challenging options * Detectives must cooperate cleverly

Compares to:
Scotland Yard for topic, deduction games

Other editions:
Currently none

SOL

TREASURES IN TEMPLES

👥

A forgotten island, rumored to be full of treasures, its three levels entice to search and plunder. Players form two teams - adventurers and conquistadors - and each team selects between three and four characters out of seven; then each player chooses one character, with abilities for movement, fight and search, room for two or three items and a special ability. Left-over characters are jointly played by all team members. Temple and search tokens are laid out on the board.

Then, all members of one team do a turn, then all members of the other team. Each character has movement points and search points. Movement on the same level or to a lower level costs one point, movement to a higher level one more point per level. You can attack a member of the opposing team on the same case; the totals of swords on character sheets, used tokens used and team die result decides the outcome. If you enter a case with a search marker, you can pay a search point and look at it and then take it or resolve it immediately. Gold tokens enter clue cards into the game; when the 7th clue card is played, the statue has been found and can be taken by a player on the same case and transferred to other team members, too. If you lose a fight, you lose the treasure. Whoever owns the statue at the begin of his turn and can access a team dock, wins.

WOW, what a beautiful game. The island tiers are sensational, the graphic beautiful and the symbols become clear very soon. Mechanisms are rather simple, there are lots of communication and lots of luck, too; the rating "with friends" is more based on the number of players, the game is also good for families with some gaming experience. ☑

EVALUATION

Adventure, action points
Users: With friends
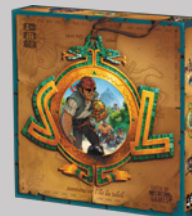Version: fr
Rules: en fr
In-game text: yes

Comments:
Sensational components * Assembling necessary before the first game * Good for families with game-experience * Easily accessible game

Compares to:
Adventure games with team communication

Other editions:
Currently none

STAR WARS
DAS GROSSE LICHTSCHWERT-DUELL

`8↑`

Jedi-Ritter and Sith-Lords in the duel of light sabers! You are dealt three cards from the mixed stack of 32 Jedi and 32 Sith cards. The duel station is set out ready. In your turn you draw a card, check your hand of cards for a combination - three identical or three different Jedi or Sith cards - and discard a card on your discard stack.

With a combination, you can challenge another player to a duel, he must have a card of the opposite faction on his discard pile - with a Sith combination you challenge a player with a Jedi card on the discard pile, and vice versa. The challenged player must accept the challenge. Both players place their light saber - green for Jedi, red

for Sith - in the corresponding opening of the duel station and the station is switched on. When the blue light disappears, both players must pull their light saber out of the station as quickly as they can; whoever is fasted, wins the duel and the duel station shows the light color of the winner. The winner takes the combination that was played and also the discard pile of the loser; those cards are set aside as safe winning points. When all cards have been taken, you win with most cards.

In a variant, you search for a card, whoever holds it and plays it, may challenge someone to a duel. In another variant, you look for pairs in a hidden display; if you find a pair, you challenge your left neighbor to a duel.

A nice interpretation of the duels from Star Wars films, the game unit is elaborate, but easy to use; quick reactions are necessary and a bit tactic - can you best the player who already won most cards? He has demonstrated that he reacts fast! ☑

EVALUATION

Card collecting, reaction
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Sumptuous game unit * Familiar characters * Reaction central element besides collecting cards

Compares to:
Reaction games with collecting other components

Other editions:
Currently none

STAR WARS UBONGO
DAS ERWACHEN DER MACHT

`👥` `8↑`

Two classics in their category have found each other, Star Wars for a topic and Ubongo providing the mechanism. Characters from the film „Das Erwachen der Macht" - among them Rey, BB-8, Chewbacca, Finn, Peo, Kylo Ren, or Captain Phasma - are depicted on the 12 tiles which every player receives for a game; each of those 12 parts has a different

shape and always consists of an arrangement of four, five or six squares.

At the start of the game players decide if they want to play the easy side of the puzzle boards using three tiles, or the more difficult side of the puzzle boards, using four tiles each. At the start of the round you receive such a puzzle board; then a die is rolled

to decide if you use the Light or the Dark Side of the Force to solve the puzzle. You select the parts depicted next to the dice symbol on the puzzle board and fill the are with them as quickly as you can; tiles can be rotated or turned over. To solve the puzzle correctly you must fill the are completely, without gab and without parts overreaching the area. Whoever finishes first, advances his space ship on the scoring board by as many steps as there are players, each of the subsequently finishing players moves one step less. If nobody finishes within the runtime of the timer, the timer is turned over again. After seven rounds, you win in first position on the scoring board. In a variant, you remove two tiles from your set and can then use all remaining parts. You must, however, use them in a way that at least one tile shows the Light Side and one the Dark side of the Force.

Ubongo is good, Star Wars is good, Star Wars Ubongo is excellent! ☑

EVALUATION

Tile placement, license topic
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Familiar basic mechanism * Nice, theme-related details * Especially suited to Star Wars fans

Compares to:
All editions of Ubongo

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

TAVERN'S TALES
HIRE HEROES FOR QUESTS

As rich, bored noblemen you are looking for adventures and want to hire a few heroes at the Tavern to assist you. There are individual card stacks for 15 heroes, icons on cards vary, and quest cards providing prestige points when completed. A quest card per player + 1 are laid out and each player draws one card from three given hero stacks for his starting hand. You have one turn per round and a turn comprises several steps. 1, You pick up your card display, aka your party, from the table if you have no cards in hand. 2. Then you have two actions - play a hero "ready" on the table into your party and use his abilities or play a hero "exhausted" face-down into the party, which allows you to then either recruit a hero or complete a quest. To recruit a hero, you turn over to "exhausted" the number of cards in your party necessary to meet the recruiting costs of your intended hero, and then take the hero from his stack into your hand. If you complete a quest, you turn over cards in your party to "exhausted" according to terrain and other demands of the quest. 3. Play a set of identical cards to use one character that many times. After nine such rounds, you win with most points from quests, heroes in hand and prestige of heroes in relation to completed quests. Tavern's Tales provides an interesting variant of deck building, without chance in your own deck; it is not an intuitive mechanism, you need long-term planning and - ! - one hero is absolutely necessary in your deck, the game gets imbalanced if you miss out on recruiting him at the beginning. A deck building version, in any case, that you should try. ☑

TEMBO
GNUS ÜBERQUEREN DEN MARA

8↑

Gnus, zebras and antelopes, 42 animals altogether, need the help of elephants to cross the Mara River, protecting them against lions and crocodiles lying in wait at the crossings.
Each of the ungulate cards shows the victory points which it gives a player after a successful river crossing; the corner of the card shows a number between 1 and 42. In addition to the ungulates there are seven elephants, three lions, six crocodiles and a super-crocodile. All cards are shuffled, each player is dealt five cards and takes 10 marker cubes of a color. If you got a lion, you return it and draw another card. Then the remaining cards are shuffled and five are displayed, face-down, as river crossings.
The active player plays an ungulate, an elephant or a crocodile and then draws a card; an ungulate is played openly next to a crossing and marked with a cube; the number of the second and any additional ungulate at a crossing must be higher than the previous one. An elephant takes all animals at a crossing (minimum three) to the other side; you take your marked animals for victory points; a crocodile eats the first animal at the crossing or all animals of the type depicted on the crocodile card; the super-crocodile eats all animals at the crossing. If you draw a lion you play it immediately, it eats all animals at the crossing and then blocks the crossing. When no-one can play a card, you score animals you did collect.
Tembo is a very nice little card game for families or beginners, with amazing illustrations and is based on a real yearly event in Africa. Perfect family entertainment with simple rules! ☑

TERMITY
COLONIES FIGHT FOR MOUNDS

You represent a colony of termites, defend your mounds and want to conquer opposing and neutral mounds. Units of a colony are: Workers - most frequent type, range 2, strength 1. SOLDIER - Range 1, strength 2, specialty Strong Grip, attacked units cannot retreat. SPITTER - Range 1, strength 1, specialty is attack over 2 hexes from vegeta-tion, +1 strength. Flyer - Range 3, strength 1, specialty is flying over opposing units.

Colony characteristics: BLUE - based on workers, fastest. RED - based on soldiers, break through any defense. YELLOW - based on spitters for ranged attacks. GREY - based on flyers, unexpected attacks. Terrain types are CLEAR, WATER for flyers only, VEGETATION and STONES. Stones enhance the defense of an attacked unit by 1, only workers and flyers can enter Stones, for 2 or 1 movement point.

A player turn has two phases - Reproduction with placement of one out of three markers from your hand and movement for one unit, which can pass through your own units. When strength + support - all units on hexes adjacent to the target, Spitters over two hexes - are higher then that of an opposing unit in your target hex, you can move there and attack: A soldier defeats all units; an attacked mound goes off the board with the attacking unit, attacker and defeated place a mound.

If nobody has markers to place, you win with the highest total from conquered mounds + your mounds on the board + mounds not yet played.

Termity is a challenging and thrilling placement game, thematically interesting, without any chance element, tactical and strategic; in a game of four the board gets tight! ☑

EVALUATION

Placement, attack
Users: With friends
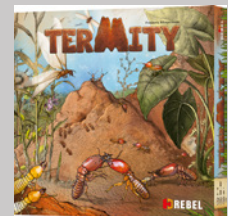Version: multi
Rules: en pl
In-game text: no

Comments:
Topic and mechanism go well together * No element of chance * Pretty mounds * Special board for a two-player game

Compares to:
Placement games with area conflicts

Other editions:
Currently none

TIMEBOMB II
BOMBS, VETERANS AND HIDE-OUTS

TimeBomb II is the sequel to TimeBomb, a deduction game in which you had to deactivate a bomb. In TimeBomb II the SWAT team has deactivated the bomb and has received information on a terrorist hideout that needs to be taken by storm.

There are 7 building cards, comprising 3x Dummy, 3x Hide-Out and 1x Boom; 24 Troop cards comprise 16x SWAT, 4x SWAT Veteran and 2x Terrorist Bomb x1 and 2x Terrorist Bomb x2; there are also 6 Role cards for 4 SWATs and 2 Terrorists and one Transceiver card.

From SWAT und SWAT Veteran cards as well as Terrorist cards and Bomb cards, you form different sets according to template, always as many sets as there are players. Sets are shuffled separately and assigned secretly, so that each player knows only his role as SWAT or terrorist. In analogy, Building cards are prepared and laid out face-down in front of players and on the table, you look at your building.

The active player chooses a troop card from his hand and adds it to a face-down building; when four cards are at a building, it is stormed - troop cards are revealed and their bomb value is determined: Value 0 - the building is revealed; value 1-2 - Storming failed, troops are discarded; value 3+ - explosion, the building is revealed and troops are discarded. A revealed building is checked for hide-out: is it found or all four buildings are revealed, the SWAT team wins; when Boom is revealed or an explosion happens, the terrorists win.

A well-done sequel, with more emphasis on topic and thus more mechanisms and somewhat more complex game play, less abstract compared to TimeBomb. However, again a clever, interesting game of deduction. ☑

EVALUATION

Deduction
Users: With friends
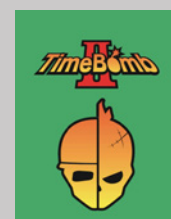Version: jp
Rules: de en fr jp
In-game text: no

Comments:
Sequel to TimeBomb * Thematically more intensive * More varied mechanisms * Game flow somewhat more complex

Compares to:
TimeBomb and other deduction games

Other editions:
New Board Game Party (multi - de en fr)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

TOP THAT
COIN AND RABBIT IN THE TOP HAT

6↑

Magic tricks for all the family! You build a stack of items familiar from magic tricks on a stage - will you manage to make the white rabbit disappear from time to time?

Each player receives one magical set, comprising one black top hat, one red cup, one orange pipe, one green coin and one white rabbit.

Furthermore, the game com-prises 55 card showing images of those items.

The top card of the stack is re-vealed for a round, all players try simultaneously to arrange all or some of the items in a stack. The stacking must be done adhering to several rules:

Items that are depicted in their color must be visible - items de-picted in grey must be hidden within other items - items not depicted on a card must be set aside, they cannot be in the stack either visible or invisible. Hidden means that the item is not vis-ible if you view the stack from the front side, that is, from the point of view of the player who built the stack. When viewed from the side, an item may be partly vis-ible.

If you think that your stack is cor-rectly build, you call "top that". Then you control the stack, if the task is completed correctly. If yes, you receive the task card. If you made a mistake, you are out of play for the round and another player has the chance to call "top that". If you collect five task cards first, you win the game. Players can agree on other end-of-game / winning conditions. In an ad-vanced version, you are not al-lowed to hide items in items that are ringed with stars.

Simple, but not always easy. Some tasks demand quite some thinking about the arrangements as well as speed; the game is mar-velous practice for spatial think-ing. ☑

EVALUATION

Dexterity, stacking
Users: For families
Version: de
Rules: de en es fr it pl pt ru
In-game text: no

Comments:
Simple rules * Some challenging tasks * Good practice for spatial thinking

Compares to:
Stacking games with templates

Other editions:
Blue Orange (en, es, fr, it pt, ru), Foxgames (pl), Lúdilo (es)

TORRETA
CHALLENGE FOR BUILDERS!

4↑

Torreta tries to find the most dili-gent builder - the game features building blocks in five colors and also in five shapes; blocks of the same shapes come in dif-ferent colors, but all blocks of a color show the same number of dice pips. There are thick and thin disks of varying sizes, and thick and thin cylinders, also of varying heights.

The aim of the game is simple, you need to construct the big-gest stack with those blocks and can play either with the color or the pip dice. If you play with the pip dice, the result and the game are entirely chance-driven, as you have to stack the block selected by the die. If you use the color die, you can try first tactical consideration and decide if you take the thin or thick orange cylinder or if one of the orange disks would be better.

You take a block as rolled and add it to your own stack. If you topple your stack, you have ei-ther lost the round and all play a new round or you can give back all your blocks and start again. If you play with the num-ber die, the Six is a joker and you can choose a block; in case of the color die, White is the joker. When the last block of a color or number has been used, you win if you have the highest stack.

A new edition in an attractive tin, and again and still an ex-ceedingly simple game that pro-vides a lot of practice for many abilities and skills - a first pattern recognition for numbers, train-ing of hand-eye coordination and also of spatial thinking and assessing of equilibrium - when using long narrow blocks my stack will certainly get higher, but will I manage to place the long, narrow block safely on my stack? ☑

EVALUATION

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

Comments:
Simple rules * Practice for many abilities * First tactical considerations with the color die

Compares to:
Torreta, Bausack and other stacking games

Other editions:
Currently none

TURN-A-ROUND
CIRCLE IN FRONT, DOT ON THE BACK

5↑

All player shed cards simultaneously and try to have the maximum possible cards of their own color visible on the table, but can never place their own color on top of their own color. Cards in the game show a shape oi front in a color, the card's color is determined with a bar at the sides, and the back side of the card shows a number of spots in a different color.

You hold 16 cards of your color and then you either place any card any way on the table as a single card or place color on identical color or shape on identical shape or spots on the same number of spots. You are also allowed to relocate your own card, if it is the top one on the stack. When someone has placed all his cards, the stacks are controlled for correct placement. Then the winner among the correct players is whoever has most own cards visible, but does not have more than five single cards in this majority.

In a game for two players you play with two colors and can put those two colors on top of each other.

In the CLASSIC variant for players ages 6+ you start a stack with a card on the table and players can only shed on those stacks, you cannot place single cards on the table.

In the KIDS version for players ages 5+, you play always on your own stack and thus always on your own color. The winner is the fastest players, when all cards are correct, or the player with most correctly placed cards.

A quick and fairly easy game, all you need is to take a close look and react quickly before someone else covers a suitable card. Not only a good game for children, but also an equally good family game, especially in the CLASSIC variant. ☑

EVALUATION

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

Comments:
Plain design * Easy rules
* Trains reaction and observation * Good family game, too

Compares to:
Reaction and shedding games on colors, numbers & shapes

Other editions:
Currently none

TZAAR
TRIOS OF TOTTS, TZARRAS UND TZAARS

Game #2 in the GIPF project of seven games - Gipf, Tzaar, Zertz, Dvonn, Pünct, Yinsh and Lyngk. Originally, Tzaar was not part of the GIOPF project, published by Don & C, but Tamsk. However, designer Kris Burm believed that Tamsk did not really fit, so he replaced Tamsk with Tzaar. The game features 30 discs per players, each set comprises three types of discs: 6 Tzaars, 9 Tzarras and 15 Totts; you must always have at least one disc of each type on the board.

In your turn, you must first, as first part of the turn, defeat an opposing disc or stack and then, in part two, choose either to defeat a second piece or stack, or to strengthen one of your own discs or stacks or to pass. You defeat a disc or stack, always only of identical or lesser strength, in an adjacent case or a case that you can reach in a direct free line, by moving one of your discs or stacks to that case.

To strengthen a disc or stack, you move one of your discs in a straight line to one of your discs or stacks and put it on top. For the rule of "always have a triplet on the board", only the top piece in a stack is considered. It is important that for moving or defeating, a stack is a unit, the height only counts in comparisons of strength to determine which stack defeats which. If you defeat the last opposing piece of a type or force your opponent into a position from where he cannot defeat, you win.

That simple, so ingenious and eternally fascinating - Tzaar marvelously fits the GIPF project, you have lots of options and must keep an eye on the Triplet rule, as not to defeat yourself by an unnecessary strengthening of one of your discs or stacks. ☑

EVALUATION

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

Comments:
Game #2 in the GIPF projects * Attractive, classy components * Enormous in-game depth from few, simple rules

Compares to:
Other games in the GIPF project, abstract placement games for two

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

www.gamesjournal.at

UNICORNUS KNIGHTS
PRINCESS AND ARMY VERSUS CONQUERORS

A defeated princess and her troops fight a superior army of Imperial conquerors to free her kingdom. You assemble and deploy soldiers and collect resources on behalf of the princess, fight for her and clear her path; but she is clueless and inexperienced in battle, moves automatically and needs tactical assistance.

The game features cards for Kingdom and Empire, Princess cards and support cards for the players as well as Fate cards for encounters between Kingdom and Empire characters, plus event cards. A round begins with possible start effects, followed by an Event phase and player turns; this is then followed by a Princess phase, an Enemy phase and the End-of-Round phase with preparations for the next round.

Landscape tiles in the game relate to characters. After resolving eventual starting effects, an event is drawn and resolved. Then each player has a turn comprising recruiting, collecting of resources, movement with using of resources, transfer of soldiers or resources to other players and drawing of one card. The next phase is the Princess phase; the starting player implements her three automated actions of collecting and/or movement and decides about options. Then Enemy actions and end of round are resolved. Skirmishes are decided by rolling dice. Players win, when the Princess arrives at the Capital of her Kingdom within ten rounds.

Cooperative with chance from rolling dice and drawing cards - ten rounds are a tight schedule to reach the capital, conflict is a must. Character details and background story transport the topic and the use of the logistics mechanism well. A unique game well worth playing! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	14+	120+

Designer: Seiji Kanai, Kuro
Artist: Team
Price: ca. 45 Euro
Publisher: Manifest Destiny 2016
www.japonbrand.com

EVALUATION

Card, cooperation, logistics
Users: For experts
Version: multi
Rules: en jp de fr
In-game text: yes

Comments:
Cooperative logistics *
Strong characters need resources from others *
Combat and support of others are equally essential
* Despite her automatisms the princess is a useful character

Compares to:
First game of its kind

Other editions:
Alderac (en, announced)

VALERIA CARD KINGDOMS
CITIZENS, DOMAINS AND DUKES

The kingdom of Valeria needs a successor for the old king; as one of the dukes of the realm, you defeat monsters and acquire/build domains, both to acquire victory points, to qualify for the succession.

At the start of the game you receive two Duke cards and choose one of them; it is kept secret and gives you victory points at the end for achieved goals. Furthermore, you receive a starting Peasant and a starting Knight.

A turn comprises four phases: 1. Roll dice - you roll both dice; 2. Harvest - you activate citizen cards with dice results and use the individual results as well as the sum of both dice; you can change dice results with abilities of Domain cards. You use the ability of an activated citizen to acquire or to trade resources, depending on your status as active or non-active player. 3. Action - for the active player only; you choose two actions from options: Slay a monster - you pay resources according to strength and Magic of the monster card; Recruit citizen - you pay the cost in gold; Build domain - you pay with gold and receive rewards; take resource. 4. End phase - hand on dice. When all monsters are slain or all domains are built or a certain number of card stacks is empty, the game ends at the end of the current round and you add victory points from slain monsters, built domains, acquired victory point markers and points from goals achieved for your secret Duke.

Those dukes are the core element of the game, your choice of duke determines the strategy; domains offer additional options based on simple core rules for interesting, satisfying games that are different each time. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-5	13+	45+

Designer: Isaias Vallejo
Artist: Mihajlo Dimitrievski
Price: ca. 35 Euro
**Publisher:** Daily Magic Games 2016
www.dailymagicgames.com

EVALUATION

Deck building, card activation with dice
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Attractive design * Dukes determine strategy * Simple core rules * Lots of variety

Compares to:
Deck building games with strategies from secret goals

Other editions:
Currently none

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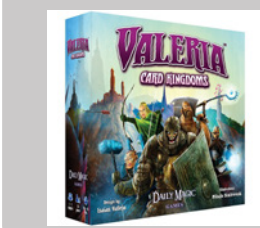
VIKINGDOMS
WHO LEADS THE RAID?

Two Viking seafarers plunder new lands for coins and construct villages, harbors and other settlements, and maybe take prisoners or find allies. Successful raids often demand cooperation.

Territories are on display as pairs of islands. Each player has twelve wooden disks of a color for Viking warriors. During the game,

Recruiting phases alternate with Raid phases. In the Recruitment phase, player place a Viking on an empty case on the board or move Vikings - any number in a stack. The range and type of movement depend on the number of Vikings you want to move. For a ready raid troop, you need six ore more Vikings in a stack. If you can form a troop by putting

one of your Vikings on top, you must do so.

When a troop is assembled, a Raid phase begins. The owner of the Viking on top of the stack chooses an island first, then both players take back their Vikings in the Raid Troop to their camp and resolve the effects of their island: Imprison opposing Vikings - gain an ally tile for a second village, harbor or fortress in your territory - riot for a second riot symbol - exchange of prisoners. Ally tiles have special abilities: No compulsive troop formation - Receive three coins - Imprisoning of two opposing Vikings - Switch of two territory pairs.

If someone, at the end of his turn, has three identical buildings in his territory or 16 coins, he wins instantly.

This is a very interesting game, the troop formation mechanism to decide priority in island selection is a very good mechanism, a version of the mechanism used in Sixmaking, offering many options and strategies in selecting which recruitments you need to win. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2	12+	30+

Designer: József Dorsonczky
Artist: Niki Czank
Price: ca. 15 Euro
Publisher: Mind Fitness Games 2016
www.mind-fitness.ro

EVALUATION

Placement, control
Users: With friends
Version: en
Rules: en hu pl ro
In-game text: no

Comments:
Adaptation of Sixmaking
* Fantastic game for two players * Many strategic options * Attractive design

Compares to:
Sixmaking, Territory acquisition via control mechanism

Other editions:
Gém Klub (hu), Fullcap (pl), Ludicus (ro)

WORLD MONUMENTS
TAJ MAHAL OR NOTRE DAME

8↑

In three rounds, comprising the phases Quarry and Monument building, we construct a monument. Players decide together one of the four monuments for the game. In the building site area of the chosen monument board you place the building blocks; the building map area shows the necessary pieces and the material area tells you how to

set out the pieces in the quarry for each round. You have a screen and a scoring marker.

For the Quarry phase, you put pieces - building blocks and gems - as stated on the material map into the bag, draw them one by one and place them in the quarry as stated. Then players take turns to move the worker - the starting player one step, the

second player two steps, the third one three steps and then each player four steps - and take one piece per case they enter to put behind their screen and at least one piece per turn. You can move the worker on any adjacent case, but cannot enter a case twice in a turn and at the end the worker must be in the outer ring.

In the Building Phase, you place one block in turn and score for it immediately, for pieces in higher levels the lower ones must be built correctly. If you cannot build correctly, you pass for the round and lose points for remaining pieces, but keep the pieces for the next round. When the monument is complete, you score gems you collected, but not any remaining pieces, and win with most points.

A beautiful and elegant game with very simple rules offering quite different tactics. The trick is not to have to pass and this is achieved with a cleverly collected mix of gem blocks for the lowest level to avoid passing and for the higher levels to score points. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	45+

Designer: Piero Cioni
Artist: Patricia Limberger
Price: ca. 30 Euro
Publisher: Queen Games 2016
www.queen-games.de

EVALUATION

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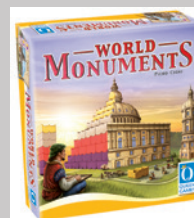Version: de
Rules: de en
In-game text: no

Comments:
Attractive design * Simple rules * Multiple tactical options * Elegant mechanisms

Compares to:
Building games with templates

Other editions:
Queen Games (en)

X NIMMT!
STORAGE FOR BULLS

8↑

Again, we place, as in 6 nimmt!, number cards into rows and try to discard all our cards without having to take rows and thus collecting bulls' heads.

X nimmt! varies this mechanism: There are 100 number cards from 1 to 100, generally with one bulls head per card, but there are some cards with 2, 3, 5 or 7 heads. The rows in the game do not all hold five cards, as in 6 nimmt!, but have different capacities for cards. At the start of the game, row cards 3, 4 and 5 are laid out, and beneath each row card one card from the shuffled stack of number cards. Each player receives a row card "X" and eight number cards.

As in 6 nimmt!, you select a card secretly and then add it to one of the three rows, in adjacent order and with the lowest possible difference to the previous card. When the row would be full with your card, you take all the cards already in the row, your card begins the new row. From the cards that you had to take you select one and place it into your personal X row, again in adjacent order, the remaining cards go to your hand. When none of the cards you took is suitable for placement into your X row, you must set aside the cards in the X-row as your X-stack and begin a new row.

When someone is out of cards, bulls' heads in hand are worth -1 and bulls' heads in your X stack are worth -2, the lowest total wins.

X nimmt! is a cute variant of the classic 6 nimmt!, but does not get easier at all, on the contrary, there is more tactic in it than in 6 nimmt! The fun to play is the same, but I prefer 6 nimmt! a tad more. But you should absolutely try out X nimmt! It is really great fun, too! ☑

EVALUATION

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

Comments:
Interesting version of 6 nimmt! * Plays more tactical * Same fun in playing, but not easier to play

Compares to:
6 nimmt!

Other editions:
Currently none

YOMI STARTER-SET
GRAVE VERSUS JAINA

Yomi is set in the *Fantasy Strike* universe, the game mode is „Beat ´em up", known from console games. Each fixed, unchangeable deck represents a fighter with special abilities; the starter set comes with Decks for Jaina Phoenix Archer and Grave Wind Warrior. A round comprises: I. Draw cards - you draw one card from your deck from round 2 on.

II. Skirmish - comprises several individual steps, not every player resolves each step; both play a face-down combat action - Attack, Throw, Block or Dodge or Joker for Energy Boost; 2. Revealing cards and paying costs for Aces. 3. Determining the Winner - Attack causes damage, Throw wins against Block, Dodges or slow Throws; Block wins against Attack and Joker; Dodges win against Attacks and Jokers, tie with Blocks and Dodges and lose to Throws. Joker as an Energy Boost wins against Attack, Throw and other Jokers.

If you lost the skirmish, you can play Joker Time Rewind or Bluff face-down; if you did win, you can play a Combo - Continue, Retaliate or Recharge. At the end of the skirmish, all cards used for it are discarded on your personal stack. III. Power-Up - you discard cards to take up in hand aces from your deck or discard pile. IV. Cleanup - cards over the limit of twelve cards in hand are discarded.

If someone is out of lives or would have to draw a card and and has none left in his deck, he loses instantly.

Yomi is a game that reveals itself better from game to game; the more often you play the more combinations and strategies you find in the decks; the Rock Paper Scissor mechanism at the core of the game provides surprisingly variable options and tactics. ☑

EVALUATION

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

Comments:
Rock Paper Scissor as basic mechanism * Each additional game provides more tactics and options * Assessing your opponent correctly is essential * Playable with up to 4 people

Compares to:
All other Yomi decks

Other editions:
US Edition

ALLE MEINE FAHRZEUGE
Publisher: Ravensburger
Designer: Marco Teubner

Vehicles with „wheels" stand sturdily on the table and can be „driven" to targets, that is, pushed. You either lay out tiles depicting vehicles and let the player move the vehicle to the correct tile; or you place all vehicles on the table and display a situation tile, the correct vehicle must be moved to the situation tile. Later, you can set up the houses and let players watch when you move the vehicles behind the houses; then you reveal a vehicle tile and players guess, behind which house the vehicle is hiding.
Series: spielend Neues lernen
*Version: de * Rules: de * In-game text: no*

Allocation game for 1-3 players, ages 1½+

CHICKEN WINGS GLOW IN THE DARK
Publisher: HUCH! & friends
Designers: Manfred Reindl, Silke Briedl

Hens are fleeing the pot via the spoon catapult. On the chosen board, you must hit rings on the bull's eye or different images on the farm. For the farm version, egg tiles mark your throwing distance and are round counters; you have three throws, take the tile for the target you hit, from stock or another player, and maybe implement the tile actions. Combos of different tiles score bonus points and are safe from other players. When all egg tiles are turned up, you win with most points from your tiles. Glow in the Dark introduces four chicken that glow in the dark, as well as new tiles for use with the core game.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Supplement for Chicken Wings, for 1-4 players, ages 6+

KEYFLOWER KEYMELEQUIN
Publisher: R&D / HUCH! & friends
Designers: Richard Breese, Sebastian Bleasdale

When the ship Keymelquin reaches the harbor, she brings two new Keyples - Sven and Paulo. Sven is an intermediator between yellow and blue Keyples, he arrives at the end of Spring. Paulo has the same function for green and red and arrives at the end of Summer. Both can be placed as normal Keyples in any of the colors, but with Sven, Blue keyples can represent yellow ones and vice versa. The same goes for Paulo and red and green Keyples.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Supplement for Keyflower for 2-6 players, ages 14+

MITSPIELER GESUCHT
Publisher: Ali Baba Spieleclub
Designer: Andreas Rohde

There are 25 cards for games, 20 for players and 15 for tables, plus 50 double-sided color cards. You use the color cards to collect games, players and tables for a perfect games evening. You draw a color card from the stack or buy a card from the market by discarding color combinations which must be assembled from front sides or back sides only. You are allowed to turn over your complete hand to the other side at any time. Or you recruit players or tables from other players, paying the color combination twice. You can open game rounds for victory points by displaying a suitable combination of game, table(s) and players, free seats at a table are allowed. Published on occasion of the 25 Year jubilee of the Ali Baba games club. *Version: de * Rules: de * In-game text: no*

Card game for 2-5 players, no age given

ORLÉANS ORTSKARTEN N° 3
Publisher: dlp Games
Designer: Reiner Stockhausen

Three new location cards with a separate rule card in three languages. *Port* - If you have a series of four adjacent Trading Station, connected by waterways, you score 10 points at the end of the game, and 15 points, if you manage five or more. *Quarry* - You build a Trading Station in a town without one, for 2 coins if your Merchant is in in town, or an additional 2 coins for each step between the town where you build and the town with your Merchant. *Workshop* - Pay one coin and relocate a Technology Tile to a different empty action space; you can use the action later in the round, if it is activated. *Version: multi * Rules: de en fr * In-game text: no*

Supplement for Orléans for 2-4 players, ages 12+

PAIRS DAS SCHWARZE AUGE
Publisher: Truant Spiele
Designers: James Ernest, Paul Peterson, Heinrich

Cards in Pairs are numbered from 1 to 10, 1x1, 2x2, 3x3, and so on. In turn you take a card until someone passes or forms a pair, both cases give points. In the version *Kampfgetümmel* you either „Duck" and draw a card for your shield display or you „Hit" and draw a card for the battle display; pairs formed by a card drawn and a card in a display cause wounds. In *Medusa* all play against Medusa, the battle display; the joint shield display must be stronger than the battle display; all lose when a player is out of play due to too many wounds. Variants *Turnier*, *Fortlaufend* for the basic game and *Last Man Standing* for Kampfgetümmel are included. *Version: de * Rules: de en * In-game text: no*

Card game for 2-8 players, ages 12+

PRINZESSIN MINA JUNIOR ROMMÉ
Publisher: Haba

You begin with a Crown card and eight cards from the facedown draw pile. One card is turned over to begin the discard pile. The active player draws a card from draw pile or discard pile and can lay down a set of minimum three cards, identical numbers or a series of consecutive numbers of the same color and then also add single cards to the display of any player. At the end of your turn you discard one card. If you discard your last card, you take a gem and a new round begins. Whoever owns three gems first, wins the game.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Card game for 2-4 players, ages 5+

ZOO POLICE
Publisher: dV Giochi
Designer: Lorenzo Tarabnini Castellani

You look for suspects to unmask and exonerate suspects of other players. You have a set of cards. Crime cards are prepared. In a round you play the phases of drawing a new crime - play a suspect face-down - identify such a suspect by naming his number, correct identification scores you a points; otherwise the card remains open-faced - assigning of crimes to the open card of the highest value in the row, its owner takes all crime cards. After five rounds, you can keep three types of crimes and score symbols on your own or on neutral background color and points from identified suspects. Winner of Best unpublished game Luca Comics & Games 2016 *Version: multi * Rules: en it * In-game text: no*

Card game with a deduction topic, for 3-4 players, ages 8+

ZOOLORETTO - STINKTIER
Publisher: Abacusspiele
Designer: Michael Schacht

The expansion comprises one Skunk tile and can only be used in combination with Zooloretto; the basic rules of Zooloretto apply. The first player who fills his 6 -space enclosure, receives the Skunk enclosure and puts it next to his barn. Once in the game, its owner can pay 2 coins and remove all animals of one kind from his stable and put them on his Skunk enclosure. Other players can pay one coin to buy one such tile, remaining animals are set aside. Coins on the Skunk enclosure are not scored.
*Version: multi * Rules: de en * In-game text: no*

Expansion for Zooloretto for 2-5 players, ages 8+

Color codes for target groups (Headline Color)
For children + learn
For families
With friends
For experts

Color codes for features (Bar in Evalution box)
Chance
Tactic
Strategy
Creativity
Knowledge
Memory
Communication
Interaction
Dexterity
Action

NOMINÉS AS D'OR-JEU DE L'ANNÉE "TOUT PUBLIC"

CODENAMES

SORTIE : 13 MAI 2016

JOUEURS 2-12 · 12+ · 15' · JEU DE L'ANNÉE "TOUT PUBLIC" : NOMINÉS 2017

KINGDOMINO

SORTIE : 20 OCTOBRE 2016

JOUEURS 2-4 · 8+ · 15' · JEU DE L'ANNÉE "TOUT PUBLIC" : NOMINÉS 2017

IMAGINE

SORTIE : 13 MAI 2016

JOUEURS 3-8 · 12+ · 30' · JEU DE L'ANNÉE "TOUT PUBLIC" : NOMINÉS 2017

UNLOCK

JOUEURS 2-6 · 10+ · 60' · JEU DE L'ANNÉE "TOUT PUBLIC" : PRIMÉS 2017

NOMINÉS AS D'OR-JEU DE L'ANNÉE "EXPERT"

CONAN

JOUEURS 2-5 · 14+ · 90' · JEU DE L'ANNÉE "EXPERT" : NOMINÉS 2017

STAR REALMS

SORTIE : 15 JANVIER 2016

JOUEURS 2 · 8+ · 20' · JEU DE L'ANNÉE "EXPERT" : NOMINÉS 2017

SCYTHE

JOUEURS 1-5 · 14+ · 115' · JEU DE L'ANNÉE "EXPERT" : PRIMÉS 2017

NOMINÉS AS D'OR-JEU DE L'ANNÉE "ENFANT"

L'AGE DE PIERRE JUNIOR

JOUEURS 2-4 · 5+ · 15' · JEU DE L'ANNÉE "ENFANT" : NOMINÉS 2017

ANIMOUV

JOUEURS 2-4 · 7+ · 20' · JEU DE L'ANNÉE "ENFANT" : NOMINÉS 2017

KIKOU LE COUCOU

JOUEURS 2-5 · 4+ · 15' · JEU DE L'ANNÉE "ENFANT" : PRIMÉS 2017

Risiko

EUROPA

Sonder-edition!

Erweiterte Regeln
Andere Schlachten
Spezielle Einheiten

Hasbro Gaming

Das strategische Mittelalterspiel