

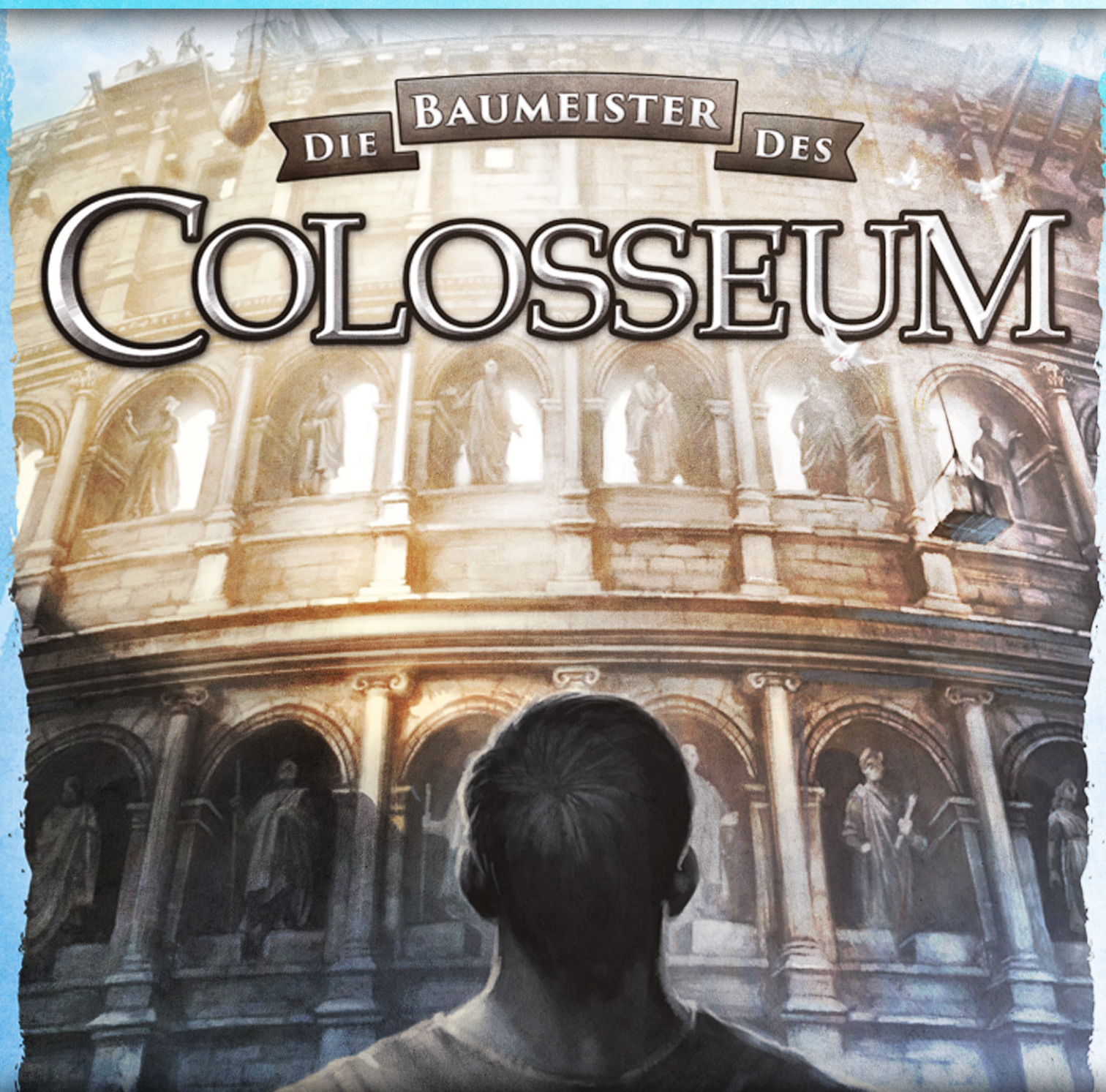
win

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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 56 GAMES

FARMERS LIKE NICE BOARDS, TOO

AGRICOLA – KENNERSPIEL

A NEWLY PLOUGHED FIELD



2007 produced a good board game vintage. But one game outshone all others: Agricola. Uwe Rosenberg moved himself, after Bohnanza in the mass market segment, also into the front rank of designers in the segment of games for experienced players and has since then busily cemented this status. Lookout has grown into an established player in the German publishing community, albeit no longer an independent one, and for graphic designer Klemens Franz the game was a breakthrough, too - he, too is established firmly in the board game community.

Now, not even ten years after the first publication date, there is a completely revised new edition. The game itself has remained the same. If you are familiar with the original, you will instantly recognize the game and can start to play immediately without consulting the rules. I noted that the boards in the game are not square anymore, but rounded out and must be puzzled together. The graphics have been revised, but hat lost nothing of their charm which comes from their rather comics-like simplicity. The symbols have been somewhat modernized, which here and there has also resulted in shortening of texts.

Theme and topic have remained the same as well. We still govern the fate of a peasant family, send its members

out to collect raw materials, to plough fields, to provide progeny or to any of the numerous other action cases so that we will own the most beautiful, biggest and most varied farm. All this under constant pressure from other players, who are keen on the same rare action cases and also with an eye



on the next threatening harvest time, when we will have to feed all family members.

The biggest difference as to game play comes from the cards. Is in the original, each player is dealt, at the start of the game, seven Minor Improvements and

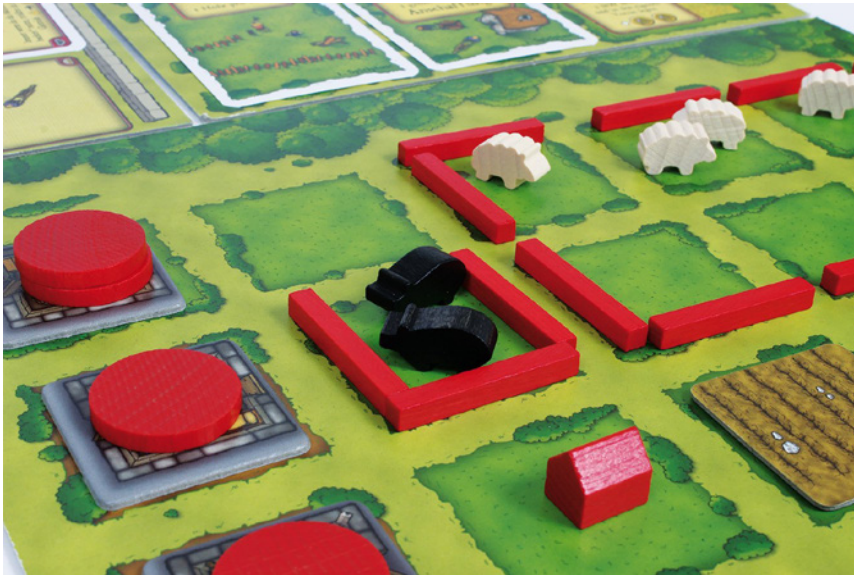
seven Occupations, which are available only to him. This provides lots of variety, there is rarely a game where you would start with the same cards as in a previous one. The original game featured three decks of cards - Introductory, complex and interactive. A disadvantage of this multitude was, that balancing was not perfect and that some of the cards were banned my many gaming groups. But don't get me wrong - given the sheer mass of cards, an excellent job was done in development and the main body of the cards could be played without any problems.

The new edition features only two decks: A and B. Those decks were reassembled completely and are not differentiated as to user groups. There are obviously a lot less cards than in the original, but the balancing is supposed to be better. But less cards also means that the same combinations could be drawn more often.

Over the years, a great many new decks for published for the original game. This can also be expected for this new edition, and there is nothing to prevent you from playing the new game with the old cards.

Components are only sufficient for four players. The original provided for five players. This has been established as a standard in the board game community, but for me is the biggest disadvantage of the new edition. At least for me, Agricola has always been one of the few outstanding strategy games that could be played by five players without problems.





The problem has already been remedied by an expansion for a 5th and 6th player, which means that in the end the new edition allows for one more player than the original.

However, all this does not change the fact that Agricola, in this new edition, still is a grandiose game, that can be called a classic among the modern, complex, strategic board games. ☑

Markus Wawra

Agricola is an ingenious game. Always was an ingenious game and still is an ingenious game. If someone asks me to name a game that I like to play, I still say Agricola. However, naturally, a re-edition must be compared to the original edition and, as a potential customer and owner of the original, I ask myself: Why should I pay for fewer cards and one player less? In a direct comparison with the original, the new edition easily comes out the worse, which is the reason that I have reduced my evaluation by one point, from 7 to 6, because, when there is a clearly better game, a maximum score is not justified. Which leaves the advantage that six players can play if you use the expansion. But for this rather rare occasion I still have Caverna on my shelf, which is very similar to Agricola and works for seven players.

Furthermore, the original featured rules for a streamlined and downgraded and therefore simpler family game. This has been taken out and a stand-alone Agricola Family game has been published instead to replace those rules. I can forgive this easily, because despite having played many games of Agricola, I never did play the family rules.

To acquire the full content of the original Agricola, you need to buy several boxes and invest a lot more money, but for this you receive the added value of a 6th player option and a somewhat more beautiful game with optimized cards. For most playing groups, the basic game will suffice.

Markus Wawra

INFORMATION

Designer: Uwe Rosenberg

Artist: Klemens Franz

Price: ca. 45 Euro

Publisher: Lookout Spiele 2016

www.lookout-spiele.de

PLAYERS:
1-4

AGE:
12+

TIME:
120+

BEWERTUNG

Worker placement
Users: For experts
Version: de

Rules: de en others
In-game text: yes

Comments:

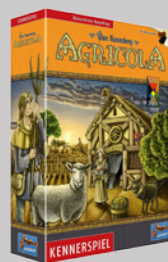
New edition * Markedly fewer cards * Only four can play the basic game * Extension for up to six players available * Revised design

Compares to:

Agricola, Caverna

Other editions:

Mayfair (en) and otherwise too many to list



My rating:



My lines for WIN

Dagmar de Cassan, Editor-in-Chief

Halcyon times for games are coming - after the grandiose GenCon we are now approaching the absolute highlight for all gamers - SPIEL at Essen. For us, too, it is the most important event of the year, and this for several reasons:

First, of course, there are the huge numbers of new games that will be waiting for us there, I am already thrilled to see how many I will take home this year!

Second, our annual games handbook, that will be published at Essen again this year, in German and English and which will - I am sure - present many of the new releases with text and image.

Third, and this I really looking forward to most, we again have a Museum-published game, again by celebrated designer Alex Phister, in cooperation with Dennis Rappel and set in the universe of Longsdale -

Come and see us at booth 2 D 121 and try it out!

Current issues of WIN can be found at

<http://www.gamesjournal.at>

Siehe auch

<http://www.gamescompanion.at>

THE COLOSSOS OF CARCASSONNE

DIE BAUMEISTER DES COLOSSEUM

KAFKAESK CONSTRUCTION OF THE COLOSSEUM

10↑

The story of the success of „Carcassonne“; Spiel des Jahres 2001, among other awards, meanwhile is not only timeless, but also boundless. In the series of „around the world“ he had the chance to visit The South Seas and the Amazonas river - but, so far, not yet the Easter Islands in the geographic middle of those two destinations. This location was taken care of by the designer with many entertaining hours coming from „Rapa Nui“ - on the recommendation list of Spiel des Jahres 2012. A few of the game elements used in Rapa Nui are appearing again here - maybe, because church bells fly to Rome and back at Easter?

Theme of the game is, of course, the construction of the Colosseum in Rome. Basis for it is a board that must be placed into the box, of course after removing all the other game components. 17 slots are arranged in the shape of an Easter egg, or an oval, and during the game, the same number of construction parts, that is, the corresponding tiles or some rather impressive „panels“ must be placed into those slots. At the end of the game we have a complete Colosseum in very attractive 3D design.

In the process of achieving this you need building materials to construct those panels. We acquire them - in the guise of cards - from real estate that we own, which is in

turn represented by tiles. In addition to a starting capital of landscape tiles, varying a bit from player to player, landscape tiles are stacked around the board in four rows of four tiles each. The nice idea about this: If I take a new landscape tile from the display to open up an additional potential source of income for myself, the tile behind it is not only scored for me, but also for all other players, that is, the respective building materials are handed out. If I take, say, a grain field tile and behind this grain field tile is a quarry, all players receive one stone card for each of their quarries. Therefore, of course, you preferably want to increase your own property in a way that allows the other player the least profit from participating.

This mechanism - which we are already know from „Rapa Nui“ - on the one hand provides interaction and on the other hand sees to it, that players are always involved in the action of the currently active player. In „Rapa Nui“, however, you always had access to all four rows - contrary to that, the selection of a certain row is governed by a joint pawn for all, which is moved along the seven, again egg-shaped, cases of the game board; it moves at least one step, for additional steps you need to acquire Stable tiles. If you don't have them or if your own have already been used, you can and must spend one victory point for each additional step.

Normally, however, you would try, understandably, to avoid this option, even if this reluctance might be unnecessary or even awkward as regards to game play; in any case, this mechanism gives one the feeling of „being played“ or at least to be even more dependent on chance as you would be in „Rapa Nui“.

Harald Schatzl

„Die Baumeister des Colosseum“ is a quick, light, easy-going tactical collecting and building game with minor variation in game play, for families and casual gamers in which the collecting of building materials comes across as more creative than their conversion to victory points. The high randomness factor can cause frustration about the game for those who - albeit subjectively - are left behind. The components are in general beautiful at first glance, but the board can cause confusion. A comparison with the much more elegant predecessor game of „Rapa Nui“ clearly favors the card game.

Because, the ideal case - the one free step is all I need to access the desired selection - will rarely happen, despite the fact that the previous player will often not have considered the consequence of his turn for the following player. In a somewhat more tactical way to play you will try to „hassle“ the next player when placing the pawn, but usually your own advantage will be dearer to your heart than aggravating the next player. In addition to the four distinct types of landscape tiles and the stable tiles there is, a sixth and last type of tile, the type of storage barn tiles, which allow their owners a higher limit of cards in hand.

Another option of action is to construct a Colosseum panel: If you discard the necessary building material cards you are immediately rewarded with victory points - so, for instance, a combination of a black, a green and a yellow card can give you four victory points. This is the rather uninspired part of the game mechanisms, because something like this - using certain color combinations to meet demands - has appeared rather frequently in games in recent years. Therefore, it is a pity, too, that „Rapa Nui“ has not been re-published, because in this game the transformation of resources cards into victory points was much more cleverly resolved, accompanied by much more thrilling uncertainty.

I have already mentioned that the currently available selection options are governed by one joint pawn for all players. In order to be independent of the randomness of one free step, you should take care in time to collect a few stable tiles to have



the necessary extra steps at your command whenever you might need them. Those stable tiles, however, must be re-charged again and again - by triggering of scorings - which of course is done at the expense of building resources cards and building actions. If your memory is up to it, you might try to remember which colors are collected by which player, so that you can before them in the one or other building action. This is especially important in the end game phase, as you should avoid being left with a full hand of cards, which would only yield a meagre few ad-



ditional "consolation" points. Furthermore, the construction of the final three Colosseum panels is rewarded with a few extra points.

In the beginning, the option to be involved in a scoring, is often misunderstood as a consolation prize too, as you score one point for this. Because, if you would receive even only one resource card, the ratio of 1 point for 1 card would be rather lucrative - or, if you already have a nearly full hand of cards, a forfeiting of scoring might be reasonable, because otherwise you would have simply to discard the newly acquired games. At the end of the game, you will score important points for the respective majority in each of the six types of tiles; therefore, also from this point of view, you should not neglect to keep an eye on the displays of your fellow players.

As to the flair of play, I have sadly and unfortunately missed an evolving thrill; basically, during the whole game, you are busy with the always very similar acquiring of cards and their transformation into victory points. In the first third of the game, the focus will rather be on the acquisition of landscape tiles and storage barn tiles, also due to the fact that later Colosseum panels need more work than those at the start of the game. At least, one is confronted with the dilemma of hoping for the unknown future or scoring a few easily acquired points now, but usually the game only gets a bit hectic and thrilling towards the end. Unfortunately, there is not much variety for future game; at the start of the

game, you can only re-define the function of one out of seven cases on the board

Again, as regards to the flair of the game, it seems funny that in addition to the game play veteran resources of wood and stone you also use water and grain for two additional resources; that they might only serve to provide food and drink for the workers, is not depicted in the illustrations, besides it being funny that in constructions of other Colosseum panels, workers might be forced to go hungry and thirsty. The direction of building, too - not from bottom to top, as one would expect, but from left to right, which would also allow a "chaotic insertion of the 17 tiles without any problem for the gameplay - would rather fit the Great Wall of China than the construction of the Colosseum (at least in the way that is described in the novel of the same name by Franz Kafka - a rewarding read which can be found at <http://gutenberg.spiegel.de/buch/franz-kafka-kleinere-werke-167/1> or at [https://de.wikisource.org/wiki/Beim_Bau_der_Chinesischen_Mauer_\(1931\)](https://de.wikisource.org/wiki/Beim_Bau_der_Chinesischen_Mauer_(1931))) or you could even dare to use a more recent topic, the announced construction of the infamous wall at the Mexican border. ☑

Harald Schatzl

INFORMATION

Designer: Klaus-Jürgen Wrede
Artist: Michael Menzel
Price: ca. 24 Euro
Publisher: Schmidt Spiele 2016
www.schmidtspiele.de

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

BEWERTUNG

Collect, build
 Users: For families
 Version: de
 Rules: de
 In-game text: no

Comments:
 Quick gameplay * Nice mix of tactic and luck
 * Very good for inexperienced players * Nice components * 3D appearance of the completed game * Clever designed box inlay

Compares to:
 Rapa Nui, Catan (without negotiations)

Other editions:
 Currently none



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players. The BAR in the evaluation box displays color codes for up to 10 features of a game.

USER GROUP

We have defined 4 target groups (color accompanying the head line)

Kinder:

Games for children an educational games. Adults can play in a guiding function.

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

Please note for the user groups **Children, Family and Friends:** Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of, "family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games! Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

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

Empty boxes: This feature is neglectable or not present
 One colored box: This feature is present, but not essential
 Two colored boxes: This feature is present and important in the game
 Three colored boxes: This feature is dominant and essential

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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

NEW RESIDENTS ARE FASTIDIOUS, TOO

DILLUVIA PROJECT

SOMEWHAT DIFFERENT WORKER PLACEMENT

Publisher Spielworxx is well known for the complex games it brings out, the motto of the company „challenging, demanding games for the games gourmet“ is absolutely justified by their games. As the games are in general very different from each other, not every game will please every player. With Dilluvia Project, the company publishes a game that is a combination of Worker Placement and Construction. Players are builder entrepreneurs, build together to develop the future town of Dilluvia and compete with each other for the best building sites. In a prosperous town like Dilluvia citizens are used to the corresponding wealth and luxury. Therefore, only those players will attract residents who construct the most prestigious buildings on their sites. And this is the topic of Dilluvia Project: You will win, if you can boast the highest resident population number at the end, that is, numbers of residents equal victory points. However, residents are fastidious, you cannot simply collect them, you must use prestige to motivate them to decide on you.

Dilluvia Project is played over seven rounds. The first six of those seven rounds are played following the same procedure; in the seventh round, there are some slight deviations from the procedure. During those seven rounds player acquire building sites in Dilluvia, collect resource cubes for construction materials and use them to construct buildings or gardens on their site, all this is enabled by placing

workers on action cases. With the buildings, players receive income during the game; gardens only give prestige at the end of the game, but are as important as your own building, all the same.

The board on which Dilluvia is meant to be created is not suitable for small game tables, because eventually it is designed to be a big, beautiful town, and that needs quite a lot of space, which, all the same, can get scarce towards the end of the game. The board must be big also because you need space, besides the terrain areas in a grid of squares which will hold the future city, also for the action cases, a market, the rounds track and a scoring track. Some space is saved with the scoring track, because it doubles for use in carrying not only the population marker for each player, but also their prestige markers. The multiple use made of scoring tracks is one of the characteristics of the game which is even more prominent in the player boards and which will probably make any casual game despair. But let us return to the game.

At the start of each round, after preparations for the round have been completed. All players will visit the market. The market is represented by a grid of 4x4 cases, each of those cases carries a market tile; at the start of around, the market is refilled to capacity. For the last round, no market tiles are put out, the values printed on the cases apply instead - in other words, the

selection on the market in the last is identical in every game of Dilluvia.

Players place their markers, which is a very nicely designed zeppelin, in turn order at the beginning of a row or column. This gives a clear advantage to the starting player, as he can choose his position freely; all other players can only select a position, where there is no zeppelin yet and they also must not select a position opposite to a zeppelin already placed. Then those positions, again in turn order, are resolved. This order should be considered already when placing the zeppelin, as you can already make an assessment, which market cases might be cleared by players that come before you in turn order. The starting player begins and can now acquire any number of market tiles in his row or column, only one or up to all four tiles. There is only one drawback - this can get expensive! As you need money for payment, players begin the game with a starting capital, the amount is related to the turn order.

The market tile in the case adjacent to the zeppelin, costs one money unit, the next one costs two, the next but one costs three, etc. In order to acquire a complete row or column, you would have to spend ten money units, or to use the currency of Dilluvia, ten Aero. But a player has complete freedom of decision which market tile or tiles he wants to acquire from row or column, he can even decide to take none of them. You take the market tiles that you acquire and can use them. In general, we distinguish between market tiles that must be resolved instantly, for instance those which give you resources cubes, market tiles that you can use once later in the game, market tiles that be used once per round, market tiles that have permanent effects and market tiles which can be changed into victory points at the end of the game. Later in the game, more valuable market tiles are introduced, which cost you a fixed price of five Aero.

The same rules apply for the next players in turn; it can, however, happen, that for them not all cases of the selected row or column still carry market tiles. Of course, you cannot acquire a tile from those cases, but as a compensation you receive one Aero per empty case, albeit only after you have completed your buys.

After the Market phase is finished, the most important phase is resolved, the Action phase, which is again resolved in turn order. The game order is depicted by a separate track on the board, positions on this track can be changed by using the separate action case for this. Now, players





place their workers on the action cases on the board and immediately resolve the respective action. The active player decides on one of the action cases and places a worker; this is continued until all players have placed all their workers. Passing is not allowed, if it is your turn and you have a worker left, you must place this worker.

Besides this classic standard worker placement mechanism there are a few special rules in Dilluvia Project, which change the basic mechanism: Each action case has several equivalent spaces for placement, only one of them can be used by a player once and they are filled from left to right. An unusual detail is, that players can stack several workers onto such a placement space and therefore resolve the action several times. If it is his turn again, he can again select this action space, but must put his worker or workers on another placement space. If you decide too late on a specific action, can cost you money in case of some of the action cases, where the placement on the last or last but one placement space costs you one Aero. If money is scarce for you, it can happen that you cannot do a specific action this round.

For each player, there are eight „common“ workers and a special worker of another color. Players, however, start the game with only five common workers plus the special worker, the remaining three workers must be acquired during the game. When a player uses the special worker, also in combination with other, common workers, and if he is the first player to make use of a special worker on the respective action case, he receives a bonus, which varies with each action case and is marked next to it. This can, for instance,

upgrade the basic action or give you additional victory points, etc.

Four action cases are governed by those roles, the other four action cases come with different rules. On those cases, you are allowed only one worker per placement space and, with three of those action cases, the placement spaces are color coded for players and can only be used by the respective players. Those action cases, however, always come with one color neutral placement space, which can be used by any player, provided he has already used the placement space of his color and that the color neutral space is still empty.



All action options that players need to develop the town of Dilluvia are available to all players. You can use actions to acquire money, to collect resources for

constructing buildings, acquire building sites, construct buildings, build gardens and also influence turn order or influence your own income or acquire a tile from the market as an afterthought.

The action cases are depicted on the game board, surrounding the area of the town; within this area, players acquire building sites to construct buildings on them. The individual action cases are very clearly indicated and represented by symbols, so that it is easy to orientate oneself. Each action case also gives information on the kind of advantages there are for the placement of several workers or of the special worker.

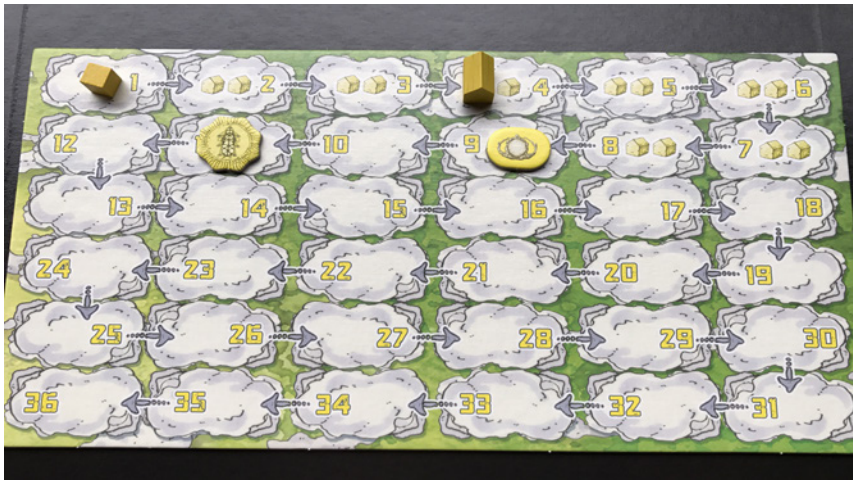
Money plays a very important role in Dilluvia, as it is necessary as payment for various actions. One of several options to acquire Aéros is the use of the corresponding action case. Basically, this represents a 1:1 exchange. For each worker that you place on the placement space of this action case, you receive one Aero. If you use three or more workers, you receive one Aero bonus, and this also happens when the special worker is among the workers you used, albeit only if nobody else has done this here before.

For action cases are used for urban development:

To be able to construct something, you first need a distinctive building site. This site is acquired by buying it with Aéros and you mark the chosen cases on the ter-

rain area on the board. However, there are some restriction rules for this: You must buy a site adjacent to your own real estate in town, which can be a site, a building or

a Propeller case. The newly acquired terrain sites must be in the same geometrical arrangement as indicated on the action case - you can, for instance, acquire an area of 2x2 cases for three money units. If you have complied with this, you now need the correct resources to construct a building on your terrain site. Those resources you collect in the guise of resource cubes in four distinct colors, by acquisition via an action case, where there is one row of placement spaces for each color. Here, too, the 1:1 acquisition applies: For each worker that you place you receive one resource cube of the color of the row where you placed your worker.



If you have taken care of both these action in the current or a previous round, you can finally busy yourself with constructing buildings. The related action allows you to construct one building per each placed worker, on empty terrain that you own. In addition, you may claim a propeller for each worker. Propellers are area cases in the town map terrain, which cannot be built over. To use them, you do not have to acquire them beforehand, either. Propellers have two functions in the game:

To acquire a propeller, you must pay for it, the price varies for each propeller. This buy earns the buyer prestige points once and instantly. As the player now has claimed this propeller case for his own, he can now buy terrain cases adjacent to this propeller case.

But let's get back to the buildings: The game features several types of buildings, the main body of which only becomes available during the game. There is a special type of building for each round, apart from the last round. Furthermore, there are buildings of Type 0. Always, at the start of the round, the buildings corresponding to the type of the round are introduced to play, and those types of buildings al-

ways have, again in all rounds but the last round, two distinctive characteristics. Of course, you can, in a round, also construct buildings from former round, but this comes with a disadvantage: Only if you construct a building of the type of the current round, you are credited with two residents for the new building on your scoring track. All the same, you should not always go for this advantage, especially for buildings of type 0. These buildings are not associated with a round and therefore never give you resident population, but they are the only type of building that give you an additional worker of your own as "income".

Furthermore, buildings have other important characteristics:

Buildings of Round 1 have a size of exactly one building site case; buildings of round 6 have a size of four building site cases, so that there is a constant rise in size. Each type of building demands a specific combination of resources for its construction, this begins with three distinctive resource for buildings in Round 1 and advances to a demand of seven resources

for the biggest buildings in Round 6.

When someone constructs a building, he marks his ownership with one of his wooden marker cubes on the building. For those cubes, there are two different sites for placement, which result in different income for the rest of the game, usually a combination of money, resources and/or prestige. Thus, a player must select one of the two sites after constructing the building.

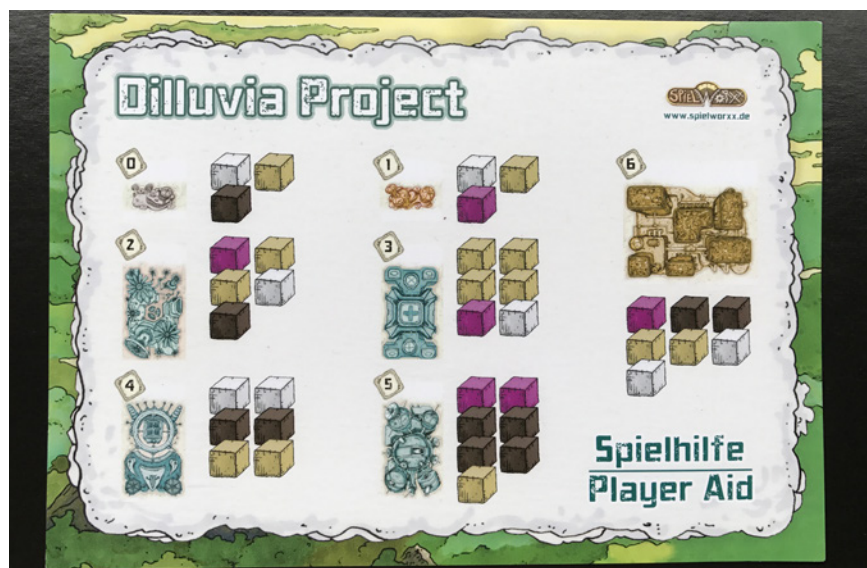
The two different versions of building type do not differ in building size, they do, however, differ in size of income. Both version also demand the same resources for constructing them.

Buildings of type 0 are the only buildings that can provide an additional worker for income, but, of course, never give you the bonus of two resident population for constructing them, as there is no Round 0 in the game.

Players will usually construct mainly buildings on their terrain sites, but they could also create gardens. For creating a garden, you must again use the corresponding action. A garden always costs one Aero, does not have any use during the game but gives you prestige in the final scoring. However, gardens always belong to the town, so that, at the end of the game, each building adjacent to a garden scores prestige, not only those belonging to the player who created the garden.

Should you, however, have none of the above options planned for a round, or only some parts of them, you have three more options for the placement of your workers.

One of those options is the action case to determine the turn order; whoever places a worker there first, will be the starting player of the next round. Even here it is an



advantage, to place your special worker, the foreman, you acquire victory points equal to your current position in turn order.

If as player, during the action phase, might want to acquire an additional market tile, maybe because he has found some money in the meantime, he can use the corresponding action case. Here, all market tiles have a fixed price of three Aeros, even those tiles that have a fixed price of five Aeros printed on them.

Bernhard Czermak

I like Dilluvia Project, because it offers many options in its Worker Placement part to place markers and this results - in combination with a development game mechanic - in complex connections.

And finally, last but not least, a player can decide to shift the wooden cubes on the income cases, on up to two of his buildings, to the respective other one. In this way, for instance, you can shift your income from more money at the beginning of the game to more prestige later in the game. This action is very coveted during the final rounds of the game.

As I have already mentioned, you cannot acquire a lot of victory points, that is, population, directly in Dilluvia Project. The main body of population is acquired indirectly from collecting prestige points. How you go about acquiring them is definitely worth mentioning!

Each player has his own player board laid out, which features a scoring track with positions 1 to 36. This track is used in four ways by each player, that is, with four different markers on the track. Three of those markers use the scoring track directly - the money/income marker, the resources/income marker and the prestige/income marker. Always when a player has constructed a building and has decided on an income case on this building, he adjusts the positions of the corresponding markers accordingly. The positions are also adjusted, if you modify your income on your building with the respective action. The fourth marker, a wooden house, wanders along the track on his own cases, to the next house depicted on the track.

How, then, does a player population out of this movement? This happens in the last phase of each round, the income phase. At that point, players receive money, prestige and resource cubes in relation to the position of their markers on their scoring tracks; for resources cubes, he can choose at will from all resources. Prestige is marked by advancing the prestige marker on the scoring track on the board;

if he reaches or tops 10 or any multiple of 10, the population marker on the scoring track on the board is advanced by as many cases as is indicated by the case on which his marker sits on the scoring track on his personal board.

In the last round, the income phase is amended with the final scoring of the game. When all players have received the income, the market tiles are scored for the prestige points that they yield and the gardens give prestige points to the owners of buildings adjacent to the gardens. At that point, too, the rules are applied that govern the acquisition of population via prestige points, as described earlier. Whoever has now managed to entice most residents, that is, population, to settle in town, is the winner of Dilluvia Project.

Dilluvia Project is a combination of the mechanisms of a tile placement game and a worker placement game using special rules that make this mechanism a lot more attractive. The placement of more than worker for an action and the placement of the special foreman worker induce more and different consideration than those that happen in a "classic" worker placement mechanism. Here, you must not only select your actions, but also in which quantity you want to do it and which action will be the one best suited for the placement of the special worker. This can often give you the last missing resource that will enable you to construct a building in the current round after all, or an additional building at the optimum location to then construct a garden. Despite having won more freedom for actions, you need to keep an eye on your fellow players all the same - you can lose an advantage that you planned on for your special worker very quickly, when another player is faster and places his special worker on your intended action. Or you can also slow down your own game yourself, at one time or another, when suddenly no placement space is free without cost at the action you planned for. And it can, of course, also happen that all placement spaces on the intended action case are taken.

To really enjoy Dilluvia Project, you must also like the tile placement mechanism. The selection of building sites is by far not as complex as the tile placement mechanism in *Ein Fest für Odin*, but all the same you must take care not to close down chances for yourself, be it for big buildings or for an optimum placement of gardens, or be it that you should pay attention not

to be walled-in by your fellow players and can only save yourself with the acquisition of propellers, even if they are good as they yield prestige points.

What construes the allure of the game? Of course, the special worker placement mechanism plays a very important role, but also the permanent aspiration to always construct the buildings corresponding to the type of the current round, to juggle the income cases on your buildings, to make the optimum use of garden placement and of course to manage your finances in a way that you can afford the the most expensive projects whenever possible. Finally, let me say, that you must never neglect the market tiles - the acquisition of the right selection of market tiles can give you enormous advantages during all the game.

All in all, Dilluvia Project is a game that I will love to play again and again, and which I can see me to get on the table even in coming years now and then for a challenging game. ☑

Bernhard Czermak

INFORMATION

Designer: Alexandre Garcia

Artist: Harald Lieske

Price: ca. 60 Euro

Publisher: Spielworxx 2015

www.spielworxx.de

PLAYERS:
2-4

AGE:
12+

TIME:
120+

BEWERTUNG

Worker placement, tile placement

Users: For experts

Version: multi

Rules: de en

In-game text: no

Comments:

Modified Worker placement * Very little chance * Very strategic

Compares to:

Ein Fest für Odin

Other editions:

Currently none



ALL PASSENGERS ON BOARD, PLEASE

TICKET TO RIDE RAILS & SAILS

BUT... TRAIN OR BOAT?

WELCOME ABOARD

The long "saga" of Ticket to Ride goes on and this time the players have the opportunity to travel along the complete world, unless they prefer the fresh weather and the woods of the Great Lakes of North America: this is possible because the large map (540x970 mm) is printed on both sides. In addition to the four previous volumes (USA, Europe, Nordic Countries, Märklin) and about fifteen "official" expansions you may find on Internet more than 80 further expansions that cover the railways of all the world, including exotic ones like Greenland, Canary Islands, Madagascar, etc. and sometimes even where a railway does not exist at all. A great sign of the popularity of this system and Alan Moon, the designer, probably decided that in times of "globalization" it was necessary to offer a game covering the complete World, and as the Earth's surface is for two thirds water it was time to introduce boats.

And this is exactly what initially strikes when you open the big box (100 mm thick) of *Ticket to Ride Rails & Sails*: a lot of sea routes on the map and a lot of extra components. (see picture 1)

As usual Days of Wonder made a superb packing with a thermoformed plastic tray with many specific slots to keep all the cards in order. In effect, we have FOUR different decks: trains (80 cards); boats (60 cards); tickets for map A (65 cards); tickets for map B (55 cards) and each one must be kept separate. We also find 165 colored plastic wagon miniatures (33 per color), 250 boats (50 per color) and 15 ports (3 per color). All the components are beautiful, easy to use and each color has its own container inside the thermoformed tray.

The set-up is similar to the other games but with three major differences:

1 - There are TWO different decks (trains and boats)

2 - There are THREE face up cards for each deck (instead of the usual five for one deck)

3 - The players receive a certain number of boats and wagons, depending on the scenario used (25 wagons and 50 boats for "World" or 33 and 32 for Great Lakes)



The objective of the game is to link the stations of your "tickets" by train or by boat and to build the three ports

Every player gets five Tickets at the beginning of the game and must keep at least THREE of them (but they may keep all five, if they wish). Now a major decision should be taken: the rules states that you may have a maximum of 60 miniatures (50 for the Great lakes) so each player, looking at his tickets, must discard 15 from the initial distribution. The rules suggest keeping 20 wagons and 40 boats for the first game (27 and 23 for Great Lakes) but



I strongly recommend leaving complete freedom to the players, if they know the rules of this series, as the decision should be based mainly on the tickets received. Hopefully during the game, it will be always possible to exchange "x" wagons for "y" boats (or vice versa) spending an action and 1 Victory Point (VP) per miniature.

The Turn options are the same, with the possibility to make one of the following:

- 1 - Take 2 cards from the table
- 2 - Play "X" cards of the same color (with or without jokers) and place the same number of miniatures on the board to connect two cities
- 3 - Take 4 tickets from the deck and keep at least one of them
- 4 - Build a Port

To the above you must add:

- 5 - Exchange "X" miniatures from your reserve with a similar number taken from the ones discarded at the beginning of the game and paying 1 VP per miniature.

There are obviously specific rules created for this volume.

When you select the cards of option (1) you must decide from which deck: trains or boats? One each? Face up or covered? A mix of both? Then you must replace the two cards with new ones from ... any of the two decks: in other words, you may take a boat card and replace it with a train one, etc. This is the major Tactical change of *Ticket to Ride Rails & Sails*. You may find the Jokers ONLY in the train deck, so if you need some of them to complete a line

you must search on this deck as much as possible. Please also note that most of the lines are by sea, so a good reserve of boat cards is absolutely necessary.

of your turn, you pay the 2+2 cards and you place one of your miniature on that city. For each of your ports that you were unable to build you lose four VP: this seems a very light penalty, in-



The second major change are the PORTS: unlike the stations of *Ticket to Ride Europe* (that gives four VP if they are not used) all the three ports should be build if you wish to have concrete chances to win the game. To build a port you need two wagons and two boats of the same color: those cards must also have a "port symbol" printed on them. There are only four train and four boat cards in each color with that symbol, so a good planning is necessary and when you find some of them you should keep them in your hand as long as possible. To build a port you should obviously have one of your lines arriving to a city with that symbol (anchor): then, as the sole action

deed, but if you build a port you get a minimum of 20 VP if you have just one of your tickets that has this port as destination, but this bonus rises to 30 VP if you have two lines and to 40 VP if you have three. This is why all the players start to get new tickets towards the end of the game, trying to find another "good" destination for their ports: the reward is really very important as you may easily get 60-90 VP just from your ports. Otherwise you still get VP as usual that depend on the length of the line that you build.

A close look at the cards allows us to discover that there are two kinds of wagons: the classic ones and the new ones for the ports (with an anchor and a blue water line under the rails, as we have already seen). The boat cards are also of two types: single or double boat. The first type allows you to play one miniature on the board with option (2) or to build a port (as the anchor icon shows) as option (4); the double allows you to place TWO miniatures on the board with just one card: so, for example, a line of seven cases may be covered by seven single boat cards of the same color or by three double and one single.

Another little modification is about the "difficult" lines: in the previous games of the series tunnels and ferries were resolved by turning over three cards from the deck and trying to





avoid penalties. In *Ticket to Ride Rails & Sails* things are simpler: you only must pay two train cards of the same color per "difficult" case and you may even pay a different color pair for each case. This means that if you have a line composed of three cases of difficult terrain you may cover them with two red, two green and two yellow wagons, or some other similar combination.

Pietro Cremona

This fifth volume of the Ticket to Ride series is mainly addressed to the more expert players, as it involves a considerable number of new rules and miniatures, so the general strategy must change significantly.

The last new rule is about the "Tour Tickets": these are tickets for touristic itineraries like, for example, Tehran-Lahore-Mumbai-Bangkok. If the players build their lines in the requested order they get more VP. In our example if all the above cities are connected the ticket grants 9 VP, but if the cities are connected exactly in the given order (i.e. starting in Tehran and finishing in Bangkok), the player receives 13 VP.

The mechanics of the Ticket to Ride series is actually well oiled and to avoid repetitively Alan Moon is obliged to design something really different for each new volume. With *Ticket to Ride Rails & Sails* he made something more than a simple modification of rules to just adapt the system to the characteristics of a new map. With two new transport types (trains and boats) and their separate card decks the game is surely more complex of its brothers, not only because you have now

to decide which deck to use, but you must also select which cards to use as replacements: this is nice but the playing time is increased.

You still do not have complete freedom in your choices as the Jokers are available ONLY in the train deck and you need them to complete some connections: therefore you are obliged to take cards from the train deck even if most of your tickets can be satisfied traveling on sea routes only.

The second interesting new feature of the game are the PORTS: if you are able to build them quickly and to search for new tickets with destinations to your ports you may (in theory) get up to 120 VP (40 per port). This means that you must start collecting the right cards since the beginning because you must try to spend them as soon as possible for your first port, and then follow up with the others. The objective is to arrive at least with two destinations to each port (90 VP in total) and therefore a good selection of your tickets is absolutely important.

In my opinion, this is not really a game for families or for casual players even if being very familiar with this series will surely help. This is because you should be prepared to program well in advance your "port" strategy and therefore not only to start with the right selection of the initial tickets but also to immediately search for the "port" cards.

We definitely liked this game. ☑

Pietro Cremona

INFORMATION

Designer: Alan R. Moon
Artist: Julian Delval, Cyrille Daujean
Price: ca. 60 Euros
Publisher: Days of Wonder 2016
www.asmodee.de

PLAYERS:
2-5

AGE:
10+

TIME:
90+

BEWERTUNG

Track building
 Users: With friends
 Version: en
 Rules: de en es fr it nl pl
 In-game text: no

Comments:
 Asterion (it), Days of Wonder (en, fr, nl), Edge Entertainment (es), Rebel (pl)

Compares to:
 All other editions of Ticket to Ride

Other editions:
 Currently none



My rating:



JEAN DE VALETTE

VALLETTA

GRAND MASTER BUILDS FORTIFICATIONS

For all those among you for whom geography has not been the favorite subject in school - Valletta is on Malta and is the smallest capital in the EU. Her name goes back to Jean de Vallette, the 49th Grand Master of the Order of Malta, who did plan the defense structures of the city in 1566, one year after the city had been besieged by Turkish troops for three months. Those fortifications are still one of the main tourist attractions of the town today. The game Valletta from Hans im Glück Verlag features this main see of the Order of Malta. I am sure I do not have to say anything about this publisher; nine awards Deutscher Spielepreis and six awards Spiel des Jahres as well as countless other awards clearly speak for themselves.

So, therefore, let us turn to Stefan Dorra, the designer of the game. Since 1992 he has published more than fifty games. Nearly everyone of us has one of his games in their collection or has at least played it. Unfortunately, the real big triumph has eluded him so far. In 1995, his "Linie 1" took second place behind "The Settlers of Catan" at Deutscher Spielepreis and in 2001 his game "Medina" met the same fate against "Carcassonne", a near miss on both occasions. On the other hand, he was listed very often with „Alles in Eimer“, „Intrige“, „Razzia“, „Gum Gum Machine“, „Yucata“ and many more on the nomination and recommendation lists for Spiel des Jahres.

And now, let's take a look at his game. The game is set up as follows: A road -

divided into 25 segments - is used for a victory points track. The road is placed in the middle of the table and each case is equipped on the top edge with 25 barrel tiles, which show gold, stone, brick or wood on their back sides, resources that we will urgently need later in the game. Then, depending on the number of players, 20 to 30 building cards out of 37 are set out above and below the road in rows of five cards each. Those cards are printed on both sides; the front side shows, on the left, the number of resources that you need to buy the card; at the bottom right, the number of victory points is marked that you will accrue at the end of the game. The back side of the card serves as upgrade and shows double the victory points on the front side. A small letter indicates which character card showing the same letter must then be placed on the respective corresponding building card; this is a somewhat laborious start of the game.

At the beginning, each player receives eight personal character cards in his color, a victory point marker for the road and one each over every resource, which I have mentioned already with the barrel tiles. Surplus resources are set aside as general stock. In total, there are 30 of each of the building materials and 42 gold coins. Finally, each player receives eight wooden houses of his color and a personal board, which has room for a draw pile and a discard pile and for three action cards. A wooden piece represents Jean de Vallette and begins the game next to the row of barrels. So, you begin

with eight personal character cards that offer the same options for all players. You shuffle them and draw five of them for your hand, the rest is your draw pile on your board.

In your turn, you have three actions. You must select three cards from your hand and then place them from your hand on the action spaces of your personal board and then implement the instructions on the card. Used cards are placed on your own discard pile case and you replenish your hand to five cards. When the draw pile is empty, you shuffle your discard pile for a new draw pile.



Now, let me explain the effects of the eight personal cards you received at the start. "Lumberjack", "Shopkeeper", "Stone Sculptor" and "Brick Worker" give you one resource, corresponding to the profession, from stock.

The "Maid" gives you a choice, you select one of the four resources.

The "Apprentice" copies the previously used card function, so it only makes sense to play him as a 2nd or 3rd card.

The "Builder" is an essential card. He enables you to construct buildings or to buy buildings and, with this, collect victory points for the final scoring. To build or buy, you have to discard the resources depicted on the left side of the building card. A missing resource can be replaced by any three others. If you have collected enough resources and gold for your intended project, you take the character card off the building card and place one of your houses on the building card. This is the way how you build your deck of cards. If you choose the same building again, it is upgraded. For such an upgrade, you pay the indicated resources once again, an upgrade however, is cheaper all the same, as you do not have to pay the gold price again. You do not get a character for an upgrade, but the building card is turned over and yields double its victory points at the end. When the new building is immediately adjacent to another one of your color, the price is lower by one gold, this however. Is valid only for the areas immediately above and below the road.



The last one of the eight starting cards show Jean de Vallette himself. If you play this card, you advance his marker above the road and take the respective barrel tile with the resource depicted at the back. Furthermore, you can either discharge a character from your hand or hire new character. At the start, there are four neutral builders on display and available. This lets you improve your deck by discarding weaker cards, as the character cards that you acquire with buildings offer far better options and opportunities

Rudolf Ammer

The game offers an attractive combination of two very different game mechanisms, worker placement on the one side and deck building on the other side, with some additional details.

than the cards received at the beginning. There are, for instance, additional building option from the "Bricklayer" or the "Stone Mason", etc. Even a multiple receiving of resources is provided. With cards like "Mendicant" or "host" you can get resources or gold from other players. At that point, I also need to mention the four personalities connected to the history of Valletta, who are meant to intensify the connection to the town, or else any other town would have sufficed for a topic. One more thing needs to be considered for Jean de Vallette: If he stands exactly above or below of a building card within range of sight, you earn two victory points if you buy it and advance your marker on the road accordingly.

And now we play! You collect resources, buy buildings or upgrade the ones you already bought, and also improve your draw pile until the following happens: Jean de Vallette has reached the end of

the road and has turned over the last barrel or your own pawn or that of another player has reached case 25 of the road or somebody has built the last of his eight houses. Now, the second and last phase of the game begins.



Hand cards of all players are taken out of the game. For each player, discard pile and draw pile are shuffled together and used for a new draw pile until the last card has been used for an action. The scoring is done: You count the points from the road and from the building cards and also add two victory points to the total for any three goods in your own stock.

My conclusion:

First, on the components - as usual in games from Hans im Glück it is perfect and leaves nothing to desire. A sufficient supply of Ziploc bags and a graphically matching interior of the box earn a special mention. My initial worries that the smaller character cards would be sliding on top of the building card have proved to be groundless. All you need is a bit of time to assign the cards to the buildings at the start of the game. Setup description and rules are exemplary and I cannot fathom why other publishers do not take a leaf out of Hans im Glück's book for that matter. You cannot do this any

better, in my opinion. A novelty for me was the presentation of illustrator Klemens Franz and his wife Andrea Kattnig on the inner box.

A real surprise was the last page of the rules, showing an advertisement of the Maltese Tourist office, obviously an additional symbiosis between publisher and Tourist office, probably in the hope for additional financial (?) advantages.

Second, the game: „Valletta“ is a worker placement game, combined with a deck building mechanism and was very well received in my games groups. It is probably too demanding for a family game, I see it rather as a game with friends. The time frame of 20 minutes per player is correct, especially after a first introductory game. The age group of 10+ is correct too, especially for youths with a bit of gaming experience. All in all a game that will not accumulate dust on the shelves, but will be played often and with pleasure. ☑

Rudolf Ammer

INFORMATION

Designer: Stefan Dorra

Artist: K. Franz, A. Kattnig

Price: ca. 35 Euro

Publisher: Hans im Glück 2017

www.hans-im-glueck.de

PLAYERS:
2-4

AGE:
10+

TIME:
80+

BEWERTUNG

Deck building, worker placement

Users: With friends

Version: de

Rules: de en

In-game text: yes

Comments:

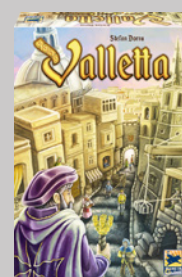
Attractive components * Nice mix of standard elements * Exemplary rules

Compares to:

Building games using worker placement

Other editions:

Z-Man Games (en)



My rating:



5 MINUTE DUNGEON

COOPERATION AGAINST A TIMER

8+

Up to five heroes have exactly five minutes to fight their way across one of five dungeons, coping with obstacles, monsters, crazy people and bosses. For a dungeon, a Boss Board is laid out, and a stack of Quest and Dungeon cards is prepared according to the intended level of difficulty - Apprentice, Hero or Dungeon Master - and the number of players. Players each hold

an individual deck of 40 cards and take five of them in hand. A timer is started and the cards of the dungeon stack - your opponents - are turned over one by one and must be defeated. All players play cards simultaneously and draw cards from their deck accordingly. You defeat a card by playing of hero resource cards showing symbols that are also depicted on opponent



cards, or someone plays a suitable hero action card, or someone uses the suitable ability of his hero board, paying for this by discarding three cards from hand. Event cards are resolved according to their text. When a card is defeated, all cards used for it are shoved aside, they are not placed on hero boards!

When nobody has left cards in deck or hand, or time is over or an opponent cannot be defeated due to lack of necessary cards, all players lose together in this dungeon. All players win a dungeon, when opponents and boss are defeated; the game is won when all five dungeons and their bosses have been defeated one after the other.

Simple rules, quick explanations and a high replay value for a fast, freaking-stressful fun game in a perfect mix of cooperation and fast actions; nobody can dominate the cooperation, all must really cooperate cleverly and fast to avoid wasting cards. ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
25

Designer: Reid Connor

Artist: Alex Diochon

Price: ca. 25 Euro

Publisher: Kosmos 2017

www.kosmos.de

EVALUATION

Dungeon, adventure, time limit

Users: For families

Version: de

Rules: de en fr

In-game text: yes

Comments:

Fantastic family game *

Cute design, simple rules

* Cooperation with info

on cards necessary * Free

timer app for smartphones

is available

Compares to:

Cooperative simultaneous games with a time limit

Other editions:

Wiggles 3D (en, fr)



AEON'S END

GRAVEHOLD VERSUS NEMESIS



The last stand for Gravehold and its citizens against The Nameless, a nemesis. One of four Nemesis opponents is selected and the respective deck assembled. Each player chooses a Mage and receives the corresponding deck and Breach cards, as per rules requirement. Attention! A player deck is never shuffled! Jewels, relics and spells form the Market. After each player or

Nemesis turn you draw a card to determine whose turn it is next. A player turn comprises the Cast Phase, the Main phase with playing cards, receiving cards and charges, focus on a Breach, open a Breach, prepare spell for Breach, resolve effects for spells in preparation and discarding cards, followed by a Draw Phase. Nemesis resolves effects of minions and power cards in its main



phase and then draws a card, an attack is resolved immediately. An exhausted player is not out of the game, rules for him change. When all players are exhausted, they lose together.

If you think „standard“ now, you are right as regards to the topic; everything else in this game is a highly unusual, creative and „different“ version of a cooperative deck building game - this begins with the fact, that you do NOT shuffle your deck, which needs thorough consideration of each card that you buy, play or discard. The solution for a player out of life points is new, too - he stays in play with different rules, damage for him goes to the town of Gravehold, which has 30 life points. Furthermore, not only are the nemesis opponents absolutely different from each other, player characters, too, vary widely in characteristics as well as number and orientation of Breaches. ☑

INFORMATION

PLAYERS:
1-4

AGE:
14+

TIME:
60+

Designer: Kevin Riley

Artist: S. Hartman, G. Studios

Price: ca. 52 Euro

Publisher: Indie Boards & Cards 2016

www.indieboardsandcards.com

EVALUATION

Cooperation, deck building, fantasy

Users: For experts

Version: en

Rules: en

In-game text: yes

Comments:

Amazingly „different“ deck-

building * Needs gaming

experience * Players out of

life points stay in play * Ab-

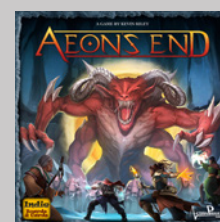
solutely recommendable

Compares to:

Cooperative deck building in general

Other editions:

Currently none



ALICEMATIC HEROES

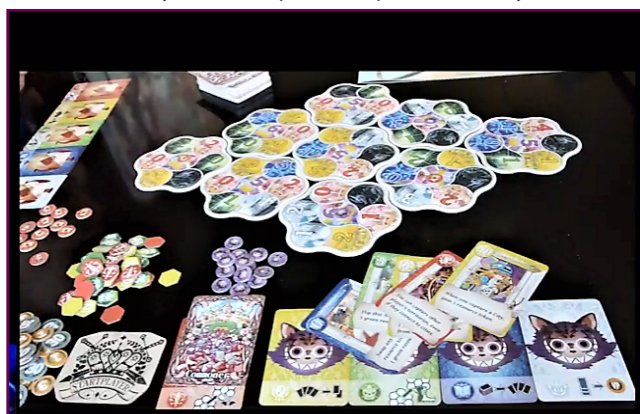
ALICES VERSUS NOTHING

Wonderland is endangered! Nothing has invaded Wonderland and destroys dreams; the Queen of Hearts has called Alice for succor, but too many Alices have turned up and now fight for their share of Wonderland.

Map tiles showing territories are laid out and you choose a kingdom, named after Wonderland characters, and display your slot cards for Military Power, Popu-

lation, Dream Power, Food and Order. Then you are dealt five Alice cards and place territory markers in turn.

In your turn, you play a card into one of your five slots, up the maximum capacity of four cards - either as Alice, if you have sufficient Dream Power to do so, or as a Commoner face-down. An Alice card uses its Megalomania power instantly - there are,



among others, Jet Alice, Panzer Alice, Pirate Alice, Demonlord Alice, Valkyrie Alice, Detective Alice, Wiccan Alice or Original Alice. Then you can choose a territory on a map tile to invade; for this you need Military Power and, if you have no city on this tile, also Food. Successful invasion gives you territory-related bonuses. In a Mystic Forest, Nothing resides and you cannot invade or cross one, unless it is completely surrounded by territories under player control. Such a Mystic Forest has difficulty equal to the number of surrounding territories. After 14 rounds, you score for majorities of controlled territories and on Alices in slots as well as points from Alice Powers.

This is a cute and original mix of Alice in Wonderland and Manga, with a very wittily implemented topic and a nice mix of mechanisms, resources management with hand management and territorial majorities. Well-made and to be recommended! ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
60+

Designer: Kuro

Artist: Fuji, Aoharu, Bou-kun

Price: ca. 35 Euro

Publisher: Japanime Games 2017
www.ggdistribution.com

EVALUATION

Territories, majorities, resources

Users: With friends

Version: en

Rules: en jp

In-game text: yes

Comments:

Inventive topic * Very attractive manga-style graphics * Good mix of mechanisms * Very good rules

Compares to:

Territory majority and resource management games

Other editions:

Manifest Destiny (jp)



ANIMALS ON BOARD

PAIRS PROHIBITED, HERDS WELCOME!

8+

You want to have many animals for your ark, but there was a certain Noah who acquired a monopoly on pairs. So, you need to avoid having pairs at the end of the game, and have single animals and herds of three or more identical animals instead.

The game features twelve kinds of animals with five tiles each, values 1 to 5; For two, three or four players, eight, ten or twelve

kinds are shuffled and stacked face down. Each player has a food crate and, at the start, draws three animals from any stacks, selects one and then all players simultaneously place their two left-over tiles openly in the middle.

For each round, this display is replenished to show eight, ten or twelve open tiles and one face-down tile. In your turn,



you have one action: You either split a group of animals - that is a number of animals next to each other and with some distance to other groups, the display at the start is one such group - any way you want and take a food crate from stock. Or you discard as many crates as there are animals in a group and take this group for your ark and pass for the round. If someone has ten or more animal tiles, the game ends at the end of the round. You then remove all pairs from your ark and score the value of each single animal and five points for each animal in a herd, plus one point for left-over crates.

Animals on Board is a surprisingly tactical, very attractive family game which plays surprisingly fast! The mechanism of "I split, you choose" demands some tactical considerations; I want to keep "my" animals together, but offer minimum options for herds to other players. Did he take monkeys last round? ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Linde, Sentker

Artist: A. Jung, A. Resch

Price: ca. 20 Euro

Publisher: Pegasus Spiele 2016
www.pegasus.de

EVALUATION

Set collecting

Users: For families

Version: multi

Rules: de en cn dk es fi fr hu kr nl no pl pt ro se

In-game text: no

Comments:

Pretty components * Simple rules * Interesting memo component * Group splitting needs consideration

Compares to:

Set collecting games with a memo component

Other editions:

999 Games (nl), g3 (pl), Korea Boardgames (kr), Lautapelit (dk, fi, no, se), Ludicus (ro), Matagot (fr), Piatnik (hu), Stronghold Games (en), Swan Panasia (cn),



ARGO

INTO THE ESCAPE PODS!

In an Alien-infested space mining station you want to save as many members of your team as you can by having them reach the escape pods and by eliminating astronauts from other teams, enlisting Alien help for this. Aliens are player-controlled and score when humans die. You score for astronauts in escape pods and for killing opposing astronauts as well as Aliens,

and also for activating the Warehouse.

A player turn has several phases: 1. Alien with Alien movement and eventual automatic killing of astronauts; if there is a choice of which astronaut to kill, the active player decides, but the order of rank of Chief - Explorer - Pilot - Grunt applies, even if you must kill your own astronaut. Two grunts alone with an Alien



kill the Alien. 2. Construct - add a module tile to the station and place an Alien, if so indicated. 3. Action and Activation; you have two actions to move astronauts or activate a module, for Teleport, Laboratory, Control Room, Jump Room, Laser, Infirmary, Time Machine, Warehouse or Escape Pod. When an astronaut enters a full tile, he pushes an astronaut there onto another tile, chain reactions are possible.

Aliens win, when there scoring track is full or if they have more points than the best player. Otherwise, the best player wins.

Each on his own and nobody for all, assisted by astonishing combinations of room abilities and astronaut abilities; for instance, if you activate the infirmary, you can bring an astronaut back from the dead, which will also lose the Aliens points. Unusual, interesting escape scenario - if you kill too many astronauts, the aliens score too much and win! ☑

INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
40+

Designer: B. Faidutti, S. Laget

Artist: M. Coimbra, A. de la Serna

Price: ca. 43 Euro

Publisher: Heidelbergberger 2016

www.heidelberger.de

EVALUATION

SciFi, escape
Users: With friends
Version: de
Rules: de en fr nl
In-game text: no

Comments:

Rather simple rules * Interesting due to combinations of rooms and astronauts
* Dilemma that points for killing astronauts also scores for Aliens

Compares to:

SciFi conflict with an escape theme

Other editions:

Flatlined Games (de en fr nl)



ASHES

AUFSTIEG DER PHÖNIXMAGIER

Once, in the mists of time, the Phoenixborn rose from the ashes of ancient eons and defeated the chimeras, but now the source that has created them calls for their amalgamation by transformation into ashes and taking in of into ashes, so now the Phoenixborn fight to eliminate each other.

Each player has his own deck - you can use the ready-made

decks, six of them come with the core game - or you can create your own deck from all cards or decks can be created by drafting.

The Phoenixborn and other cards from your deck are laid out according to the rules, 10 dice are in stock as "depleted" and you select five cards from your deck for your starting hand.

To prepare for a round, you roll



depleted dice and discard cards and draw cards. Then you must do a Main Action - to pay for the cost of another action, or you can attack a Phoenixborn, or attack a unit or pass - and then you can do a Side Action, again as part of payment for other action, or as Meditation or to activate and resolve dice effects. This action phase is followed by a Recovery Phase: In turn, all players remove wound tokens from units and Exhaustion tokens from cards; then you can transfer any number of active dice into stock of depleted dice, and then the starting player marker is handed on. When a Phoenixborn has as many wound markers as he has life points, he is destroyed; the last player in play wins.

The diverse options of how to assemble decks provide a high replay value; the dice used for resources, the streamlined rules and easy access provide a well-working variation for the genre, for experienced players of trading card games as well as for newcomers. ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
120+

Designer: Isaac Vega

Artist: Fernanda Suarez

Price: ca. 45 Euro

Publisher: Plaid Hat / Heidelbergberger 2016

www.asmodee.de

EVALUATION

Fantasy, cards, conflict
Users: With friends
Version: de
Rules: de en es fr it pl
In-game text: yes

Comments:

Deck construction with your own selection or drafting or using pre-constructed decks * Good mix of standard mechanisms * Very attractive design * Additional Phoenixborn decks are available

Compares to:

Magic The Gathering and other games with one deck per player

Other editions:

Asterion (it), Cube Factory of Ideas (pl), Edge Entertainment (es), Filosofia (fr), Plaid Hat (en)



CANDY MATCH

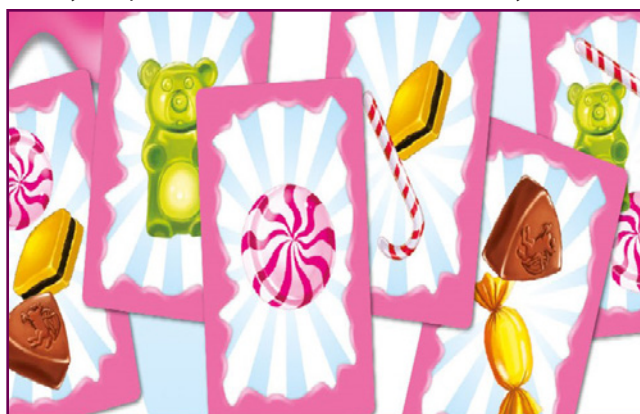
2 CHOCOLATES, 2 CANDY STICKS

8+

A quick competition for sweets, represented on cards. 60 cards show six different varieties of sweets or candies; on each card one, two or three candies are depicted, all different ones. All cards are shuffled and stacked face-down.

In your turn, you reveal the top card from the stack in a way that all players see them as simultaneously as possible. Whoever

spots a correlation = a match on the cards on display, calls "Candy Match" and pulls the involved cards towards himself. A match comprises two or more cards, and all candies depicted on the cards must come in pairs. There can be several pairs on the same type of candy, but no type of candy can be present in an uneven number. If you did announce a "Candy Match" and



can show a correct match, you take all cards involved in the match and set them aside face-down as victory points. When the match you show is not correct, you put back the involved cards and all other players take one of the open-faced cards and set them aside face-down as a victory point. When all cards have been turned up, you win with most cards.

If you want, you can play several rounds and make a note of the score of all players and hand one sweet to the winner of each round; after as many rounds as there are players in the game, you can award a special prize for the player with the highest total of points.

A sweet game in every sense of the word, which sounds a tad easier than it really is- you need to observe closely and fast and remember amounts you have seen to be able to react quickly when all totals result in even numbers. A nice filler game, good for holidays or beginners. ☒

CARAMBA

FIVE RED DICE FOR THE RED PAWN!

7+

Each player has a set of six dice - the orange-colored die serves as a scoring marker on the scoring track board; the other five dice all show the same image on three black, two blue and one red side, each player has another image on his dice. There are also three pawns, one big one in black, a middle-sized one in blue and a small one in red. All players roll all their dice si-

multaneously and try to achieve the same color on all five dice. You can set aside any number of dice and then again re-roll any number of dice as often as you want. If you manage five dice of the same color, you quickly take the pawn of the same color - it does not matter if the pawn is still in the middle of the table or already with another player. You can have more than one pawn



at the same time. If you take the last pawn from the middle of the table, the round ends; you must indicate this by knocking three times on the table. Now you score points for owning pawns, one point for the black pawn, two points for the blue one and three points for the read pawn. Then a new round begins with all three pawns in the middle of the table.

If your orange-colored die reaches or passes 20, you win. When at the end of a round, several players move their die on or beyond 30, the player with most points wins.

Caramba is a quick, attractive game, ideal for a filler game or while travelling; the rules are explained in a minute and as quickly understood, the scoring is equally simple and the snatching of pawns from other players provide the thrill in this ideal holiday game for all the family; children younger than seven years can easily play, too. ☒

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
20+

Designer: Reiner Knizia

Artist: Christian Fiore

Price: ca. 7 Euro

Publisher: Pegasus Spiele 2017
www.pegasus.de

EVALUATION

Cards, pairs, speed
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:

Very cute topic * Memory for symbols is helpful * Ideal game for travel and holiday

Compares to:

Reaction games on pattern combinations

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
20+

Designer: Haim Shafir

Artist: M. Zlochinn, M. Wagner

Price: ca. 14 Euro

Publisher: Amigo Spiele 2017
www.amigo-spiele.de

EVALUATION

Dice, reaction
Users: For families
Version: de
Rules: de en
In-game text: no

Comments:

Extremely simple rules * Very nice family game * Plays very quickly

Compares to:

Dice games with reaction element

Other editions:

Currently none



CHALLENGE AUSTRIA

KNOWN, SWAPPED OR GUESSED?



The board shows Austria and a track running, mostly along its border, through all nine provinces. The track is color-coded for each province, and one case per province is marked with a letter. The question cards in the game are either white or colored. White ones feature generic questions about Austria; colored question cards relate to specific topics for the respec-

tive province and you can only answer such a question if your pawn sits on a case in the color of the province.

At the start, you choose a pawn and place it the province of the same color, on the province letter. Then you receive a starting capital of 15 € and draw five cards from the stack - the rules recommend that you play the cards in order of their number-



ing to guarantee a good mix. The active player rolls two dice and moves his pawn accordingly. Then you can sell or buy questions for money from other players or discard questions for a payment of 2 € per question and draw new questions accordingly. On demand, you must read out a question before trading it or reveal the sum of money you own. Then you answer any number of your total of five questions, a correct answer earns you 5 €, a wrong one costs you 3 €. If your pawn sits on a province letter, special rules apply. Whoever earns a previously agreed sum first, wins. Rules for team play are included-

This is a very unusual and very interesting quiz game, in which you can even sell the right answer! Knowledge thus is not the all-deciding factor, but rather negotiation skills, tactics and the right moment to buy a province question if you sit on a province letter and might do a double turn. ☑

INFORMATION

PLAYERS:
3-9

AGE:
14+

TIME:
90+

Designer: Sedlaczek, Baron

Artist: Martin Czapka

Price: ca. 30 Euro

Publisher: Piatnik 2017

www.piatnik.com

EVALUATION

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

Comments:

Money is an unusual game goal * Trading with questions * Team play rules are included

Compares to:

Quiz games in general, trade element is new

Other editions:

Currently none



CRISIS

INVESTMENTS AND AUSTERITY PLANS



Axia must lead out of recession and crisis; players are entrepreneurs, invest and try at the same time do adhere to the Austerity Plan imposed by the government due to the membership in an Economic Union. The game comprises three rounds Level I, two rounds Level II and two rounds Level III, the levels determine the Company cards and export contracts that

will be used in the round.

In a round, you resolve five phases: 1. Event - you draw and resolve an event card. 2. Loan Interest - All pay interest on their credits; if you cannot pay, you take a penalty token. 3. Planning with placement of managers of available action cases; 4. Actions - all cases on the board with at least one manager are resolved in turn, with winning

or losing VPs; actions are, for instance, Shady Business, Subsidies, Export or Production, etc. 5. Evaluation - you compare the amount of victory points with the target sum of the round and adapt the finances of Axia accordingly. When finances are in the black after seven rounds, Axia has survived the crisis, you can pay back loans and calculate your victory points, you win with most points. When the economy collapses, you win with most points, too, albeit only if you met the point target of the round.

Hire specialists for your company? Export goods or save them for production? Export legally for prestige and income? Get lots of many from the Black Market? Towards the end it gets hellishly difficult to meet the targets, in a game that clearly keeps a lot more promises than it offers - interesting game play and lots of fun while using strategic considerations and many options. ☑



INFORMATION

PLAYERS:
1-5

AGE:
14+

TIME:
120+

Designer: Bouboulis, Tsantilas

Artist: Anthony Cournoyer

Price: ca. 60 Euro

Publisher: LudiCreations 2016

www.ludicreations.com

EVALUATION

Economics
Users: For experts
Version: en
Rules: en gr
In-game text: yes

Comments:

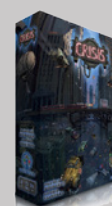
High quality components
* Very good rules * Lots of in-game depth * Interesting mechanisms and many options

Compares to:

Economic games with level targets

Other editions:

LudiCreations (en + gr)



DARK SEAS

PIRATES, ISLANDS AND TREASURES

Pirates sail among the Plunder Islands on the search for crew, power, infamy and treasures. Each player has a central island tile in his color as well as six harbor tiles and three pawns for ship, captain and scoring. At the start, you receive two plunder tiles for your island display as well as a treasure token, three doubloons and four plunder tiles in hand.

In each of the twelve rounds, one player rolls all four dice and can re-roll once. Then, all players in turn use those dice results. You can use a plunder tile from your hand showing one of the dice symbols, to receive doubloons, place pirates - maximum four in a harbor - or to draw treasure markers. By paying a doubloon you can upgrade a pirate to a Dread Pirate. Then you



can move the captain, from one harbor tile to another harbor tile or onto the central island or from the central island onto a harbor card. On a harbor tile, the captain protects pirates and plunder tiles on it from plunder effects of other players. The central island provides resources, on a harbor tile you can then move the ship on this card; the ship moves from harbor to harbor, while either the captain is in the harbor or a die shows the symbol of the next harbor, and you can activate one or both plunder tiles adjacent to the bay area on a harbor tile. Finally, you can place a plunder tile, at the final position of the ship, adjacent to the bay area of a harbor tile. At the end, you score wealth and power for infamy.

A nice game with a well-working topic, a nice, somewhat simplified rondel mechanism for the captain and a chance, to achieve good combinations with the plunder tile. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
45+

Designer: Anthony Rubbo

Artist: Hause, Rowland, Weinzierl

Price: ca. 18 Euro

Publisher: Alderac Entertainment 2015

www.alderac.com

EVALUATION

Pirates, treasures, dice
Users: With friends

Version: en

Rules: en

In-game text: yes

Comments:

Mix of worker placement, track assembly and resources management, all quite simple * Good also for families with some gaming experience * Topic seems rather forced * Nice graphics, though

Compares to:

Games using dice symbols for action options

Other editions:

Currently none



DAS VERMÄCHTNIS DES MAHARAJA

BUY AND COLLECT ANTIQUES

The sons of the Maharaja want to succeed him and to win his favor with valuable antiques. Antiques cards and Trade cards with one gold coin each are on display, as are Collection cards; each player begins with a starting capital.

A turn comprises 1. Action - take the gold coin from a Trade card or buy an antique from the display, for the price stated on the

left-most Trade card with a coin on it. 2. Take a Collection card, you must be able to meet the condition stated on the card. Taking such a card is voluntary, not mandatory! 3. Pay tax by reducing your money to 8 Rupees, if necessary.

When all antiques in the display have been sold or all trade cards are without gold, the current "Sales Day" ends. A new Sales

Day is prepared: Eventual remaining antiques card are discarded face-down and for new ones are put on display; and a cold coin is placed on each trade card.

When there are not enough antiques cards left to display four of them, the game ends. Each player must now discard any single antiques card of a color; this discarding does not influence Collection cards that you acquired with such an antique. Then you add the values of all your antiques card and collection cards, add one point for any three rupees and win with most points.

For a game with two players, you can use the grey side of the Collection cards, which trigger instant effects that you must resolve when taking such a card. This is a tidy little card game, the first game in a new Abacus project with Michael Schacht, called „Timbu“, offering simple rules for lots of tactic and in-game depth; the price setting for the antiques is an especially neat feature. ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
30+

Designer: Michael Schacht

Artist: Michael Schacht

Price: ca. 8,50 Euro

Publisher: Abacusspiele 2017

www.abacusspiele.de

EVALUATION

Set collecting
Users: With friends

Version: multi

Rules: de en

In-game text: no

Comments:

First game in the publisher's "Timbu" project with Michael Schacht * Simple rules * Lots of in-game depth

Compares to:

Set collecting games with conditions

Other editions:

Currently none



DIE DREI KLEINEN SCHWEINCHEN

STRAW, WOOD, STONE AND A WOLF

7+

As a little pig, you build houses by rolling dice. Five dice show symbols for doors, windows and roofs; three dice also show a wolf symbol. Nine stacks for doors, windows and roofs, made from straw, wood and stone, are on display.

As active player, you roll all five dice and can re-roll twice; after your third roll at the latest you use the result to build: For two

identical symbols - door, roof or window - you take such a part made of straw; for three symbols, you can choose between a straw or a wooden part and for four symbols you can choose straw, wood or stone. Building rules are: You can begin several houses at the same time - a house begins with a door or a window - a roof is placed on top of windows or door - a



house can have any number of windows but only one door and one roof - you can place a door under a window - a house with roof is complete, even if it has no door, you cannot add another part to the house - a house can be constructed using parts of varied materials.

If you, however, have rolled two or more wolf symbols, you end the rolling, spin the wheel and remove corresponding parts from the house of another player of your choice. When three to five stacks of parts are empty, you add piglet heads in your houses with a roof; flower pots and completed houses also give you a bonus of one points.

In a variant, you use reward cards; you only score points for finished houses as in the core game and only the bonuses of reward cards that you earn during the game and at the end.

This is a pretty and well-working implementation of the fairy tale, which is also a lovely family game when you use the reward card version. ☑

INFORMATION

PLAYERS:
2-5

AGE:
7+

TIME:
20+

Designer: Laurent Pouchain

Artist: Xavier Collette

Price: ca. 21 Euro

Publisher: Asmodee 2017

www.asmodee.de

EVALUATION

Collect, dice
Users: For children
Version: de
Rules: cn cz de en es fr hu
it pl ro sk
In-game text: no

Comments:

Series Tales & Games *
Story leaflet included *
Story is nicely implemented
* Good family game, too

Compares to:

Other games in the series, games with collecting via dice results

Other editions:

Albi (cz, sk), Asterion (it), Delta Vision (hu), Go Kids (cn), Iello (en), Lex Games (ro), Portal (pl), Purple Brain (fr)



DIE LEGENDE DES WENDIGO

DEDUCTION AT THE CAMP FIRE

6+

The Young Squirrel Scouts sit around the camp fire and tell the legend of the Wendigo with his heart of ice and have no inkling that he is prowling around the camp and will steal one of the scouts every night if the do not manage to unmask him.

32 Scout tiles show young scouts with varying characteristics - kerchief, hat, face and hairdo - and are spread out scout

side up. At the start of the game, all Scout players close their eyes; the Wendigo player draws one of his 32 Wendigo tiles - their front sides are identical to those of the scout tiles, the back sides show the Wendigo - and finds the corresponding scout tile, which he then takes out of play together with all other Wendigo tiles. The remaining Wendigo tile - the one he selected - is



placed into the scout tiles display. Now the scout players have 45 seconds - one run of timer - to memorize the display. Then, in the Night phase of a round - all close their eyes - the Wendigo removes one scout tile and puts his Wendigo tile into its place.

Then the scout players, in the Day phase of the round, have 45 seconds again to spot the Wendigo tile in the altered display. When they cannot identify the Wendigo within five such rounds, the Wendigo wins. In an easier version, you remove some tiles and the Wendigo must give a clue after each unsuccessful round - e.g. "the Wendigo does not wear a baseball cap".

This is a felicitous implementation of the werewolf mechanism for all the family and thus for smaller groups; flair and challenge remain despite the simplification; the Cubs' version is a nice introduction or a version for a game without adults. ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
10+

Designer: Christian Lemay

Artist: Nikoa

Price: ca. 18 Euro

Publisher: Le Scorpion Masque 2017

www.asmodee.com

EVALUATION

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

Comments:

Attractive simplification of the werewolf mechanism
* Appealing design * Easy rules * Cubs' version for an easier game

Compares to:

All kinds of Werewolf games

Other editions:

Iello (en)



DR. EUREKA

MARBLES IN TEST TUBES

8+

Marbles in three colors represent molecules in test tubes and must be re-arranged according to templates. The experiment templates are depicted on task cards, stacked face-down. Each player takes three test tubes and places two marbles into each tube, purple, blue and green from left to right!

The top task card is revealed and all players try simultaneously to

achieve the depicted arrangement by shunting marbles between test tubes: You pick up two test tubes at a time and transfer one or more marbles from one tube into the other. It is forbidden to touch a marble with your hand and marbles must not fall out of test tubes. Should it happen that you let a marble fall out of a tube or touch it with your hand, you are



out of play for the current round. There is room for maximum four marbles in each test tube.

Sometimes, it might not be necessary to move marbles from one tube to another, it could be sufficient to switch positions of two test tubes. It is also allowed to up-end a test tube, but take care, you cannot reverse this move!

If you have achieved the arrangement on the card, you call „Eureka!“ and receive the task card, if your arrangement of marbles and tubes is correct. If you make a mistake here, you are also out of play for the round. Whoever collects five cards first, wins. You can decide on a longer game with more cards necessary to win or play all card and the winner is who has most cards.

3D shunting for all the family! Topic and mechanism go nicely together, and the mix of dexterity, spatial thinking and planning ahead is very neat and good! Abstract games can be nice games for the family! ☑

INFORMATION

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

Designer: Roberto Fraga

Artist: S. Escapa, F. GmbH

Price: ca. 25 Euro

Publisher: Pegasus Spiele 2017

www.pegasus.de

EVALUATION

Shunting
Users: For families
Version: de
Rules: de en es fr gr it fr
pl pt ru
In-game text: no

Comments:

Classy, attractive components * Good practice for spatial thinking and dexterity * Nice family topic

Compares to:

Shunting games

Other editions:

Bard Centrum (pl), Blue Orange (en), Blue Orange EU (de en es fr it nl pt ru), FoxMind (he), Kaissa (gr), Lúdlko (es), White Goblin (nl)



FLICK 'EM UP!

STALLION CANYON

8+

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

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

The *Stallion Canyon* introduces



horses, both wild and tamed, you must learn to mount and dismount; there are also lassos, canyons, a stable, a hideout for the outlaws and a ramp to shoot at riders. Canyons let you set up two separate towns on two tables, movement through one canyon lets you successfully pass through the other one. The new game mode Practice Field offers three scenarios as introduction to the new components and their rules. There are also five scenarios in which you catch horses or race cowgirls to a lawyer or take horses to the sheriff before the Cooper Clan takes them, or you must catch a horse and ride through a canyon to get assistance against the Cooper Clan, or secret documents need to be taken to the Sheriff's office or the Outlaws' hideout.

Once again, pure action fun in this elaborate tabletop, Canyons and horses are fantastic new elements for the scenarios, and yes, cowboys can shoot when on horseback, but can also be shot at from the ramp. ☑

INFORMATION

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

Designer: Jean-Yves Monpertuis & Team

Artist: C. Quilliams, P. Guérin

Price: ca. 35 Euro

Publisher: Pretzel Games / F2Z 2016

www.pretzelgames.com

EVALUATION

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

Comments:

Fantastic game idea * Marvelous components * Needs lots of dexterity and hand-eye coordination * Simply fun to play!

Compares to:

Flick'em Up and other snipping games

Other editions:

Currently none



FORGED IN STEEL

CITY BUILDING IN ECONOMIC BOOM

Pueblo County, Colorado, between 1890 and 1910, city of steel mills and center of an economic and cultural boom at the turn of the century. As the representative of a local family, you want to build up your empire and dominate the economy. You use cards for points to build the city or to trigger events, albeit in sharp competition over control of the city. You place headlines

which determine the development and rules of the game in three eras of the game with unique cards. There are many strategies for winning the game, via controlling the city development, or commerce, or mining, or industry or a combination of all those elements.

The three eras in the game each consist of several phases: 1. City

Planning with selecting several cards from a pool, one card is drafted. 2. City building; you play cards for the "Municipal Muscle", to build, buy or seize, or you use the card for an event. 3. Immigration, based on commercial buildings and factories - you calculate the quota, build houses and place immigrants. 4. County Assessment for Mining, Industry, Commerce, houses, mansions and headlines. 5. Elections for Mayor with ballots provided by from houses, mansions and commercial buildings as well as votes provided by neighborhoods and civic buildings. 6. Cleanup. You win with most points after the County Assessment of the third era.

A solid city building game, in which the town rises attractively from 3D buildings, albeit with lots of aggressive interaction from cards and roles and some randomness from card drawing - and yet an interesting game with many options for decisions and winning strategies. ✓



GEFRAGT GEJAGT

QUIZ BASED ON THE TV SHOW

8+

Game based on the TV show of the same name; You must out-run a hunter and want to win the finale or, as a drop-out in the role of a hunter, hinder others to win.

You select a candidate and a hunter piece and one of the hunters you want to play against - Besserwisser, Bibliothekar, Gigant or Quizgott - and put his image in your hunter piece.

In Round I, you answer as many questions as possible within a minute; each correct answer gives you € 500. In Round II, you play without timer; you decide on one sum on your coin from Round I and thus on the distance between you and your hunter piece - three steps for the sum on the blue side of the coin, four steps for the lower sum on the red side and two steps for

the higher sum there. Then you answer questions - from the red quiz cards; depending on the answer both hunter and candidate move in this round. When a hunter reaches the candidate piece of the same color, the candidate must quit the game. In Round III, the candidate among those still in play and with most money plays the finale against one or two dropped-out candidates from Round II. First, the candidate answers questions from blue cards within a timeframe of two minutes and advances one step for every correct answer. Then the hunter does the same; if he gives a wrong answer, the candidate can answer and, for his correct answer, the hunter goes back one step. If the candidate is not caught, he wins.

This is a nice and unusual version of a standard quiz mechanism; the questions are suitable for families and the hunter mechanism introduces additional challenges and the selection of the winning sum a bit of tactic. ✓



INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
120+

Designer: Wade Broadhead
Artist: Lloyd, Johnson, Frier
Price: ca. 45 Euro
Publisher: Knight Works Games
www.knightworksgames.com

EVALUATION

Urban development
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
City growth very impressive visually * Lots of rather aggressive interaction *
Basically, good balance of decisions and randomness
* Lots of history relations

Compares to:
City building games in general

Other editions:
Currently none



INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
30+

Designer: uncredited
Artist: uncredited
Price: ca. 20 Euro
Publisher: Goliath Toys 2016
www.goliathgames.de

EVALUATION

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

Comments:
Based on a TV Show * Good selection of questions *
Questions suited to families

Compares to:
Quiz games featuring rounds and a finale

Other editions:
Currently none



HAMSTERBANDE

COLLECT STORES WITH WAGON AND GONDOLA



Hamsters are playing in their burrow, but winter is approaching and the food stores need to be filled. The board is assembled and wagon, elevator, gondola and hamster wheel are played in their indentations on the board. All leaves are placed into the treetop and three feed tiles per player - carrot, ear of wheat and clover leaf - are placed on their respective spaces on the board.

All hamsters start in their living room and the starting player takes charge of the hedgehog piece.

The starting player and then, in turn, all other players, roll the die and then move their hamster across as many rooms. Wagon, elevator, gondola and hamster wheel are considered to be one room and are moved accordingly in their indentations, but



do not use a die step for it; you can move the elevator up, enter it, go down to the other end of the shaft and exit, all this does not use a step. If you reach a food case, you take one tile; if you then encounter another hamster who does not carry a food tile, you can hand yours to him or carry it yourself to its corresponding storage case and put it down there. Before the starting player rolls for his next turn, he places a leaf from the tree next to the hedgehog for his winter nest. When all food is in storage, before all leaves are with the hedgehog, all players win together.

I am tempted to say: a true Haba game! Attractive components, simple rules, a very nice topic for children and enchanting details - the end-of-game conditions using leaves for the hedgehog's winter nest and the moving "rooms" raise the game way above the level of a simple roll-move-collect game. ☑

INFORMATION

PLAYERS:
1-4

AGE:
4+

TIME:
15+

Designer: Tim Rogasch

Artist: Cornelia Haas

Price: ca. 15 Euro

Publisher: Haba 2016

www.haba.de

EVALUATION

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

Comments:

Marvelous components with special details * Nice topic for children * Simple rules

Compares to:

Roll-move-collect games

Other editions:

Currently none



HIT Z ROAD

ZOMBIES ON ROUTE 66



Zombie Apocalypse in the United States; hunted by Zombie hordes, players try to reach the West Coast and Los Angeles via the famous Route 666, starting the journey in Chicago. You have your equipment - ammunition, fuel and adrenaline - as well as a leader and four survivor meeples. A deck of 64 cards for three phases is prepared and cannot be shuffled during the

game!

In each round, you place 4x2 cards for paths. You bid for those paths with resources, can pass and re-join the auction; when all others have passed, the auction phase ends and the initiative = turn order changes according to the size of bids. The player with initiative 1 chooses a path first, probably the least dangerous one, the others choose one



of the remaining paths. Now, cards are resolved in turn order, including scavenging, events and fight or fleeing. Scavenging gives you the indicated resources; events are either resolved instantly or influence the dice combat against the stated number of zombies, with ranged rolls and then melees, until one group has eliminated the other. Conflicts that you win give you the path card. If you lose all your survivors, you are out of play, which changes the path rules. If you have survivors left after eight rounds, you score for resolved cards and for epilogue cards from majorities in resources.

Defeat zombies with resources management and dice! You must consider well if the easier path justifies the use of resources or if you'd rather select later and have resources available, which makes you feel more in command of the situation, but this feeling can be deceptive. In interesting, well-made version of the Zombie theme. ☑

INFORMATION

PLAYERS:
1-4

AGE:
12+

TIME:
60+

Designer: Martin Wallace

Artist: Pascal Guidault and Team

Price: ca. 33 Euros

Publisher: Space Cowboys / Asmodee 2016

www.asmodee.de

EVALUATION

Zombie, Auction
Users: With friends
Version: de
Rules: de en es fr pl
In-game text: yes

Comments:

Interesting retro design
* Unusual mix of mechanisms for a Zombie game *
Double use for resources in auction and action

Compares to:

Resources management by auction & conflict resolving by dice

Other editions:

Space Cowboys (en fr), Asmodee (es), Rebel (pl)



HOP!

THROW A RAINBOW, GET A CLOUD

6+

In a book, we have discovered a realm in the skies and begin our ascension! The 3D board is assembled, cloud and bird markers are spread out around it and the Dare cards are stacked face-down. Players choose a pawn and receive balloons and betting markers accordingly.

The active player - the Hurler - chooses another player for his catcher or Skewerer, who plac-

es his elbow on the table and puts his index finger up. Then the Hurler draws a Dare card and selects, if necessary, other players for the roles of a helper, called Assister and/or an inter-ferer, called Turbulator. Then the Hurler positions himself and throws - adhering to detailed rules - a rainbow on the index finger of the Skewerer, who can lift the elbow while the rainbow



is in the air.

Players not involved in the throw bet on the outcome. When the Hurler is successful, his pawn advances by one level; Skewerer and Assister receive a cloud token. If you made a correct bet, you receive a dove marker, if you bet wrongly, you get a crow marker. When the Hurler failed, he loses a balloon; the Turbulator gets a cloud token and correct or incorrect bets again give you dove or crow tokens.

For three doves you advance one level, three crows cost you a balloon. If someone is out of balloons or has reached the final level, all add up the value of their level and their cloud tokens and you win with the highest total.

Unusual, very beautiful and featuring cute dares - the Turbulator waves, for instance, his hand in front of the Hurler's eyes, the Skewerer must use his pinkie, the Hurler must catch the rainbow himself or must throw with eyes closed, acting on tips of the Assister. ☑

INFORMATION

PLAYERS:
3-6

AGE:
6+

TIME:
30+

Designer: Maublanc, Cardouat
Artist: Marie Cardouat
Price: ca. 50 Euro
Publisher: FunForge 2016
www.funforge.fr

EVALUATION

Agility, Betting
Users: For families
Version: en
Rules: en fr it
In-game text: yes

Comments:

Very high-class, beautiful components * Cute mechanism * Reading abilities necessary * Very attractive family game

Compares to:

First game of its kind, agility games in general

Other editions:

Funforge (fr), Ghenos Games (it)



KARIBOU CAMP

TEETH FOR THE BEARS

8+

Team cards determine teams of two players. Discs for all animals and „all animals“ are set out. Seven cards each for seven animals plus scout cards are shuffled together, then cards are dealt depending on the number of players and cards on the table are displayed on a signal.

Then all players swap cards from their hand with one on the table simultaneously; when a scout is

played, cards on the table are renewed. If you have collected five identical animals, you signal this to your partner as secretly as possible, using the sign involving the respective body part: Moose - Tongue, Polecat - Nose; Bear - Teeth, Marmot - Eyes, Raccoon - Hands, Squirrel - Ears and Duck - Neck. When your partner notices the signal, he takes the Giga Pawn and puts it on the



animal's disc- If your partner is not sure of the animal, he places the pawn on the "all animals" disc. This scores less points, but avoids losing all points, because if another player notices your signal and interprets it correctly, he can grab the pawn and put it on an animal disc or on "all animals". For a collected set and the correctly placed Giga Pawn each partner scores two points, for placement on "all animals" both score one point. If an opponent sets the pawn on the correct disc, he scores two points, and one points for "all animals". Wrong pawn placement or incomplete sets or other mistakes score one point for all players not involved in the mistake. Whoever collects nine points first, wins.

Cute, witty, fast and nicely combined; the attempts to put out your tongue unobtrusively and watching others at the same time if the wrinkle their noses or whatever, is simply fun! ☑

INFORMATION

PLAYERS:
3-7

AGE:
8+

TIME:
30+

Designer: L. Borg, J. Caplanne
Artist: Rémy Tornior
Price: ca. 21 Euro
Publisher: Gigamic 2016
www.asmodee.de

EVALUATION

Set collecting, communication
Users: For families
Version: multi
Rules: de languages
In-game text: no

Comments:

Nice combination of mechanisms * Cute selection of signals * Attractive graphic

Compares to:

Games using given partner signals

Other editions:

Currently none



KRISS-KROSS

TWO STARTS NEXT TO TWO DOTS



A dice game on symbol, which need to be entered in the best feasible way on your result sheet. Each player has such a sheet with a grid of 5x5 cases, the middle case of the first row is marked for the starting case. - Two dice carry six symbols each - dot, star, circle, triangle, cross and square. You enter a randomly chosen symbol in the starting case on the sheet. To

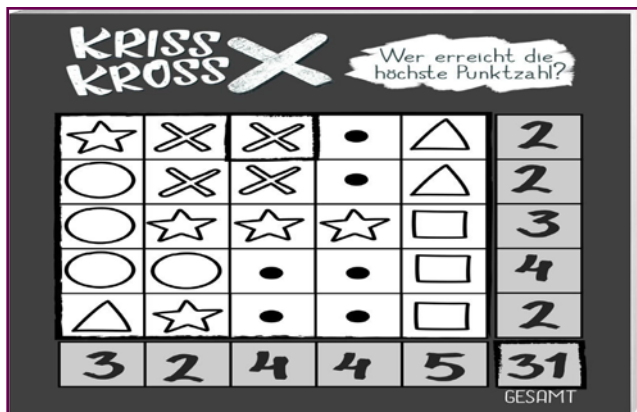
the right of the grid and at the bottom of it there are a grey row and column, in which you enter the scores for rows and columns at the end of the game.

You roll both dice and name the resulting two symbols. Each player now must enter those symbols on his sheet - horizontally or vertically adjacent, but not necessarily adjacent to symbols already entered. You must

enter the result, unless there are now two empty adjacent cases in the grid. When nobody can enter anymore, because all cases are full or only single cases are available, you score rows and columns for groups of adjacent identical symbols: two identical adjacent symbols, horizontally or vertically, score two points, three symbols score three points, and four identical symbols give you four points plus a bonus of four points, and five symbols score five points plus five bonus points. You win with most points; in case of a tie the player with the highest result of row or column.

In the solo version, you play in the same way and try to optimize your own results, anything higher than 30 points is amazing.

Nice family entertainment, of course nearly totally chance-driven - a double is not necessarily an advantage - and with very little tactic; the first randomly chosen symbol already pre-empts choices. ☑



THE LAST FRIDAY

SOME LEGENDS NEVER DIE ...

Camp Apache is supposed to be haunted by a Maniac; players as campers need to explore the mystery, survive the attacks and, in the end, eliminate the Maniac, who in turn needs to eliminate all campers to win. The game comprises four chapters - *Arrival at the Camp*, *The Chase*, *The Massacre* and *The Final Chapter*. Chapters build on each other, have different rules,

actions and goals and can be played individually as stand-alone or back to back as a kind of campaign, with a duration of approx. 30 minutes per chapter. Each chapter has usually 15 rounds. The Maniac moves secretly, without placing a marker, via connecting lines from number case to number case, one step per turn; the Maniac player must write down the numbers

of cases entered and, after each third turn, reveal a position, current or former. Campers move openly from dot to dot, ignoring number cases, and have maximum two moves per turn. When camper and Maniac pass each other, special rules apply in relation to the chapter; both factions also have stringently regulated special moves. At the end of a chapter both factions score Salvation or Terror Points for survivors or corpse tokens. When the campers scored more salvation points than the Maniac scored Terror points, campers reveal clue markers equal to the difference; otherwise, the Maniac receive Maniac tokens. Lots of scenery, easily accessed rules, components that work well with the topic. Fans of the genre are dead right here, and the resetting with the start of each chapter prevents disappointment and inactivity for eliminated players; the scoring mechanism is very clever as well. ☑



INFORMATION

PLAYERS:
1-6

AGE:
8+

TIME:
10+

Designer: Reiner Knizia

Artist: Kreativbunker

Price: ca. 10 Euro

Publisher: moses. Verlag 2017

www.moses-verlag.de

EVALUATION

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

Comments:

Nice family game filler *
Absolutely chance-driven *
Not a lot of tactic

Compares to:

Dice games with result entry optimization

Other editions:

Currently none



INFORMATION

PLAYERS:
2-6

AGE:
13+

TIME:
120+

Designer: A. Ferrara, S. Fiorillo

Artist: Sebastiano Fiorillo & Team

Price: ca. 40 Euro

Publisher: Heidelberger 2016

www.heidelbaer.de

EVALUATION

Horror, deduction, adventure
Users: With friends
Version: de
Rules: cn de en es pl
In-game text: yes

Comments:

Mix of horror and deduction mechanisms
* Chapters can be played stand-alone or together, rules vary * Clever scoring mechanism

Compares to:

Zombie and horror games, Scotland Yard and others for position deduction

Other editions:

Last Level (es), Swan Panasia (cn), Galakta (pl)



LEINEN LOS!

BOAT RACE AROUND BUOYS

6+

Queen Lonne of Ovelgonne holds a boat race on the high seas. Players choose one of two tracks - yellow for easy and red for difficult - and place their boats at the start. The double bollard is set out with the rope completely unwound. One player takes the bollard piece, calls "cast off!" and winds the rope in loops shaped like an eight around the double bollard,

while the active player pushes his boat along the track with a finger on the engine piece. The buoys must not be touched or your turn ends instantly. Other boats on the track may be pushed aside and your boat may not stop in shark-infested water; if necessary, you move it back until it does not touch the dark water areas any more. If your boat leaves the water by



touching an island or land at the edge of the board or if you push the boat off the board, your turn also ends instantly.

When the rope is completely wound on the bollard, the bollard player calls "stop", the active player ends his turn and the turn to push the boat passes to the next player. The bollard player remains active until it is his turn to push his own boat. The first player to cross the finish line wins.

Younger children can be allowed to ignore buoys, islands or shark and may also touch the engine with more than one finger. For a variant, you can play the game also without the board; you set out a track with buoys and other items on a table or on the floor.

Leinen los! is an enchanting game for children as well as for families, with highly attractive components and simple rules, a happy re-edition of a master piece by Alex Randolph, surely destined to become a game classic for children. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: Alex Randolph
Artist: Matthias Holländer
Price: ca. 30 Euro
Publisher: Zoch Verlag 2017
www.zoch-verlag.com

EVALUATION

Race, dexterity, time limit
Users: For children
Version: multi
Rules: de en fr it
In-game text: no

Comments:
New edition * First edition
Haba 1996 * Enchanting components * Easy rules
* Version without board * Good family game, too

Compares to:
Dexterity games with a time limit

Other editions:
Currently none



MISTKÄFER

ROLL, STEAL, SCORE

8+

Place dice, steal dice from others and score your board to be first to collect 4 trefoils or 12, 16 or 20 dung balls.

Each player has a board; trefoil and dung ball chips are spread out face-down and 27 dice in the three colors of the rows on the player boards are made ready. The active player can either roll dice or score his board. If you score, you take four dice of

one color - or all available dice of that color, when there are currently not four of them in stock - and rolls them once. Then you select a value from the result and place all dice showing this result into the row of the same color on your board, without a gap, from left to right. If there are already dice in the row, dice about to be added must be higher than the ones already



there. Then, from Round 2, you can steal a die identical to the ones you just placed from every player, provided that the die is situated to the utmost right in the row. If you cannot place a die, you must remove from your board all dice in the selected color and also all other dice situated to the right of the vertical white line on the board. If you place a die on a bonus space, you can do the bonus action immediately, even several times, when the case is emptied due to a steal and occupied again later. If you choose to score, you take one face-down chip for each completed column to the left of the white line - they are marked with a printed-on white chip symbol - and for each die to the right of the white line and then return all dice to stock.

The serial heading "small & sneaky" hits it perfectly, and should be amended with neat and good; the game is cute entertainment with exactly the right aggravation element for lots of fun in playing. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Klaus-Jürgen Wrede
Artist: Marek Blaha, Leon Schiffer
Price: ca. 11 Euro
Publisher: Schmidt Spiele 2017
www.schmidtspiele.de

EVALUATION

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

Comments:
Handy to play everywhere
* Thrilling fun * Simple rules
* Nice details for bonuses, misses and stealing dice

Compares to:
Heckmeck for result selection, dice game with demands for result usage

Other editions:
Currently none



PAPPERLAPAPP

HEAR THE BELL AND SNATCH IT



Six games fostering speech development, speaking, hearing and tactile sensitivity. The educational topics range from listening, pronunciation and rhythm to precise observation, speed reaction, concentration and sound differentiation to sound imitation, tactile sensitivity, speech and vocabulary extension.

1. *Tell me what you know!* - one

piece is drawn from the bag, described, discussed and put on its card. 2. *Fingers full of animals!* - Cards are displayed and the corresponding pieces are put in the bag; the die is rolled and the active player tries to feel for a piece of that color in the bag. 3. *Now I've heard everything!* - 12 cards are distributed to the players and the corresponding pieces are displayed on the



table. Whoever recognizes a sound from the CD, grabs the respective piece, but only if the corresponding card is in front of him. 4. *Listen, look and snatch it up!* - all pieces are spread on the table, sounds are provided by the CD; whoever recognizes a sound, grabs the corresponding piece. 5. *Quick & Clever* - the pieces are displayed; the game master moves a piece along the table, making its noise; then he adds another sound and whoever recognizes it, grabs the corresponding piece; or you can move the piece next to another one and whoever makes the correct sound for this piece, receives it. 6. *All together now!* - The verses for eight pieces are recited and whoever holds the piece makes the suitable noises. Texts for additional figurines can be created as part of the game. In its new edition, too, Papperlapapp offers a very well-working mix of fun to play and educational fostering, supported by advice for parents- ☑

PHALANXX

WHO WILL SUCCEED ALEXANDER THE GREAT?



Four factions want to inherit the realm of Alexander the Great! You begin with two epoch cards and one white Army die, one orange Leader die and one purple Equipment die; those home dice are rolled once only, at the start of the game, and placed on the three red cases on your action card; their total value determines your starting capital. A player turn comprises: 1. Buy

epoch card from the display. 2. Roll three Travelling dice; a total of ≤ 8 earns you three Talents. 3. Dice actions, used dice go on the grey cases of the action card: Play an epoch card with a travelling die \geq than one of your home dice and if conditions of the card are met. Or you conquer a region; again, the dice value must be \geq than a home one; or replace one of your home dice



with one of the travelling dice when the grey case next to it is empty; value differences are paid or received in Talents; or get money and - as an option - swap a home die with one of another player. 4. Hand dice on grey cases of your action card as travelling dice to the next player. When the epoch cards are depleted, you score - at the end of the round - cards rotated in conflicts, armies, occupied towns and oases, fame groups of epoch cards with certain symbols and Talents; Camouflage in play costs you four points, and you win with the highest total. In the expert game, each faction commands an individual advantage. The topic is standard, the use of dice is new! Already the first roll for money is important, and then there is the necessity of swapping dice to meet card conditions and to lower home dice values to have a wider range of travelling dice results to work with. ☑

INFORMATION

PLAYERS:
1-6

AGE:
3+

TIME:
10+

Designer: A. Wrede, K. H. Stier
Artist: Katharina Wieker
Price: ca. 15 Euro
Publisher: Haba 2016
www.haba.de

EVALUATION

Hear, speak, feel, react
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
New edition, first edition
2001 * Series LernSpielSpaß
* CD is included * Song text
in all languages * Adult
supervision necessary

Compares to:
All educational games with related topics

Other editions:
Currently none



INFORMATION

PLAYERS:
1-4

AGE:
12+

TIME:
60+

Designer: Bernd Eisenstein
Artist: Matthias Catrein
Price: ca. 30 Euro
Publisher: Irongames 2016
www.irongames.de

EVALUATION

Dice use, sets, point collection
Users: With friends
Version: multi
Rules: de en fr jp pl
In-game text: no

Comments:
Innovative use of dice *
Conflicts not a deciding
factor * Includes set-
collecting element * Very
good game for two

Compares to:
First game with this use of dice

Other editions:
Currently none



PIPI PARTY

INVERSE FLUSHING!



Children have a very strange sense of humor and love nothing better than watching somebody else - of course not themselves - getting hit squarely in the face by something unwelcome and preferably gooey or wet! We had water from a whale and a wet sponge or maybe whipped cream from Pie Face, and Pipi Party takes us back to water. Fortunately, the name of

the game indicates the location rather than the medium of the action, there is only wet water action out of the bowl!

A very realistic model of a toilet is assembled of foot, bowl, cover, water tank and toilet paper roll and filled with water according to instructions. The toilet paper roll is used for a random generator, replacing a die. If you are the active player, you agitate



the toilet paper roll. When the roll stops, the arrow indicates a number and the active player must now flush the toilet as often as the number on the toilet paper roll indicates. If you only hear the flushing noise and are not hit by a jet of water out of the bowl, you remain in play and, after the indicated number of flushes, the turn passes to the next player. But if you are hit by a jet of water from the toilet bowl, you were unlucky - your turn ends instantly and you are out of the game. The last dry player in the game is the winner of the Pipi Party!

There is a term latrine humor and it is currently kind of in fashion, the topic recently appeared in a lot of games for children. Pipi Party is a cute version of the "will I be hit or not" mechanism, and is best played outdoors on a hot summer's day, but can also be played indoors, the amount of water is manageable. ☑

INFORMATION

PLAYERS:
2+

AGE:
4+

TIME:
10+

Designer: uncredited

Artist: uncredited

Price: ca. 20 Euro

Publisher: Hasbro 2017

www.hasbro.at

EVALUATION

Action
Users: For children
Version: de
Rules: de en
In-game text: no

Comments:

Strange topic * Pure action
* Opulent components *
Adult assistance necessary for assembling

Compares to:

Pie Face

Other editions:

Toilet Trouble, Hasbro UK (en)



RIVAL KINGS

LORD PROTECTOR VERSUS KNIGHT

Intrigues surrounding the throne! You want to become King by acquiring most points and to achieve, you use courtiers and subjects for actions - action options are conflict resolving by shedding conflict markers, collecting money, hiring a subject or acquiring a building. 16 of 32 building cards and 16 of 32 subject cards are set out in stacks of eight cards, the re-

maining cards are used for money. In each round, you are dealt three characters = courtiers and use two of them in two turns.

For such a turn, all play a character card simultaneously and reveal it. Then eventual conflicts are resolved, with assigning of conflict markers and stealing of actions; stolen actions are covered on the theft victim card and can not be resolved. Then,



in order of rank from highest to lowest, the character actions that are still available are resolved; in case of identical ranks the one with fewer conflict markers goes first. Subject cards acquired with an action usually provide an additional action.

The goal for all actions is to acquire combinations of buildings and subjects with correlations in symbols and colors. When one of the four stacks is empty, you score, at the end of the turn, pairs of buildings and subjects: Perfect pairs with correlating symbols score their point value, pairs of the same color score the value of the higher card, single cards score one point and three coins each also one point.

As is to be expected in rivalry and intrigues, there is a lot of interaction in the game; conflicts and stealing of actions result in thrilling encounters after which you must use possible actions cleverly in this fast-paced game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Adrian Adamescu

Artist: Schoon, Kondirolli, GmbH

Price: ca. 15 Euro

Publisher: HUCH! & friends 2016

www.hutter-trade.com

EVALUATION

Cards, conflict, collecting
Users: With friends
Version: multi
Rules: de en es fr nl
In-game text: no

Comments:

Attractive design * Topic and mechanisms go well together * Lots of interaction

Compares to:

Card games with card effects on action options

Other editions:

Currently none



SABRINA STACHELSCHWEIN

DANGER FOR BALLOONS

6+

The little porcupine endangers balloons! The game features 28 balloon cards; in case of 2, 3, 4 or 5 players you deal 8, 7, 6 or 5 cards to each player. Left-over cards are spread face-down in the middle. Then you select a pawn and all players lay out their cards to form a circle, with gaps between players' card groups, in which you place the player pawns, so that the pawns

indicate the card rows of each player. Those pawns are only indicators, they are never moved! The player who has most balloons on a card with a Sabrina symbol, puts this card face-down into the middle and puts Sabrina into the gap, she must clearly face one direction. From now on, if you have Sabrina in your row of cards, you roll the die. If you achieved a num-

ber result, you move Sabrina as many cards in the direction she faces; the card that she reaches is put face-down in the middle and Sabrina is placed in the gap. If you rolled an arrow, you turn Sabrina around to face the other direction and roll again; if you rolled the card symbol, you take a face-down card from the middle, put it openly into your row and roll again. If someone must put his last row card in the middle, you win, if you have most balloons on your remaining cards.

When younger children are playing, you can simply count remaining cards in the row instead of balloons.

So simple and so well-working! Very easy rules and a very nice use of the memo mechanism - which face-down card in the middle has most balloons? I have found an eight! Let's hope that Sabrina does not end up on this card! ☑



SHINOBI JUST

NINJAS ON MISSIONS

Ninjas of the Sengoku Era are fighting secretly in missions, must keep their own identity secret and try to suss out your neighbor's identity.

A number of identity cards for Ninjas, equal to the number of players + 1, are shuffled and each player is secretly assigned a Ninja identity. Then the Ninja cards corresponding to the Ninja identity cards are laid out and

a fame point card is placed underneath each Ninja card, showing the starting fame value. Each player is dealt six mission cards for his hand.

In your turn, you play a mission open-faced below any of the Ninja cards. If you place the card into a position equal to the position marked in the current round card, you must play the mission card face-down. If

someone plays the fourth mission card into a Ninja column, the secret missions below each Ninja are revealed. Then the risk values on all mission cards in a Ninja's column are added up and the Ninja then wins or loses fame points accordingly; his fame point card is adjusted accordingly.

For the next round, all played and still stacked mission cards are shuffled and each player replenishes his hand to six mission cards. After four such rounds all players reveal their Ninja identities and add the red fame points of their left neighbor to their own fame points.

In a version, you play with special cards; each player receives one with his Ninja identity card. Standard Ninja topic, implemented attractively and minimalist; the rules are easy and offer an alluring dilemma - a sum of 10 risk earns you 4 fame points, but 11 risk cost 1 fame - do I add high risk to the blue Ninja? Is he my neighbor? ☑



INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
15+

Designer: Reiner Knizia

Artist: Anne Pätzke

Price: ca. 10 Euro

Publisher: Pegasus Spiele 2017
www.pegasus.de

EVALUATION

Move, memo
Users: For children
Version: multi
Rules: de en
In-game text: no

Comments:

Pretty components * Very easy, simple rules * Nice memo variant

Compares to:

Move & memo games

Other editions:

Currently none



INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
30+

Designer: T. Sayama, T. Arao

Artist: Takaaki Sayama

Price: ca. 13 Euro

Publisher: Comet / Japon Brand 2017
<http://cometgame.jimdo.com>

EVALUATION

Assigning card values
Users: With friends
Version: jp
Rules: de en fr jp
In-game text: no

Comments:

Attractive, minimalist design * Easy basic rules * Alluring dilemma of risk value assigning

Compares to:

Games with Ninja topic and card value use

Other editions:

Japon Brand (de en fr jp)



SHOP HOP

RACING AROUND THE MALL

6+

Shopping and racing around the mall! You prepare the shopping center; shops are set up around the board with the "open" side facing the board, the corresponding wares are stacked on the basket cases in front. Player pawns start on key cases and each player has a token for his pawn and coins of value 20.

The active player decides if he

wants to turn the spinner, move his marker and do an action - buy or open/close shop with or without jumping to a key case - or remains in place to do either an action or to do nothing. Movement is done to the next free spot of the color indicated by the spinner, in any direction; if you stand - with or without movement - on a case showing a dice image and if the shop



next to this case is open, you can buy the wares for coins equal to the number of dice pips on the case. If you stand on a key case or if you pay coins of value 5 and jump to a key case, you can close an open shop or re-open a closed shop. If you buy too expensively and are out of money - there is no possibility to earn money in the game - you are out of play. Whoever is first to buy eight different wares, wins. In an easier version, you may only close one shop during the game and indicate this by turning over your pawn marker the key side.

Nice and good! The attractive mix of chance, move and collect is surprisingly tactical for a game for children, due to the option of closing and opening shops as well as the limited amount of money. The price determination by dice value is cute, and the free choice of direction allows a little tactic here, too, as price as a deciding factor in the game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Daan Kreek
Artist: Lena Hesse
Price: ca. 23 Euro
Publisher: Piatnik 2017
www.piatnik.com

EVALUATION

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

Comments:
Attractive components *
Good rules * Tactic from price/money limit and opening/closing shops * A good family game, too

Compares to:
Buying games with wares value and money limit

Other editions:
Currently none



SIMURGH

CALL OF THE DRAGONLORD

Clans of dragon riders fighting dark powers. You breed dragons, called Simurghs, and use their abilities, collect resources and power points for your own house. Each round allows players one main action and any number of free actions. Spear-men and dragon riders are placed as workers on cases for resources, swapping of commodities for power points, for

new followers or a new type of Simurgh. The board develops during the game from action tiles that introduce new action cases. When you reach the game-end condition for tiles, you score power points at the end of the round and win with most of them.

Call of the Dragonlord is a modular expansion for Simurgh, all modules can be combined in



any way with the core game. *Diversity* – new action tiles, six dragon tiles and a set of new goals. *Wizards* – Using the miniatures without Forgotten Metropolis Tableau, with new rules for the magician as a vassal for the player. *Forgotten Metropolis* introduces a new region, Forgotten Metropolis, with new rules, including wizard miniatures and spell book decks. *Leadership Tiles* – Action tiles for more flexible and unforeseeable handling of the Vassals. *House Ability Cards* – one exclusive characteristic for each house. There are also *Quests*, *Rogues* und *Homecoming Cards* with new interaction.

This is a worker placement game, so resources are available to all players and you need to optimize your action sequences to win; but for this you need a learning curve of a few practice games to be able to have some control over the availability of actions and to balance the random factor of the drawing of action tiles. ☑

INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
90+

Designer: Zizzi, Kubacki, Novac
Artist: Odysseas Stamoglou & Team
Price: ca. 33 Euro
Publisher: NSKN Games 2016
www.nskn.net

EVALUATION

Fantasy, Worker placement
Users: For experts
Version: en
Rules: en pl
In-game text: yes

Comments:
Very beautiful design *
Rather complex rules *
Forgotten Metropolis as a new region * Modules can be combined any way

Compares to:
Simurgh

Other editions:
Baldr (pl)



THE FOG OF WAR

ALTERNATE CONFLICT SIMULATION



The topic of this simulation is WWII from 1940 to 1944, *Axis* versus *Allies*. You do not have units on a board, but busy yourself with planning operations and military espionage aspects. Each player has a deck of cards with armies, fleets and other assets of his faction. You defend a province that you control by laying out cards; attacks on neutral provinces or provinces

controlled by your opponent are planned on the *Operation Wheel*. An operation comprises a card for the province with the operation target and one or several attack cards. Target and attack card are face-down, the opponent does not know your target. The wheel is rotated by one position in each round and this controls the moment of attack and eventual bonuses for



attack or defense. At the time of the attack, strengths are compared and you win with double the strength of the defender and lose, if you have less than his strength; for all other ratios, Quagmire happens and the attack continues. Intel markers control the flow of information. A year ends, when your hand and the draw pile are depleted. Controlled provinces have victory points and eventual resources points, which you use at the of the year to introduce cards to your deck. Additional rules for a more realistic simulation are provided.

This is an excellently working simulation without a guaranteed winning strategy; winter and supply routes demand clever planning on provinces. The restriction to cards is an innovative approach to that kind of simulation games, with a flavor of worker placement and an unusual administration of cards, as victorious cards remain in play, losing ones must be re-acquired. ☑

INFORMATION

PLAYERS:
2

AGE:
10+

TIME:
120+

Designer: Geoff Engelstein
Artist: Bill Bricker
Price: ca. 58 Euro
Publisher: Stronghold Games 2016
www.strongholdgames.com

EVALUATION

Conflict simulation, cards
Users: For experts
Version: en
Rules: en
In-game text: no

Comments:

Compares to:
Twilight Struggle and other conflict simulations

Other editions:
Currently none



TINY PARK

ROLL DICE AND BUILD

5+

Competition for the best amusement park in town! Each player is given his own building site and tries to fill it with attractions in the optimum way. Six different attraction tiles of varying shapes are made up from one, two, three or four squares and show between one and three of the six different attractions in varying combinations. The active player rolls five dice

and can set aside and re-roll any number of dice, maximum two times. If you have achieved the symbols for the attraction tile of your choice, you take the respective tile and place it on your site; of course, there must be enough room for it to allow you to take it. To place a building, you can rotate it in any way and must place it in correspondence to the marked squares



on the building site. The newly placed tile cannot cover another tile in part or completely and it can also not exceed the borders of the site. A tile that has been placed cannot be relocated. If you did not manage a suitable combination of symbols after three rolls, you cannot take a tile in this round. Of course, you can forfeit a second or third roll as soon as you have achieved a suitable result. If you are first to completely fill your building site with attractions, you win. If you want an easier game, you can allow the relocating of already placed tiles.

The name of the game is program here, it is a placement game with a building topic, for young children. The mechanism has been scaled down for children very nicely, the necessary "filling size" tiles are available often enough and the selection of tiles and symbols even introduces a little bit of tactic to the game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
10+

Designer: Marco Teubner
Artist: Esther Diana
Price: ca. 10 Euro
Publisher: Haba 2017
www.haba.de

EVALUATION

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

Comments:

Children's version of a standard mechanism * Very nice components, as usual * Simple rules

Compares to:
Area-filling games

Other editions:
Currently none



TWENTYONE

BECAUSE IT'S FUN!

8+

Roll dice and note results or cross values out - Twentyone provides a new version of this standard mechanism.

Six different result sheets show dice results 1 to 6 in different arrangements and also colors, in each of the five rows of a sheet there are always six results, but not all results appear in all rows. Numbers themselves are identical on each sheet. Each player

uses a different sheet.

The active player takes six dice in six colors and rolls them and can, if he wants, re-roll all dice once, except those that show a 1 for a result. The second result must be accepted. Now each player must enter at least one number and can, if possible and desired, enter several numbers. A number can be entered, if it is lower or equal to the number in



the case in the dice color, in the current row. If you can enter a number equal to the pip symbol in the case - e.g., you rolled "2" with the yellow die and the yellow case shows a 2, too - you have scored a hit and mark it accordingly for a bonus at the end of the game. If you cannot enter a number in your current row - you must fill rows from top to bottom - or do not want to enter a number, you must cross out the leftmost empty case in this row.

If you have filled a row completely, you add the numbers you entered and the bonuses for hits according to the table. If you have completed all rows, the game ends and all players can score their uncompleted row. Then you win with most points.

Twentyone offers an attractive interpretation of a standard mechanism - simple, thrilling, a bit tactical - that can be played everywhere and is easy to take along - an ideal addition to your holiday suitcase. ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
15+

Designer: S. Benndorf, R. Staupé
Artist: Oliver Freudenreich
Price: ca. 9 Euro
Publisher: nsv 2017
www.nsv.de

EVALUATION

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

Comments:
Well-made version of a well-known principle *
Attractive details * Good to take along * Can be played everywhere

Compares to:
Quinto, Qwixx and other dice games about noting results

Other editions:
Currently none



VERFUXT

A CASE FOR THE HEN DETECTIVES!

5+

The golden egg was stolen from the hen coop! The fox thief must be identified before he disappears in his burrow. A thief card is placed secretly and unchecked into the decoder. 16 cards for suspects are placed around the board, two of them openly; 12 clue tiles are distributed face-down on the board. The active player decides if he wants to roll Paws for searching

for clues or Eyes for revealing suspects and names his choice; to be able to do the desired action, you must roll either all paws or all eyes; you can set aside and re-roll twice.

When you achieve the result, you can move your hat marker by the number of paws you rolled. If you reach a clue tile, you place it into the decoder and check if the suspect carries



this item; if you see a green dot, all open suspects without this item are cleared and removed to the box; for a white dot, you remove all open suspects carrying the item.

If you selected Eyes, you can turn over one of the face-down suspects and check him for items that are already visible on the board. If you fail to achieve the desired dice result, the fox moves three steps toward his burrow.

When the fox reaches his burrow or an accusation is wrong - the card in the decoder shows another fox - all players lose the game together; when the correct suspect is the only one left next to the board or is accused correctly before that, all players win together.

Eva was revealed - was the dot showing in the decoder for the bag green or white! Cripes! Verfuft! A marvelous version of clue collecting as a family game with a topic suitable for children; collecting of clues is sophisticatedly managed and the components are enchanting. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Marisa Peña und Team
Artist: Melaine Grandgirard
Price: ca. 19 Euro
Publisher: Game Factory 2017
www.gamefactory-spiele.com

EVALUATION

Deduction, cooperation
Users: For families
Version: multi
Rules: de fr it cn ms th
In-game text: no

Comments:
Enchanting components *
Very attractive clue collecting mechanism * Variants with number of fox steps or number of suspects to reveal

Compares to:
Cluedo and other deduction games

Other editions:
Gamewright (en), Kanga Games (cn, ms, th)



WORD UP

SMELLS GOOD WITH A B?



Find words to requirements of topics and letters! 60 cards out of 66 topic cards name a topic like "something made of wood" or "something that you cannot buy". Six topic cards name additional requirements for the word - more than ten letters, six letters, the letter is present twice, word without the letter, letter at the end of the word or word with two letters; for this,

you reveal two letter cards and the word must contain both letters, not necessarily next to each other and not as first letter of the word, either.

24 red letter cards feature every letter of the alphabet, except for Q, X and Y, and also one card "Mischen".

A topic card is revealed - for a blue card you then reveal a red letter card. If a yellow topic card

appears, you turn over another topic card; if it is again a yellow one, you put it under the stack and keep repeating this until a blue topic card appears. Whoever is first to call out a suitable word accepted by all, receives the topic card and the letter card is put underneath the stack. An "M" is always also a "W" and vice versa and the word wins that is called out first, regardless with which of two letters. If you earned the card, you are next to reveal cards. When "Mischen" is turned up, all red cards are shuffled and a new one is turned up. If nobody finds a solution within ca. one minute, a new letter is turned up. You win, if you have earned seven cards.

This is an easy, simple game and a nice variation of a familiar standard mechanism; but the details are very good and is fun, especially when all move their lips silently counting letters for a ten-letter-word! An ideal game for travels and holidays. ✓



WORMPARTY

CHICKEN'S WORM HUNT



The naughty worms are holding a worm party in the garden and Chicken Charly grabs the chance to go hunting for a few nice worms.

The worm garden is set up with four frames holding fabric elements with slit openings and the meadow board with eight worm holes. Then the worm holes are covered with color-coded mounds.

In turn, one player embodies Chicken Charly for the round, the other players are worms and hide underneath the mounds. For this, however, they do not use a pawn, but push - in turn or all at the same time, whatever works better - their hand through the slit, search for a free worm hole and then push a finder up into the mound to represent a worm. The Chicken

Charly player rolls the die and may then search the corresponding number of mounds for worms.

If he finds a worm, he receives a scoring tile in the color of the mound; if Chicken Charly has checked the appropriate number of mounds and did not find one or several worms, the worm player or players receive a corresponding scoring tile. For the joker mound, you can choose any tile. Whoever is first to collect six tiles of a color, wins.

In a variant, you win if you are first to collect any eight tiles or - for more experienced players - if you are first to collect six tiles of one color or three tiles in each of the colors.

What an enchanting version of a standard game idea - searching under covers is nothing new, but the fabric curtains and the use of player fingers for worms are a marvelous interpretation of the mechanism. Be quiet and cautions in the worm garden so that Chicken Charly does not find the worms too easily. ✓



INFORMATION

PLAYERS:
2-10

AGE:
8+

TIME:
20+

Designer: Nikolay Pegasov

Artist: Sergey Dulin

Price: ca. 9 Euro

Publisher: Abacusspiele 2016
www.abacusspiele.de

EVALUATION

Words, topics, letters
Users: For families
Version: de
Rules: de en it pl ru
In-game text: yes

Comments:

Standard topic * Standard mechanisms * Varied with nice details * Good travel game

Compares to:

Word finding games using topics and letter requirements

Other editions:

Alderac (en), dV Giochi (it), Hobby World (en, ru), Rebel (pl)



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: I. and M. Brand

Artist: Paletti-grafik

Price: ca. 27 Euro

Publisher: Queen Games 2017
www.queen-games.de

EVALUATION

Searching, dice
Users: For children
Version: multi
Rules: de en
In-game text: no

Comments:

Players use finger as game component * Interesting components overall * Simple basic mechanism * Fantastic game for children

Compares to:

First game with those components, otherwise search games

Other editions:

Currently none



ACHUNG, BAUSTELLE!

Publisher: Haba
Designer: Felix Leicht

5↑



Foreman Ben makes sure that machines and vehicles are at the right place quickly at the building site. Players help him to complete his tasks. You hold a construction site and a set of vehicle cards. A task card is revealed and all try to place the vehicles depicted on the card from their hand on their site, touching the site is enough. The first to do so grabs Ben, all stop and check this player's site - if he is correct, he receives the task card. But if the revealed task card shows Ben needing the Men's room, you get the card, if you are first to turn your site over to the toilet side, grab Ben and put him on the card.

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

Reaction game for 2-4 players, ages 5+

BENJAMIN BLÜMCHEN ZÄHL MIT MIR!

Publisher: Schmidt Spiele

3↑



12 pairs of cards, that is, two-part puzzles, show on the left side of the pair one of the numbers of 1 to 12 and on the right side images from Benjamin Blümchen's Zoo, Benjamin himself with the 1, or Karla with the number 3, etc. In version 1 the images are handed out evenly and a number card is turned up; whoever has the corresponding image card, takes the pair. In Version 2 all cards are spread out face down und, as in a memo, you turn over two cards and keep the pair, when the cards correspond. When all pairs have been found, you win with most pairs. Series: Reisespiele

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

Educational matching and memo game for 1-3 players, ages 3+

EPIC PVP FANTASY ERWEITERUNG

Publisher: Pegasus Spiele
Designers: Ryan Miller, Luke Peterschmitt

2↑



PvP denotes Player versus Player; in epic battles, you combine various races and profession classes into unique combinations of abilities for tactics and strategy. Combatants are confronted with the dilemma of drawing cards and therefore play fewer cards or not drawing cards and playing more cards. Players alternate their turns, you lose if your life points are down to 0. A turn comprises the phases of increase aggression, draw cards, play actions, assign defense, defend, suffer attack damage and end of turn. This expansion features the races Halbling and Katzenmensch and the classes of Dunkler Ritter and Kleriker

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

Card duel for 2 players, ages 12+

EXIT - DAS SPIEL DIE VERGESSENE INSEL

Publisher: Kosmos
Designers: Inka and Markus Brand

1↑



A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks. You have a decoder disc, a book and an image of a room with items with symbols. During the game you might have to fold, paint or destroy components of the game, so each copy can only be played once. Codes that you found, in combination with the related symbol, give you solution cards via the decoder disc, with further instructions. In „Die vergessene Insel“ you are caught in a storm and find yourself at the beach of an mysterious island Version: de * Rules: de * In-game text: yes

Live Escape Game for 1-6 players, ages 12+

HERAUSFORDERUNG NATUR KATZEN

Publisher: Bioviva

7↑



You want to win duels with your animals to be first to own all cards. The duels are resolved with value comparison in analogy to the Top Trumps mechanism. Cards are evenly distributed; one player reveals his top card and selects a characteristic, names the value and all other players check their top card for this characteristic. Whoever can name the highest value, receives the cards of all players and puts them face-down beneath his stack. For the Year of Appearance the earliest date wins. Many other topics available

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

Top Trumps variants for 2-6 players, ages 7+

logicus Babushka

Publisher: HUCH!
Designer: Inon Kohn

6↑



Grandma Oma Babushka and her granddaughters are on the way home on slippery roads and must meet each other to get home safely together. In 60 puzzles in four levels of difficulty you place the doll parts for two or three dolls and maybe one or two tree stumps on the board, as indicated by the chosen puzzle. Then you can move any doll part horizontally or vertically until it meets an obstacle. When then suitable doll parts sit on adjacent cases, you can put one into the other; a completed doll can be closed, when correctly filled, but a doll that is closed cannot be opened again.

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

Logic puzzle for 1 player, ages 6+

MAGISCHE GESCHICHTENWÜRFEL GESPENSTER

Publisher: mooses. Verlag
Designer: Magma

6↑



Eight dice show varying images on the topic of ghosts; three dice also show a symbol for the Super Power die, whose symbols are red. You roll eight dice and use the images as basis for a story. If you rolled a Super Power symbol, you roll the Super Power Die and receive super power for your hero or heroine - shrink villains, make yourself invisible, be able to hypnotize, make plants come alive, hurl villains at the wall or brew a love potion. For a more difficult game you use the symbols in the order that they sit on the table. Available also for the topics of Pirates and Fairy Tales.

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

Narrative game with dice for 1 or more players, ages 6+

MEINE LUSTIGEN FREUNDE MAGNETSPIEL

Publisher: Noris Spiele

3↑



More toy than game, but named a game by the publisher - 42 magnetic parts can be used to form funny faces - hairs, noses, mots, eyes, brows, red cheeks and even a crown or a pirate's hat can be assembled into ever-changing faces.

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

Magnetic assembling game for 1 player, ages 3+

MEMO + DOMINO TIERBABIES

Publisher: Piatnik 197

4↑

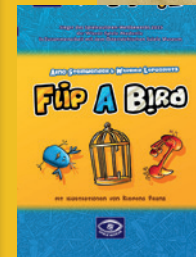
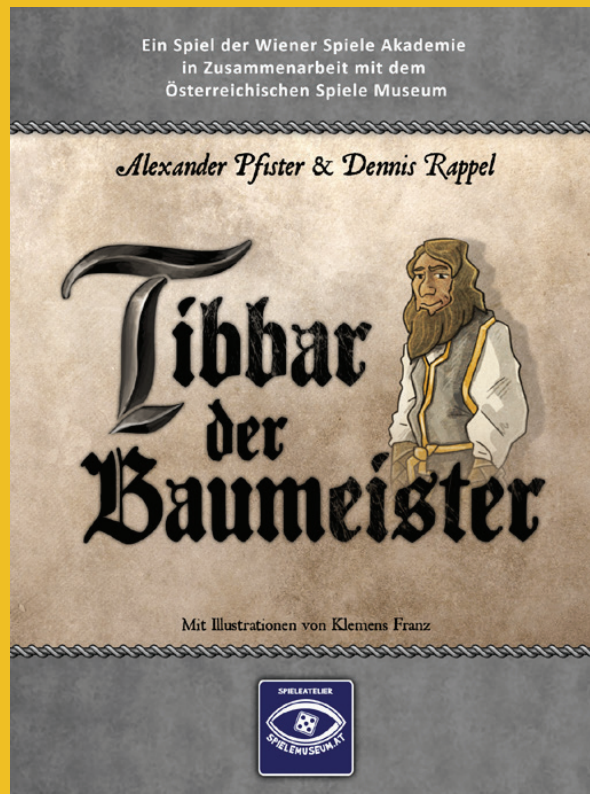
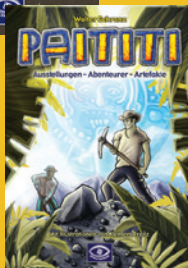
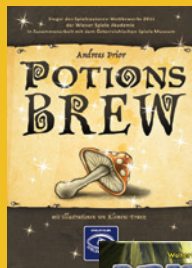


Two classic games in a small, practical box - memo and domino, both featuring the topic of baby animals. 36 memo tiles show baby animals and you play with the familiar standard rules: You can turn over two tiles and keep a pair that you find; you can continue this until you turn over two different tiles. When all pairs have been found you win with most. For Domino, there are 45 tiles with varying combinations of baby animals; each player has seven tiles in hand and places one of them at the end of the row. If you cannot place a tile, you must draw one. You win, if you are out of tiles first.

Version: multi * Rules: cz de en fr hr hu it ro sk sl sr * In-game text: no

Game collection for 2-6 players, ages 4+

Our Autorenspiel 2017 by Alexander Pfister and Dennis Rappel



Tibbar der Baumeister

IMPRESSUM

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

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

English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

Uwe Rosenberg

AGRICOLA

