Hisashi HAYASHI

YOKO HAMA

dlp games

FLORENTINE FAMILIES

LORENZO IL MAGNIFICO

STRUGGLE FOR POWER AND INFLUENCE

The MEDICI family was one of the more politically and economically powerful in Italy and Europe from 1434 to 1737. Giovanni de Medici started the fortune of the Family becoming a banker, initially, and "the" banker of the Pope later. At his death (he was poisoned) the son Cosimo inherited the bank and everything else (there was a younger brother but at that time everything was passed from the father to the elder son) and started a long political fight against the aristocracy of Firenze, leaded by the family Albizzi. In 1434 he finally succeeded in leading the SIGNORIA (a sort of democratic parliament that decided how to direct the economy and the politics of Firenze) where most of the members were devoted to the Medici. He was able to maintain a very good relationship with the Pope and with all the States near Tuscany, while he invited architects and artists to Firenze to build monuments, churches, etc. that are still visible today (and above all the very famous "Cupola del Brunelleschi" on the Cathedral of Firenze). His son Piero was sick and ruled the city only for 5 years, passing soon the power to his elder son Lorenzo (who was only twenty years old at that time). And Lorenzo pushed the power of Firenze to the top, succeeding also in maintaining peace in all of Italy with visits to the other kingdoms, diplomacy and marriages. He also promoted the arts and this period is known as the "Rinascimento Italiano" (Italian Renaissance). For all that it was called "Il Magnifico" (The Magnificent).

The game LORENZO IL MAGNIFICO brings us back to those times and let us act as one of the rulers of Firenze: the players will send the members of their families all around the town to collect resources that will be then used to finance the construction of buildings, to corrupt other Characters or to pursue special missions. It uses a nice mix of already known mechanics: worker placements, resource collection and card combos, but the final result is really very pleasant.

Pietro Cremona

A well-working game with a historic topic, good rules and attractive components, which can be absolutely recommended.

A LOOK AT THE CITY OF FLORENCE FROM PIAZZALE MICHELANGELO

The box of *Lorenzo il Magnifico* contains a board with a very schematic representation of the town of Firenze, four smaller board for the players, five decks of cards, tiles, and a handful of wooden components. Everything is of good quality, but I have a little concern on the "wood" resources, so small and so "round" that they tend to fall from hand when they are used.

Each of the four towers on the board has to be filled with four development cards from different decks: tower "1" receives green cards (Territory), tower "2" the blue (Personalities), tower "3" the yellow (Buildings) and tower "4" the pink (Missions). There are 24 cards for each color, divided in three Ages of 8 cards each: they are the heart of the game which lasts only 6 turns (or 6 times 4 cards, if you prefer)

Each card has a drawing that depicts a building, a personality, a place, etc. of that time and three specific characteristics:

- a "cost" (money, resources or military points) that is printed on the left (with the exception of the green cards that are free)
- an "immediate benefit" printed in the middle
- a "future benefit", printed on the bottom,

that is taken only at certain conditions (as we will see shortly)

Each player gets a personal board to stock the resources gained on the board), four "familiars" (3 colored and 1 neutral wooden cylinder), two "wood" resources, two "stone", 3 "servants" (wooden pink meeples) and a few coins (depending on the initial turn order). A sticker must be applied to the colored "familiars" (white, black and orange, the same colors as the three dice) while the "neutral" one gets a "0".

Please note that each player may collect up to 6 cards of each color: yellow and green cards are placed directly on the personal board, while the others are placed on the side of it.

Lorenzo il Magnifico can be played using the "basic" or the "advanced" rules: the only differences are a bonus tile that is placed on the left of the personal board (in the basic game those bonuses are the same for everybody, while in the advanced they slightly differ) and the "leader" cards. After the first game it is suggested to always play the advanced rules, so my review will consider only them: difficulty increases just a little but playing with the leaders allows for a defined initial strategy.

IT IS TIME TO ENTER THE CITY

At the beginning of a game each player receives four leader cards: he keeps one and pass the other three to his left and so on until everybody has again 4 cards in hand. Each card has three characteristics:
- a name and a picture of the leader, shown on a balcony of his palace
- a "cost" to activate it (icons printed above the balcony)
- a "benefit" that may be "once per turn" or "perennial" (printed under the balcony)

The playing order of the first turn is randomly determined, and the players place their tokens accordingly on the board, but in following turns this order may change if the players send their familiars to the

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

www.gamesjournal.at

Council. The first player throws the three dice (white, black and orange) and put them on the related cases on the board: please remember that the "familiars" have been personalized with stickers in the colors of the dice and the players use the "pips" of the dice to place their markers.
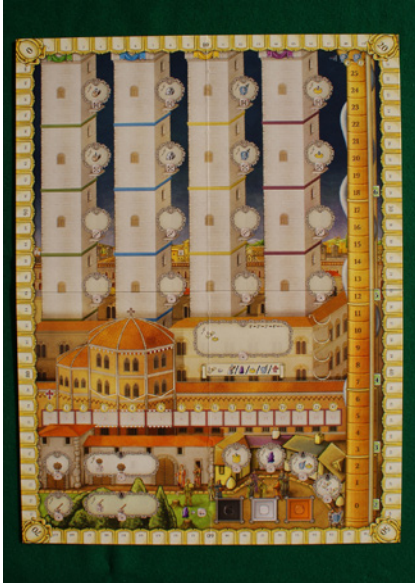
The board is divided in SIX different zones:

On top we have the four "TOWERS" that will host four cards each at the beginning of every turn. To take one of those cards, the player selects a "familiar" whose "value" (number of pips of the die of his color) is the same or superior to the number printed on the board: for ground floor a "1" is enough, for the first floor a "3" is necessary, a "5" for the second and a "7" for the third. A "Seven"? But dice have a maximum of 6 pips! You are right and really need a little help from your servants: you discard one or more servants and add one or more pips to the die. Also remember: your "neutral familiar" has value "0" (the sticker applied on its top) at the beginning of the game, so you need at least one servant to rise his value to "1" and use it on the board. Placing a familiar on the second or third floor also grants (together with the selected card) some free resources that sometimes may be useful for the programmed action.

Warning: if a tower is already occupied by a familiar you must pay a "tax" of three coins to have the right to take another card from it. Initially money is scarce, so it is very difficult to see more than one or two familiars on each tower, but hopefully Firenze has more places to visit. So, let's go on.
Under the towers (that in reality are not a particular characteristic of Firenze, but were useful for the game) there is the "Pala-

zzo del Consiglio della Signoria". All the readers that have looked at the TV series "Medici" in the last months will recognize this palace. Sending a familiar here will always grant one coin and one privilege to select between resources, servants, coins, military points, or "faith" points. The first to visit the Signoria will be also the first player on the next turn, and so on. Being the first to play means, of course, that it is possible to freely decide the next card and the next tower to select, and sometimes becomes a very important action, especially when you need a particular card to form a favorable "combo".

Immediately under the Signoria is the Cathedral of Firenze: Santa Maria del Fiore. Here is located the special track to sustain the Church (and, again, if you watched the Medici series you understand what this means in reality). At the end of the second, fourth and sixth turn the Pope messenger arrives in Firenze to verify if the players were good Christians and, mainly, if they paid the necessary "decime" (a sort of tax that was due to the Church at that time). If you didn't you receive a papal excommunication. In game terms this means that at the end of the second turn you need at least three "faith" points (4 for the fourth turn and 5 for the sixth); those points are obviously collected with cards or at the Palazzo del Consiglio della Signoria. If your faith was good you get Victory Point (but the markers goes back to zero and must start again), otherwise you will get a penalty for the reminder of the game.

On the bottom right of the board we find the Market: four cases that offer a special bonus to be selected between 5 coins, 5 servants, 3 military points plus 2 coins and, finally, two "privileges" from the Signoria. Each case may be used by one familiar only, so first arrived ... first served.

On the bottom left of the board we find two parallel rows of cases that have a similar use: if you place a familiar on one case of the top row (building action) you will get the resources from the yellow cards that you collected. The other row (country action) let you get resources from the green cards.

Finally, we have the Military power track printed on the extreme right of the board. The main use of this track is to allow the players to place the green cards 3-4-5-6 on the personal board: in effect you need a military value of 3 for the third card and up to 18 for the sixth. This is rewarded with VP at the game's end. You may also "pay" some pink cards with Military points, so

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

SPIEL ´17 has been played - and again all records have been topped - there were more exhibitors, more visitors, more halls and, of course, even more games - you will find a first sample in this new edition of WIN.

For us, Essen was a huge success; our museum game Tybor der Baumeister by Alexander Pfister and Dennis Rappel sold out Friday noon and we could hand over to Lookout Spiele, where the joint Lookout/Mayfair edition was then available. Thank you for the marvelous cooperation.

I am sorry to say, that our Special Essen Issue on the games exhibited at SPIEL will not be published this year; there are too many games and the inaccuracy factor due to the countless Kickstarter projects is too big, and I must admit, that I cannot do the work on my one quickly enough. But I am sure, that our games handbook Game by Game will give you a very food overview over the new releases presented at SPIEL this year.

Current issues of WIN can be found at
http://www.gamesjournal.at
and our Games Companion Game by Game at
http://www.gamescompanion.at

during the game you frankly need to collect some of them.

Each zone may be entered by just ONE familiar per color, but it is allowed to use one colored and one "neutral" marker of the same family.

THE HARD LIFE OF POWER FAMILIES IN FIRENZE

The players, following the turn order, place one of their familiar in the area of their choice and perform the related action. When all the pawns have been used the turn is over and the following one immediately starts. When the sixth turn ends, and the "decima" to the Pope has been paid, the players verify their VP total adding to the points already marked on the "Kramer" track: 1-4-10-20 VP for 3-4-5-6 green cards on their personal board; 1-3-6-10-15-21 VP for 1-6 blue cards; the VP printed on the pink cards and 5-2 VP for being first or second on the Military track. The higher score wins the game.

Lorenzo il Magnifico is a very nice game and every tester liked it even if there is nothing really new in the rules and mechanics. But I think that to design a good game it is not necessary to have only innovative ideas if playing it brings pleasure to the players and if they wish to play it again and again as it happens with this one.

The only real "critics" that I feel is right are the "development cards": they are always the same, so if you do not find a card on the first "distribution" you will be sure that it will arrive on the following one. I think that having some extra cards on each color should be more interesting as you will never be certain to get a "specific" one. Note that the leader cards are already more than the number strictly necessary and the excommunication tiles are 21 (7 per type) but you use only 3 of them in each game. May be that, if the game is successful, we will see shortly an expansion that will add more cards.
To win a game of Lorenzo il Magnifico you need to optimize your development cards, especially after having decided your strategic path, probably based on the initial

leaders that you got in the set-up. It is not possible to follow all the possible strategies at the same time.

If, for example, you started collecting green cards you must also keep an eye on the Military track because to place the last four cards you need a precise number of military points. The same for the pink cards, as 6 of them (in 24) may be acquired only with military points and 3 more have military as an alternative to resources.

If you follow the yellow path, you know that 23 over 24 cards will give you an immediate bonus in VP (from 1 to 10) but only three offer direct VP with the "building action", while 7 more produce 1 to 7 VP extra, using resources or money. You need to select the right cards during the game to obtain the best "combo" possible (for example a card produces money that you may then spend to get VP from another one, etc.) and to avoid the acquisition of cards that do not match your strategy.

If you bet on the personalities you know that you must try to go to the end and acquire five or six cards (15-21 VP): but at the same time you need a number of other cards that may grant a constant flow of money not only to pay the blue ones (personalities cost a lot of money, from 2 to 7 coins each) but also to be able to pay three coins tax if you are not the first to select their tower.

It is also suggested to try to pay the Pope "decime" every time: some of the excommunications are not so heavy and you may probably avoid the payment, but many are really annoying: reduction of the pips on your dice, reduction of the money and/or resources that you may get, loss of VP, etc. So, you have to acquire a few cards that give you some "faith points": two green cards, for example, give 1 immediate point and 3 as "country action" bonus; five blue cards have 1-4 immediate points available; four yellow have 1-3 immediate points and two of them 1-2 extra with the "building actions"; ten pink cards have 1-4 immediate faith points. And, of course, you always have the privileges of the Signoria. Grab those points as soon as you can without waiting for the "even" turns when someone else may grasp the right cards before you.

And finally a few clarifications directly from Virginio Gigli, co-designer of the game, who was kind enough to answer the following questions during our initial play-test.

(1) - Some cards give a permanent bonus of 2 pips to a colored die used to purchase new cards. This means, for example, that your "neutral" familiar has now a value of "2" and therefore you do not need to spend a servant to rise its value.

(2) - The excommunication tiles that oblige you to discard a resource are valid also for the "building" or "country" actions. Please note that the tile asks for ONE resource and you may freely select between stone or wood.

(3) - If you use special bonuses, (i.e. Santa Rita who doubles the resources) the excommunication penalty of the preceding point is applied only AFTER the doubling.

(4) - The excommunication tile of level 3 who says that you should lose 1 VP every 5 is applied only on the points accumulated on the "Kramer" track and NOT on the final bonus from the cards.

To summarize I think that Lorenzo il Magnifico is a good game for standard and expert gamers, and I highly suggest it. ☑

Pietro Cremona

BEWERTUNG

Development, resources management
Users: For experts
Version: it
Rules: de en it
In-game text: no

Comments:
God mix of standard, familiar mechanisms *
High replay value * Interesting historic topic

Compares to:
Resources management games with historic topics

Other editions:
CMON (de en)

My rating:

FISHING VILLAGE TO TRADE CENTER

YOKOHAMA

INDUSTRIAL REVOLUTION IN JAPAN

The globalization of the board game scene has progressed quickly over the last few years. A lot of games from American and Asian publishers and designers have by now arrived in Europe. However, I personally, had so for not encountered a high-class, complex expert game, originating in Asia. This gap has now been finally closed with the publication of Yokohama in 2016. The game, designed by Japanese designer Hisashi Hayashi and originally published in 2016 by OKAZU-brand, with good rules in German and English, but with only Japanese and English card texts, has by now – 2017 – been published in various international versions and also as a German version by dlp games.

It must be mentioned here, that I only had the first edition to play and therefore could not take into account eventual changes or improvement incorporated in newer editions.

Players take on the role of a Japanese Trade. Round for round, the trader pawn moves about in Yokohama to gather fame. Whoever has accrued most fame, wins the game, what a surprise!

The town of Yokohama, in this game, is put together from several rectangular area tiles, which are assembled randomly at the start of the game. Furthermore, you need to sort, reveal and set out ready numerous and various small cardboard tiles, wooden tiles and cards.

If you play Yokohama fort he first time and look at the completely set-up game, you are overwhelmed for a start. You are confronted with a very colorful heap, fraught with symbols, that is not really very pretty to look at. BUT, as soon as you have read through the rules and have gained an overview, suddenly all makes sense. At this point, praise is due for a rulebook without gaps, albeit without

Markus Wawra

While being busy with picking up on the various options and the fraught graphics of the game, I quickly came to appreciate Yokohama. I love the feature that I must build up my game over several rounds and therefore should plan ahead. Even the many symbols are soon only logical and not over-demanding. And yet, I do not award full points, because, as the similar, but clearly simpler Istanbul, I did not catch fire over Yokohama, a fact that I cannot explain rationally, because Yokohama is a felicitous and impeccable game.

the clear structure that is offered by the up-to-date rules issued by big publishers. The many symbols are really logical and allow you to play the game nearly without rules, which is not so self-evident when you consider the complexity and the many different details. The only thing missing is a scoring overview for the end of the game.

The game is played in turn, players do their turns one after the other, until one of the end-of-game conditions is achieved. Each player commands a president, a few assistants, trade posts and shops, as well as various resources.

www.gamesjournal.at
Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34
ISSUE 510/511 / SEP/OCT 2017 *win* 5

In a turn, you first place assistants in Yokohama. You can place up to two assistants in one area or distribute up to three assistants in different areas.

Then the President moves about in Yokohama. You can only enter adjacent areas with your own assistant in it. When another player's President is in this area, you pay him one Yen. You can move over any distance, provided that there is no other President in this area. In the final area, you can then resolve the action of this area.

These actions are very different and give you new resources, new orders, technologies, assistants, business, money, allow donations to Church and various other things.

A common factor for all those actions is, that the strength of the action is governed by your influence. This influence is the total of all your own assistants, trade posts, shops and the president in this area. If you achieve an influence value of Four or Five – Five is always the maximum – you can set up a new trade post or shop in the area, which costs you money which is scarce. After the action is resolved, all your own assistants in the area go back into your own stock

This mechanism of action strength results in some interesting considerations. Especially at the start of the game you need to consider well, where you place your assistants, because values of Four or Five are not achieved instantly, they must be prepared over several turns and various weak interim actions. And then there are, of course, your lovely fellow players, who are of course in the way just know or block your action field at the worst possible moment. So, always have a Plan B in reserve and keep an eye on your fellow players.

In many ways, Yokohama reminds me of Istanbul, which a few years ago was very successful with similar movement mechanisms and a similar board. Yokohama, however, is much more versatile and much more intricate, due to is clearly more complex action mechanisms and its various action cases – definitely an expert game contrary to Istanbul, that caters for a less versed clientele, too. ☑

Markus Wawra

INFORMATION

Designer: Hisashi Hayashi
Artist: Ryo Nyamo
Price: 49,95 Euro
Publisher: dlp Games 2017
www.dlp-games.de

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

BEWERTUNG

Collect
Users: For experts
Version: de
Rules: de en jp
In-game text: yes

Comments:
Interesting, innovative mechanism * Many options for advancing the game * Easily understood rules, albeit not up-to-date as to graphic design * Colorful and fraught with symbols

Compares to:
Istanbul, Ora et Labora

Other editions:
OKAZUbrand (en jp)

My rating:

WE ALL DIE IN A JOLLY SUBMARINE

CAPTAIN SONAR

BATTLESHIP FOR STRESS-RESISTENT CREW

In the past, we didn't have anything. "DKT", „Mensch ärgere Dich nicht", „Risiko" – that was it, more or less. And for those even poorer in games than us, there was even only „Battleship", played on chequered paper. If only the ships had moved! If there only would have been a bit more dynamics in play!! And if we could have played that with a few more additional players!!! And as to flair, if would have been lovely we could have imagined that we were all in the same boat!!!! What a miracle: Decades later, all those wishes have come true! Finally, crews of two submarines – each one comprising for crew men - face each other across the table, separated by a long and high screen, stalking each other and sneaking around each other and creating problems for each with water mines, torpedoes, search drones and sonar devices.

In each of the two crews you need to fill four very different positions that demand very different handling: The **Captain** charts the heading oft the submarine; with an (erasable) marker he draws -starting from the freely selected starting position of the submarine – horizontal or vertical lines on his tableau - a sea chart -, on which there are already depicted islands in varying numbers, and various ocean areas, again in varying acreage. In addition to charting the submarine's heading, the captain must announce it loud and clear, so that not only his teammates are informed of the current heading, but

also the opposing **Radio Operator**, who may and must listen in to chart the heading of the opposition's submarine on his own tableau and thus keep track of the submarine position. As he does not know the starting position of the opposing submarine, the Radio Operator uses a transparent foil, which he can relocate over his own chart at his discretion and as necessary. The longer the journey continues the better you can predict the currently possible end position, as a submarine cannot land at or cross islands and cannot cross the previously taken heading (similar to the "Worms" game for mobile phones).

Based on this information and additional information available from activating search drones and sonars, the supposed current position of the enemy becomes gradually clearer and clearer. It might be time to launch a torpedo, provided that we are not in target range ourselves! The First Officer is tasked with the "unlocking" of various scanning and weapons functions; his rank and title somewhat mask the fact that his task is rather a monotone one and maybe even a little bit stupid: After each movement of the team's submarine, he needs to mark a case; for instance, after "three steps" and therefore after three markings made, he can ready a torpedo for launching. This is, in a n analogous procedure, also done for the placing of mines as well as the deployment of search drones or sonars. These devices force the opposition to reveal certain information

about their current location. Maybe you could imagine this as a transformation of movement energy into the energizing of internal mechanical processes.

Harald Schatzl

„Captain Sonar" is an extremely thrilling, communicative, very tactical/deductive position, combat and role-playing game, that can also be used as a very special party game. Casual or inexperienced gamers can be introduced to the game by using the round mode or by taking on the less demanding roles of First Officer or Engineer; in all other aspects, all players need complete knowledge of the rules and need to adhere to the rules very strictly to make possible a fantastic common game experience.

So, basically, it is good, when a team's submarine moves a lot, because this allows to activate more functions or multiple activation of functions. However, on one hand, this movement provides the opposition and their Radio Operator with valuable information, and, on the other hand the submarine does not remain undamaged during lots of movement, but continues to collide with coral reefs or to bump into fish that are too big and thus keeps suffering slight damages. At the beginning, those damages do not have any too dramatic consequences; but if you ignore these damages for too long, you not only lose various functions of your submarine, but can, at some point, even suffer the equivalent of an external hit. This is the moment, when the function of the **Engineer** becomes important. He must also, in analogy to the First Officer, mark something on his board for each movement step, albeit with having even less scope for his decisions than the First Officer. However, the Engineer has a stronger communicative task – be must give tips to the Captain for a safe heading. Some of those small deficiencies and damages can self-repair due to clever maneuvering, which is something that is not really logical or comprehensible, but works well as regards to game mechanics. So, for instance, after any combination of movement steps, once to the East and three times to the North, one of four segments of the submarine did self-repair. Of course, your Engineer should give those hints as secretly as possible, because the opposing Radio Operator will try to use what he can to locate your submarine.

At the same time, the Captain needs to garner advice from his own Radio Operator about the heading that might be useful or sensible to chart. On top of this, the Captain needs information from his First Officer, which weapons and search func-

tions are currently available; this often needs an additional contacting of the Engineer. And all this is happening in – very stressful – real-time, which means, that both submarines move independently from each other. If one crew is pondering the next move for too long, the other submarine might be quick and already outside the porthole and sends a goodbye greeting with a final torpedo. Only for use or resolving of the technical equipment, this fast flow of the game is interrupted with a "Stop".

If, at one point,, operation come to a near standstill, because the Captain has „painted in" nearly everything on his chart if the various small damages of the submarine have reached a dangerous total, there is always the option of surfacing: This allows, for one thing, the Captain to select „Tabula rasa", that is, clear all former headings, and, for another, the submarine is repaired – simulated game-wise by an again rather hectic but very witty alternating line-drawing on the board of the Engineer. However, there is no „Stop" at this point in the game, so that a surfacing too near to the opposing submarine can result in „Repairs successful repairs, crew unfortunately dead", in case the opposition might have an inkling of the location where the opponent might surface. On top of this, the Captain must even give one more hint about his own current surfacing location.

The hectic game play caused by those mechanisms can unfortunately cause various mistakes in the game, which not

only cannot be cleared up in retrospect, but also impair the concept, interfere with it and can even destroy it – the game really needs strict and concentration from all players! Despite the fact, that normally the combination of board game and electronic does not work out very well, this game would be suitable for an adaptation to eight tablets for "outside" control by an electronic "Super-Ego". In any case, at the end of the game – triggered by four damage points, caused by torpedoes, mines or due to risky or bad navigation - there is often extreme, euphoric pleasure for one team and sad frustration fort he other side. The game does not necessarily need eight players – in my opinion, „Captain Sonar" is played best with six players in the real-time mode, because the rather boring functions of the two First Officers can be handled by either the Captain or the Engineer; on the other hand, in a game of eight, there is more fun and noise and communication. In a game of four players, it is best if each player handles two roles, which is feasible, but only in the Round mode of the game – in this mode, the

individual turns are resolved alternately and without time pressure; in this mode, the flair resembles more that of a kind of "Secret Chess" or "Stratego".

In games with players new to the game, it is a disadvantage that the rules not only need to be explained again, but must be completely understood by the beginners, as already one mistake by the newcomer can ruin the game completely. So, to prevent this, one might have, with such newcomers, to play at least one trial game in the round mode, before all can finally „the real thing" – and those trial games might be a bit boring for veterans of the game. In addition to the two completely different ways to play, there is variety also from five different game boards or sea charts. Furthermore, there are plans, that is, cards, already available for "New York", "Chicago" and "Foxtrott"; and a first expansion has already been announced by Matagot, too. A stand-alone, seemingly more simplified game is meant to be published in the near future, for two to four players only. ☑

Harald Schatzl

INFORMATION

BEWERTUNG

Deductive real-time game
Users: With friends
Version: de
Rules: cn de en es fr it nl
In-game text: no

Comments:
Inventive, fancy, nearly unique game * Roles are strongly asymmetrical * Lacks good overviews * Best with always the same group of six players * Unplayable in case of negligent or cheating players * Risk of a strenuous and frustrating experience * Recommended by Kennerspiel des Jahres

Compares to:
Space Alert

Other editions:
Matagot (en es fr nl), Pendragon (it), Broadway Toys (cn)

My rating:

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34
www.gamesjournal.at

10 MINUTEN RAUB
DER TURM DES ZAUBERERS

`8↑`

Wizard Alazar collects magical items and locks them up in his tower to keep them out of wrong hands. However, he is currently away to save Valeria from Styrn and thieves take the opportunity to steal his treasures out of his tower while competing to be the first to leave the tower and who will amass the biggest loot.

The tower is set up from Light and Dark cards, players receive a first Light Card as first loot, thief markers begin on the balcony of the tower.

Players move their thief markers from room to room, downwards, and collect item cards for loot. You start at the top, take a card from the level where your own marker is situated or from a level below, and put your marker into the gap. Items have special abilities or can be cursed - effects are resolved immediately.

You can move your marker in the tower sideways or downwards, but never back up again. Instead of taking a loot card, you can exit the tower by placing your thief marker on the bridge. When all thief markers are assembled on the bridge, the game is scored. Players are awarded scoring tiles for majorities in types of items, item values of 3, 4 and 5 as well as in curses and you win with most prestige on item cards and scoring tiles. In the Master Thieves version, the tower is assembled differently, and you draft your first loot card.

This game is the first game in the Leichtkraft series of simpler, easier games and mixes - very nicely - a race mechanism with collecting. You face the continuous dilemma of collecting another card in your level for a better set or move down quickly for a certain card and thus miss a few higher up. Easy and yet tactical. ☑

EVALUATION

move & collect
Users: For families
Version: de
Rules: de en nl
In-game text: no

Comments:
First game in the Leichtkraft series * Lots of options * Simple Rules

Compares to:
Klong!

Other editions:
Daily Magic Games (en), Chronicle Games (nl)

ARLER ERDE
TEE & HANDEL

In the fields of Arle you raise flax or grain, breed animals, cut peat, build dikes and gain new land, you do forestry or manage a fleet of vehicles or a crafts shop or a pub. In nine half years - summer and winter alternate - you expand your village. In the quiet time you position workers, use them in the work period and then score your possessions. Each half-year offers 15 different areas, that is, cases of action; each such action area can only be occupied and used by one worker; you pay for the action, if necessary, and implement it instantly. Vehicles move once in a half-year; Tideland must be transformed into agricultural land by building dikes.

Tea in *Tee & Handel* is a new resource that is provided by the new green buildings or the building of a trade ship and using it to swap food for tea. Tea can be upgraded to East Frisian Tea and spent to boost actions, A new craftsman action is Schlootziehen for the construction of drainage ditches and is also available from some buildings; drained fields can be used in three different ways. The actions Segelmacher and Boat Builder let you place cutters or trade ships on your harbor board. Cutters that are not completely used to upgrade goods, set sail for fishing. Unused cases on trade ships are used for trading. With this expansion, you can also play Arler Erde with three players, as it comes with a complete set of components for a 3rd player.

This expansion allows for new strategies and introduces variety with the new buildings; not only Tea as new resource, but also Schloote - with allowing to turn over swamp tiles - provide new options. An absolutely recommendable expansion! ☑

EVALUATION

Development
Users: For experts
Version: de
Rules: de en es pl
In-game text: yes

Comments:
Needs Arler Erde to play * Components and rules for a 3-player game * Tea is a new resource

Compares to:
Arler Erde

Other editions:
Games Factory Publishing (pl); Z-Man Games (en), announced; Maldito Games (es), announced

AUSGESPIELT!
A FAIR CRIME

A crime in the midst of a games fair - similarities to the SPIEL Games Fair at Essen are not coincidental, but cleverly devised. Players are suspects and investigators at the same time, embody a given role and try to solve the case in several fact-finding rounds. As is common for such games, you acquaint players - you need seven or eight - with their roles by sending them their character profile with the invitation or assign roles at the start of the evening. Internet access is helpful, but not mandatory.

Some characters may lie, some must always tell the truth, but may give evasive answers; the culprit knows that he is the culprit. If you cannot find the answer - in your available information - to a question that you are asked, you must improvise, but should avoid involving other characters. After an information round with explanations of the procedure and an introduction round for all the characters, stating name, age and reason for the visit to the Fair, four clue rounds are played. At the start of each of those rounds you receive cards with information that you can use to confront other characters. Round III of those rounds is dedicated to inspecting the crime location. After the clue rounds there is a round of accusations, giving in writing by noting culprit and motive, then the solution is announced. If you named the culprit, you win; if nobody names the culprit, the culprit is the winner.

Lots of interaction, thinking, evading, keep back incriminating factors as long as possible while keeping to the specified procedure - if you manage all this, you will have an evening of challenging entertainment and fun! ☑

EVALUATION

Live Crime Games
Users: With friends
Version: de
Rules: de
In-game text: no

Comments:
Works only with seven or eight players * Somewhat different

Compares to:
Live dinner crime games

Other editions:
Currently none

BOOO!
FRIGHTEN LOTS OF VISITORS

7↑

At Blackrock Castle, ghost apprentices in a competition need to frighten most visitors to win the coveted title of Ghost Master. To frighten a visitor, you move the ghost to the visitor. Blackrock Castle is laid out of nine tiles within a frame; tiles show rooms, corridors and walls in six colors. The ghost pawn begins in one of the four rooms in the middle tile, two trapdoors and two transition tokens are placed on the given positions. In later games you can change the ratio of trapdoors to transitions, but leave them on the given positions, or - for even more difficult games - reduce and change number and positions of trapdoor and transition tokens.

The starting player selects a route number for the game and draws the first visitor tile from the stack; it shows one combination of coat-of-arms and portrait for each of the four route numbers; the intersection of portrait and coat-of-arms for the selected route number determines the location of the visitor. Then all search - by themselves - for a route from the ghost to the visitor; the ghost moves along corridors and through rooms and walls of any, but always the same color. However, you can change color on transition tokens and also use trapdoors. If you are first to find a route, you show it and take the visitor and the wall marker of the used color, even from another player. If you have four wall markers or five visitors, you win.

The little ghost in this game is related to robots and meeples, who have been looking for shortest paths before him; however, he searches in his own individual and very well-designed way, transitions and trap doors make it easier for him. ☑

EVALUATION

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

Comments:
Familiar core mechanism, well varied * Topic nicely implemented * Varying difficulties via trapdoors and transitions

Compares to:
Rasende Roboter / Ricochet Robot, Mutant Meeples

Other editions:
Currently none

BUBBLEE POP LEVEL UP!
EVEN MORE BUBBLEES IN THE SKIES!

Bubblees float in the sky above planets; each player has such a planet for up to 20 Bubblees. In each round two adjacent Bubblees of his choice fall on a player's planet. When this causes an arrangement of three or more Bubblees of the same color in a horizontal or vertical row, you take all those Bubblees off and transfer them to the scoring zone for one point each. Remov-
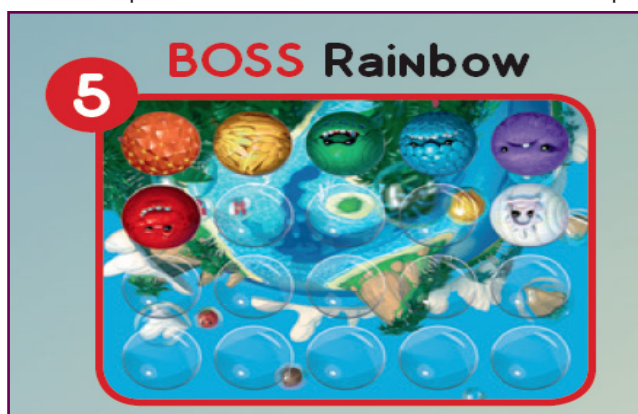
ing such a row triggers a special ability, in relation to the color of the Bubblees, that you can use – e.g. swap Bubblees or send Bubblees to the opponent's planet. Bubblees above removed Bubblees slide down. When the sky cannot be replenished, you win with most points.

The expansion *Level up!* Introduces two new colors - orange and white - with their new spe-

cial abilities: An orange Bubblee can steal a Bubblee from the opponent and put it back into the bag; you can take it from the opposing scoring scone or game zone, the Bubblee must be free and uncovered. A white Bubblee allows you, to take a black Bubblee from stock and put it beneath an opposing row that is not completely filled. Should, however, all rows be filled completely, you eliminate the opponent, because the row where you place the black Bubblee is thereby pushed into the elimination zone between sky and planet. You select five colors for a game and prepare it as stated in the base game.

The expansion also introduces five new solo levels, one of them demands the use of all seven colors.

The new colors expand the tactics of the special abilities with rather aggressive aspects; as in the base game you can play the new colors without their special abilities. ☑

EVALUATION

Row formation
Users: For families
Version: multi
Rules: en fr
In-game text: no

Comments:
Expansion with two new colors * Five new solo levels * Needs base game to play

Compares to:
Row formation games

Other editions:
Currently none

BUMPI
FLATTEN THE CUBE!

5↑

Wanted: The correct Bumpi Cube! What is a Bumpi Cube? Well, not a normal cube in the true sense, but a cube that is missing one side, the bottom, so to say. The five sides that are there are carrying images of animals and/or colors, in varying formations; the middle square of the - when laid out flat - always cross-shaped arrangement of sides is always the

so-called Bumpi square, a red & white splash. A rubber band inside the cube keeps the sides together, so that the cube is standing upright.

Eight of those five-sided Bumpi Cubes are set out, all the task cards are shuffled and stacked face-down. The top task card is turned up. Now all search for the Bumpi Cube on which the image arrangement corresponds

to the task card. For searching, you press the red & white Bumpi square on top of the cube down with your finger, which causes the five sides of the cube to flatten out on the table. If you found the correct cube, you announce this and receive - after a check - the task card. Unsuitable cubes are released by lifting the finger again, the cube springs back up. If, however, you announce an incorrect cube, you lose a task card, that is, if you already got one. Task cards demand animals on colored backgrounds, groupings of two animals or any two animals or arrangements of four colors. Whoever collects five cards first, wins.

This is really a spotting game with a difference! The mechanics of the cubes are ingenious, pressing them down flat makes checking of the arrangement easy and the fun is huge, at the start children usually keep pressing and releasing for the fun of the cubes springing back into upright position. ☑

EVALUATION

Spotting
Users: For children
Version: multi
Rules: cz de hu sk pl
In-game text: no

Comments:
Super cube mechanics * Simple game mechanism * Lots of fun to play

Compares to:
First game of its kind, image groupings in general

Other editions:
Currently none

CACAO DIAMANTE
GEMS, EMPEROR AND WORKERS

`8↑`

In the worker placement and tile placement game CACAO you hold eleven worker tiles featuring between zero and three workers along one edge and place them adjacent to jungle tiles; jungle and worker tiles alternate in the display. Depending on the type of jungle tile bordering your worker(s), you receive cacao fruits or sell cacao fruits or move the water car-

rier on the score track. Temples score gold for victory points for majorities in adjacent workers at the end of the game. Sun worshipping places give you sun tokens to overbuild worker tiles or score gold at the end, you can only own three at any given time. When all workers are placed, you win with most gold. CACAO DIAMANTE offers another four modules for use in

any combination with *Cacao* c and *Cacao Chocolatl*. THE GEM MINES: Temples are replaced with gem mines; mask tiles are on display. On mines placed in the display you put gems from the trolley, activated worker on adjacent tiles give one gem each, and a set of four colors must be swapped for a mask which gives gold at the end. THE TREE OF LIFE replaces gold mines; adjacent tiles with activated workers give one gold per worker, tile without adjacent workers give three gold. THE FAVOUR OF THE EMPEROR: If a tile is placed in the column with the emperor you get one gold and the emperor is moved to the new tile. THE NEW WORKERS: Tiles with various new worker distributions, you can use them in any combination or more tiles in total.

True to their valuable-sounding names, the new modules introduce impressive revenues and advantages, especially interesting are the three golds for no adjacent workers. ☑

EVALUATION

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

Comments:
2nd expansion * Needs base game to play * Can be used in any combination with both the base game and Cacao Chocolatl

Compares to:
Cacao, Cacao Chocolatl

Other editions:
Currently none

CAFÉ FATAL
DICE FOR TIDBITS

`8↑`

Gamble Light Dinner in Mathilde's Café - whoever achieves the best dice rolls will eat as guest of the house! Tiles representing dice are arranged in the template layout stated for the respective number of players, dice symbols are at that point of no importance. Morsels - 30 cheese, 20 pizza and 10 cake slices - are placed in the bag and mixed well. Each player has his

own set of six dice.
At the start of a round a morsel is drawn for each table in the display, the result of two dice determines two tables where a second morsel is placed. As the active player you roll all your available dice, select a value and place all dice of that value on a suitable table - either on a table where you already placed that value or on a table horizontally or

vertically adjacent to such a table, but only with a value that you have not previously placed. Dice of several players are allowed on a table and the pip value may be different. If, at the end of the round, you have most dice on a table, you take all morsels there; in case of a tie, the higher dice value decides; in case of another tie, the morsels remain on the table. When someone has minimum 40 points or there are too few morsels for a new round, the game ends. You score one, two or five points for morsels, completed cheese wheels, pizzas or cakes are worth 10, 20 and 50 points respectively and you win with most points. In case of a tie, the player with most morsels in total wins.

Nice, simple and a bit familiar; the dice selection mechanism is used often. The tactic comes from the varying number and value of morsels and completed cakes, pizzas or cheese wheels. ☑

EVALUATION

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

Comments:
Nice topic * Pretty design * Simple rules * Standard mechanism for dice use

Compares to:
Sushi Dice, Las Vegas

Other editions:
Currently none

CHILL & CHILI
PLANT AND IRRIGATE

`8↑`

You are a farmer and want to plant vegetables on your acres, as lucrative as possible, for victory points and even more points if you irrigate your vegetables properly. You begin with five vegetable cards and four water/money chips for money. Two rows of four vegetable cards are displayed openly at the market board and the price strip, tool cards are stacked according to type.

The active player can change a row of vegetables in the market by paying 1 coin. Then he must move a water chip from the pond board - where the number of chips varies with the number of players - and must then select one of three options: 1. Buy a card - vegetable or tool. You pay a tool by placing the indicated number of chips into the well, and you can own each tool only once. For a vegetable, you take the top card from the stack for free or buy a card from the market for its current price due to its position at the price strip. 2. Plant a vegetable bed by laying down the necessary number of cards, or lay down a tool for the permanent advantages of water, money or a card. 3. Take chips from the pond, for use either as money or water. For water, you put them on the sun symbols on your beds; completely irrigated beds give you double points at the end of the game. When the last chip is slid into the pond, you score your beds according to irrigation status, plus one point for each card in hand and one point for any three money chips.

A very pretty family game in which you should rather focus on generating points for yourself; sometimes taking water and irrigating is more lucrative than buying up a third tomato to block another player. ☑

EVALUATION

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

Comments:
Nice topic * Pretty design * Simple rules * Tactic from watering vs buying vegetables

Compares to:
Placement games with agricultural topics

Other editions:
Currently none

CITADELS
EMERPOR, ALCHEMIST, BLACKMAILER & CIE.

An adaptation of *Ohne Furcht und Adel* - the basic rule is the same: You secretly choose a character for the round; then you are called up in sequence, reveal your character, take gold or a building, use your ability and build a building for gold. Changes come from cards - there are now 27 characters, of which you use eight or nine for a game; there are 90 buildings, of which you use 68, and you can play action cards, acquired from the building stack. At the end of the round in which someone built his 7th building, you score for gold and silver on buildings, for unique buildings and for a complete set of building types. All changes, compared to Ohne Furcht und Adel, come from cards. Instead of using a fixed set of characters you can compile an individual set for each game, including one card of numbers 1 to 8/9. The rules have suggestions for selections with "topics", for instance Crooked Dignitaries, Nasty Nobles or Sleek Agents. The calling of characters is not done by the king, but the owner of the Crown piece, in ascending order of character numbers. Besides the 54 basis buildings, there are now 36 unique buildings, from which you select 14 building for a game, with individual building costs. A new feature in the game are 15 Action cards, which are shuffled into the building stack; you can play them any time on your turn or according to the card text.

Ohne Furcht und Adel was a little jewel, thrilling, naughty and interactive; in Citadels, the jewel was cut, polished and newly set, a real treasure that you should not miss - the changing card interactions and effects provide challenge, thrill and fun in playing! ☑

EVALUATION

Cards, character selection
Users: With friends
Version: de
Rules: cz de en es fr it nl
In-game text: yes

Comments:
Adaptation of Ohne Furcht und Adel * Basic rules are the same * New characters, buildings * New mechanism Action Cards

Compares to:
Ohne Furcht und Adel

Other editions:
999 Games (nl), Asmodee (fr, it), Edge Entertainment (es), Mindok (cz), Windrider Games (en),

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

CITY OF SPIES: DOUBLE AGENT
AGENTS IN HARBOR AND HOTEL

Your goal in this game is the best spy network – all players start with an identical set of six spies and send them to various locations to recruit spies with more experience. You put a character tile with a marker on the location board; when all markers are placed, you resolve the location boards in numerical order and in relation to character abilities and special rules for a given lo-

cation; the most powerful player wins the reward tile. If you then have more than six characters, you reduce your hand to six. After four rounds, you add points accrued from character tiles in hand, completed mission tiles and number of set-down tiles.
The expansion *Double Agent* offers new options: First of all, there are components for a fifth player; in such a game with five

players you lay out eight locations in a 4x2 grid and also five mission boards, each player takes three markers. Hotel Avenida Palace and Alcantara Harbor are introduced as two new location with special rules. Seven new characters, two of them with a new nationality, command the new ability Double Agent. If you activate this ability, you place the marker of this character with a character carrying the marker of an opponent, take over this character and now control both characters; a controlled character cannot use his own Double Agent ability. Agents with a white marker cannot be taken over, they are protected. Two new mission cards demand most Double Agent symbols or the fewest discarded character card.
A nice expansion, well-made and well-working, a sophisticated addition to the base game of City of Spies / Stadt der Spione. ☑

EVALUATION

Agents, placement
Users: With friends
Version: en
Rules: de en es pt pl
In-game text: no

Comments:
Needs City of Spies / Stadt der Spione to play * Double Agent is a sophisticated mechanism * Coproduction with MESAboardgames

Compares to:
City of Spies

Other editions:
MESAboardgames (de es pt), Rebel (pl)

CLAIM
TWO THRONE PRETENDENTS

Five factions of the realm decide the succession of the King. 52 cards for five factions comprise 14 Goblins of values 0-9 plus 5x 0, 10 Dwarves, 10 Undead and 10 Doppelgängers, all of values 0-9 respectively, plus 8 Knights of values 2-9.
Each player begins the game with 13 cards from the phase down-stack, and recruits followers in Phase I, using one card per

round - the top card of the stack is revealed; the starting player and the player in the lead in following rounds plays a card and then his opponent plays a card. The card played by the player in the lead need not correspond to the faction of the revealed card. The card then played by the opponent must follow suit to the card played by the leading player. Whoever played the

higher card, wins and receives the revealed card for a follower. The loser of the round draws a face-down card from the stack for a follower. In case of a tie in card values, the player in the lead wins, and he also wins, if his opponent cannot follow suit to the faction. The special abilities of cards played are resolved, however.
After 13 such rounds, the stack is empty, and each player has 13 cards stacked. Now, in Phase II, you use those cards to collect followers again, but play for both cards of a round; the winner - determined as in Phase I - takes both cards of the round. After 13 rounds you win with support, that is, card majority, in three factions.
Claim is a typical Scott Almes games - neat, elegant and seemingly simple - a trick-taking game for two players, rather a rarity in itself, in which you do not want to win every trick, as you try to plan your followers for Phase II. ☑

EVALUATION

Cards, trick-taking
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Rare mechanism in a 2-player game * Interesting due to planning for Phase II * Compact box * Excellent filler game

Compares to:
Trick-taking games for 2 players

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34   www.gamesjournal.at

CONCORDIA
AEGYPTUS ET CRETA

Concordia takes us to ancient Rome to find Fame and Fortune in the Roman Empire. As a colonist, you go on the modular board into one of the provinces in the Empire or in Italy to produce brick, food, cloth, wine or tools. All begin with an identical set of cards and acquire additional cards, which are used for actions and victory points. The Tribune lets you take up spent cards again, which results in an intermediate scoring. If you build the last house or buy the last character card, you take Concordia, followed by a last turn for each player. Then you score Gods on character cards in relation to buildings, goods, colonists, etc. Concordia gives you 7 points.

The expansion *Concordia Aegyptus et Creta* comes with new boards for use with the base game.

In the *Aegyptus* scenario, Memphis is the starting town; town tiles B are removed, a bonus food is placed in Kush; PRAEFEKT gives additional food when producing in Nile provinces and for players with incense trade for production in a province with a harbor town at the Red See. ARCHITEKT allows several sea colonists per sea route; sea colonists to the Red See needs KOLONIST: Special case Incense Trade for sea colonists.

Scenario *Creta* - In this scenario, Knossos is the starting town, town tiles C are removed; Gavdos is a province with one town and variable bonus goods for production, money bonus +2.

The card depot is a double-sided board, the back side carries a variant with varied additional costs, also for combination with other boards.

Tis expansion again provides a well-made and interesting challenge for combination with the base game, the more players the bigger the challenge! ☑
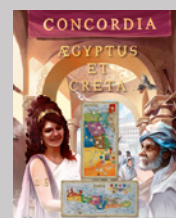
EVALUATION

Development
Users: For experts
Version: multi
Rules: de en es it jp pl
In-game text: no

Comments:
Card depot also for use with other boards

Compares to:
Concordia and all its expansions

Other editions:
Co-production with Cranio Creations (it), Egmont Polska (pl), Más Que Oca (es) and New Games Order (jp)

DAS ROTKÄPPCHEN-DUELL
SEARCH FOR THE PICNIC BASKETS

Three picnic baskets for each of the two players are hidden in the Red Ridinghood forest, and need to be found for Grandma. The 30 trees are blank on one side and show various images on their backsides - 2x The Big Bad Wolf, 4x The Woodsman, 6x a Picnic Basket, 8x an Empty Tree and 10x a Signpost. Each player has a set of 15 trees and both alternate in placing the trees on the table, image facing the respective player; you try to place your trees in-between those of the other player and to memorize the location of your empty trees. When the forest is set up, each player sees the images of his own trees, the empty backsides of his own empty trees and the empty backsides of all opposing trees.

Then, the active player turns over one of the trees with an empty side facing him: If you find a signpost, nothing happens. If you ended up with the Big Bad Wolf, you must hand over a picnic basket that is visible to you out of the forest to your opponent, he now has one less to find. If you find a picnic basket behind a tree, you take it out of the forest and if you find the Woodsman, you can turn over another tree instantly. But remember! You can only take picnic basket out of the forest, if you find it behind a tree!

If you are first to collect three baskets, you receive a Grandma token and a new forest is set up for a new round. With two Grandma tokens, you win the game.

A pretty game of searching and memory, simple and yet challenging due to the double-sided empty trees, which you need to memorize at the start. The Fairy Tale topic has been nicely implemented and the Big Bad Wolf is rather harmless, he only eats a picnic basket. ☑

EVALUATION

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

Comments:
Pretty design * Simple mechanism * Fairy Tale nicely implemented

Compares to:
Stratego for the set-up method, otherwise searching games in general

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

DIE ARENA VON TASH-KALAR
WEBSTUHL DER ZEIT

Master Mages duel in the arena, in teams or each on their own. Three factions control individual decks of creatures to be summoned. You place pieces, so called helpers, in your color; when this results in a pattern depicted on one of your cards you summon the creature and use its effect. Then you discard the card; the creature turns to stone and can be used as part of a new pattern - or revived by the effect of another card and used in combat. In the standard game, you complete tasks for points; in the melee mode you destroy opponents and summon Legendary Creatures from their special deck.

Webstuhl der Zeit / Etherweave is a new player deck that can be used like any other deck in the core game. *Zeitweber* are the creatures of this expansion, many of them command a so-called Warp Effect to change time. Those effects travel back in time and therefore happen before the creature is summoned. When a Warp Effect is brought into play, the card turns into a Pending Being. You cannot introduce another Warp Effect until the Pending Being has been summoned. A Pending Being reduces your current total score by two points. Warp Effects do not count as an action and can be played before, in between and after other actions; you do not need a pattern for them and the marker piece is not placed on the board. The card is placed on the draw pile, counts towards the hand card limit and can be used for summoning like a card from your hand.

The effects of this deck are spectacular and need some getting used to when you begin to use them; combatants in the Arena of Tash-Kalar will want to play it, just like the other expansions. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	13+	30+

Designer: V. Chvátil, D. Turczi
Artist: David Cochard und Team
Price: ca. 10 Euro
Publisher: Czech Games Edition 2017
www.czechgames.com

EVALUATION

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

Comments:
Third expansion deck *
New mechanism "Warp effect" * Can be uses like any deck from the core game

Compares to:
Die Arena von Tash-Kalar, Mage Arena and other mage duels

Other editions:
Tash-Kalar: Etherweave, CGE (en)

DIE MUMIEN DES PHARAO
FIND ANIMALS, SINK MUMMIES

The Pharao is back, albeit not as lively as before, but as a mummy among others in his pyramid. He and his mummy colleagues have a problem, their pet animals have escaped from the burial chamber; therefore, mummies roam the Valley of the Pyramids to find them, catch them and return to the burial chamber.

Sliding boards in the playing area show animals and secret passages; rift and plinth tiles with holes are placed on those boards; then you fill all empty spaces but one with pyramids. Finally, you place four mummies into the holes of the plinth tiles. You reveal the top search card and move either a pyramid or a rift tile or a plinth tile - with or without mummy on it - to the free square: If the square uncovered by this move shows only sandstone or a hole, you can slide again; if you uncovered a secret passage, you may slide a complete row. If you revealed an animal not depicted on the card, your turn ends. If you found the correct animal, you take the card and your left neighbor implements the action on the back of the next search card - slide in the left-over board, refill plinth tiles with mummies or both. A mummy falling into a hole gives you a Pharao Seal. When all cards have been taken, you win with most points from search cards, Pharao seals and bonuses from sets of one seal per color. In the solo version, you take the search card out of play, if you did reveal a wrong animal.

Familiar, known and yet new - the double task of finding animals and sinking mummies introduces a completely new feeling to the game; the sliding boards as a chance element sometimes play havoc with your memory. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-4	8+	30+

Designer: Gunter Baars
Artist: C. Mitchell, N. Nowatzyk
Price: ca. 30 Euro
Publisher: Ravensburger 2017
www.ravensburger.de

EVALUATION

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

Comments:
Felicitous adaptation *
Addition of the mummy element changes the game * More chance due to the sliding in of boards

Compares to:
Der zerstreute Pharao

Other editions:
Currently none

www.gamesjournal.at

DOMINION BASISSPIEL
2. EDITION

You are a monarch and want to expand your realm by assembling your deck of cards from action, treasure, victory point, curse, reaction and attack cards; it represents your resources, your victory points and possible actions. All players start with an identical deck of 10 cards, 7x "Copper" and 3x "Estate". For 26 so-called Kingdom cards there is a set of ten cards each

for 25 of the cards and a set of twelve cards for the Point card Garden. For a game you select ten sets out of the 26, and also set out three stacks of Treasure cards - Copper, Silver and Gold - as well as Point cards - Estate, Duchy, Province - and a set of Curse cards depending on the number of player plus one Trash card.

You draw five cards from your

deck and, in your turn, do an action, buy a card, discard used and remaining cards in hand and draw five new cards from your deck. Actions you play can trigger additional actions and buys. When three sets of Kingdom cards or the Point cards "Province" are depleted, you win with most victory points in your deck, including cards in hand and discard pile.

The 2nd edition has a new design, including graphics for the Treasure cards, the Kingdom cards have been revised, and there are seven new cards in the game - Artisan, Bandit, Harbinger, Merchant, Poacher, Sentry and Vassal. Trash now has a mat instead of a card.

As usual, the rules include suggestions for kingdom card combinations, not only for the cards of this edition, but also for combination with the respective expansions.

Dominion still is THE deck-building game and offers many expansions; if you only want the new cards, you can buy them in an Upgrade Pack. ☑

EVALUATION

Deck building, card interaction
Users: With friends
Version: en
Rules: de en jp
In-game text: yes
Comments:
Revised new edition, with new cards * Changed graphics * With a code for free online play for 1 year
Compares to:
All editions of Dominion, deck-building games
Other editions:
Rio Grande (en), Hobby Japan (jp)

DRAGON PETS
BREEDING DRAGONS

`8↑`

Who says that breeding dragons is easy? You begin with two dragons in hand. 4x4 dragons are on display as a forest, the draw pile is made up from dragon cards and egg cards.

The starting player rolls all five dice and places four of them on the markers of the same color on his side of the grid. The white die is not placed. Then each player has a turn, comprising

several actions of his choice, but always in strict, given sequence: Optional actions at the cost of one coin per action are: Catch a dragon with your seeker; all players take the card beneath their seeker and the seeker; eggs give you two coins instantly. If all your dragon seekers are in the forest, you must select this action - Refill the forest - Reroll all five dice and place

them on markers on your side. As the last action of your turn, you must place a seeker; you select a die and place the seeker on the card determined by the die; with the white die, you can modify a dice value. If you place your seeker with another seeker, this seeker goes back to its owner and you pay the owner a coin. Used dice are set aside and become available again only if someone selects the reroll option. If you collected a male and female dragon of the same type, you receive coins equal value of the higher-valued dragon of the pair. When the draw pile is empty, the game ends immediately and all take the cards under their seekers, form pairs or get coins for eggs. If you have a pair of each color, you score a bonus and you pay penalty for single dragons.

A pretty game with a nice topic and family-friendly tactics; the optional actions are useful, often necessary and worth their cost. ☑

EVALUATION

Place, collect
Users: For families
Version: en
Rules: en it
In-game text: no
Comments:
Nice topic * Good collecting mechanisms * Optional actions are worth their cost
Compares to:
Very simple worker placement game
Other editions:
Currently none

EDGE OF HUMANITY
FIGHT FOR SURVIVAL

After an apocalyptic conflict, mankind is at the brink of extinction; survivors try to rebuild civilization. You collect supplies to, construct buildings for your group, your so-called colony, and to attract more survivors to your colony, both for acquiring Survival Points. The rounds of the game comprise five phases each: Event - you draw and resolve an event card; Action - each player has one action and refills his hand; actions are Playing an action card, Construction of a building or Discarding cards; Trade - Auction of new trade piles; Recruiting - you can recruit a new Survivor from your hand; Clean-Up - you draw new trade piles. Due to events and actions you can lose life points; when they are reduced to zero, you must remain inactive till the end of the current round; you begin the next round with a full complement of seven life points. For your first three games, three preconstructed scenario decks are provided, with individual event decks as well as cards for survivors, actions and buildings, and location-specific encounters. The game ends with the end of the round, in which one player has accrued eleven Survival Points. If - in the three games using pre-constructed decks - nobody has managed this after nine rounds, the game ends and you win with most Survival Points. The game also provides rules and additional decks for creating your own scenarios.

Edge of Humanity is an interesting version of deck-building mechanisms as well as for the - very well implemented - topic, albeit not suitable to every gamer's taste; event cards correspond to the topic, but can drastically interfere with your plans. ☑

EVALUATION

Development, deck building
Users: For experts
Version: en
Rules: en
In-game text: yes
Comments:
Topic Post-Apocalypse *
Event cards can utterly destroy a strategy * Very different scenarios
Compares to:
Development games with post-apocalyptic topics, deck building games
Other editions:
Currently none

FABELSAFT
DIE LIMETTEN-ERWEITERUNG

8↑

Forest fruits for fabulous juices in a fable game - a game in which actions change during the game, but not permanently. Location cards = locations - there are four each for numbers 1 to 58 and eight for 59 - are core and motor of the game. The location name mirrors the action, the card text describes the action in detail, and the card also carries a shield and the price for the card as Juice is stated as fruit icons.

We move our marker to a location card and use the card action to collect fruit cards; with enough fruits in hand you can buy a location card for juice. You win, depending on the number of players, with 3, 4 or 5 juices. Location cards are stacked sorted by numbers and provide actions with increasing complexity and using additional components. After each game, you remove used cards and play the next game with the consecutive cards. For other players, you can easily reset the game to the start.

As a game with a fruit topic would not be complete without green fruits, the Lime Expansion introduces 20 new locations, challenging betting tokens, a mysterious invisibility cloak and, of course, 15 fruit cards for green limes. For a game, you use cards from the core game and the cards of the expansion; you play with 24 locations on display and you use the rules from the core game and the rules of the new locations. Location #10L introduces the invisibility cloak; if you own it, you can place yourself next to other player markers or the thief without having to hand over fruits.

Green as limes, not sour, but a super extension for the base game; the new actions are fun, the invisibility cloak is an especially nice feature. ☑

EVALUATION

Set collecting, variable rules
Users: For families
Version: de
Rules: de en fr nl
In-game text: yes
Comments:
Expansion * Needs base game to play * Easy rules * Can be re-set to start at any point
Compares to:
Fabelsaft, Legacy, Dominion, all set collecting games
Other editions:
Edge Entertainment (fr), Stronghold Games (en), White Goblin Games (nl)

FIEBER
RISING AND FALLING TEMPERATURE

`8↑`

The patient is running a temperature that must be lowered, but doctors are busier with competing with each other instead of looking after the poor patient. The game features cards with red, blue and white backsides. Each player begins the game with one card of each backside color. Basically, in your turn, you play a card and draw a card from stack. Red cards raise the patient's temperature, blue cards lower it and white cards influence the flow of the game: They can raise or lower the patient's temperature, the current level - never above 41° and never below 35° - is indicated by a marker on the temperature track on the board. White cards also can determine the color of the next card or determine the next active player. If you cannot play a suitable card, you must do a "night shift" and discard a card, you continue with one card less. Of course, you try, as you see the card backs of all players, to play in a way that the next player cannot play and loses a card. If you lose your last card, you are out of play, the last one in play wins.

In a variant of the game you draw a card when you had to do a "night shift", you continue to play with three cards in had; however, you are out of play when you must discard the third card.

This is a fast, cute and thrilling card game with cute drawings - why does Doctor Bibber come to mind? - and offering quite a few tactic options; and yet it plays quickly, because there are only maximum three cards to consider for your turn; the demands of the white cards can have nasty consequences, especially the demands for a certain color to play or forbidding white cards. ☑

EVALUATION

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

Comments:
Funny topic * Interesting tactics via card backsides * Simple basic rules

Compares to:
First game with this mechanism mix, in general games with distinguishable card back sides

Other editions:
Currently none

FLICK 'EM UP! DEAD OF WINTER
ZOMBIES INSTEAD OF COWBOYS

Flick 'em Up! Is a game of dexterity on the topic of shootouts, in the core game set in a Wild West background. The Dead of Winter version transfers the game into a Zombie-infested wasteland, where we fight for survival. By snipping! The game offers 10 scenarios with an adventure in a new town; scenarios 1 to 5 are intended for individual players, in scenarios 6 to 10 you play in teams. There are 10 survivor figures with a backpack and their own board, representing the inventory of the backpack where you deposit its contents, your life points and your default weapon.

You select a scenario and prepare the individual survivors or teams and the game area with components according to the selected scenario. You play in rounds; each round represents half a day, either day or night, and comprises several turns. In each turn of a round, an available survivor is activated; he can move, shoot and enter a building to pick up, deliver or swap items, all done by snipping the movement disc. The loudest action of a survivor in the round triggers a corresponding Zombie action option: Zombies are positioned or - for a Zombie Rush - placed into the Zombie tower, from where they roll out and can topple survivors to lose them 1 life point. Survivors win, if they meet the scenario objective; the lose, if a certain number of survivors died or if there are not enough Zombies in the bin for adding. When the round marker reaches the skull, the scenario determines who wins.

Pure action fun, also for younger players; the topic is marvelously implemented and the components stunning - all actions do really happen in 3D! ☑

EVALUATION

Zombies, action, dexterity
Users: With friends
Version: en
Rules: de en fr
In-game text: no

Comments:
Unusual representation of the Zombie topic * You need dexterity and hand-eye coordination * Stunningly attractive and functional components

Compares to:
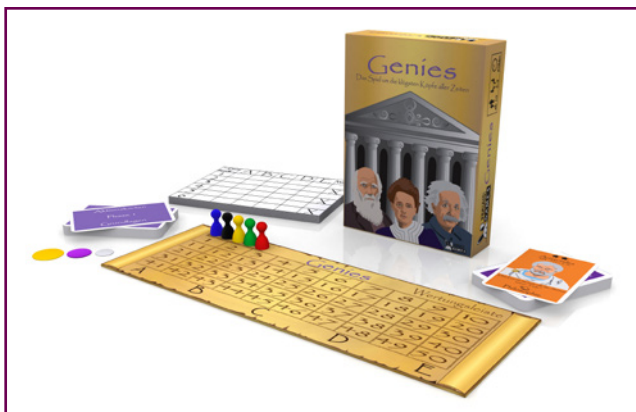All editions of Flick 'em Up

Other editions:
Pretzel Games (de, fr)

GENIES
COLLECT THE BRIGHTEST MINDS!

You want to lure geniuses to your academy and score most points for them in three phases. Genius cards and action cards for three phases of the game are shuffled separately and the resulting six stacks are placed face-down. Two rounds comprise a phase of the game. In each round you receive resources chips and for each of the three phases you receive new action cards, all always in relation to the number of players. For a round, five genius cards of the phase are revealed and placed at positions A-E of the board. All players then note - secretly - a bid of resources chips on their auction sheet for each of the positions. If you made the highest bid for a position, you receive the respective genius card, and only the winner of the card pays his bid. If you do not have enough money for a bid, the card goes to the next bid in descending order. In case of a tie, the genius card remains at the position and there will be more than one genius at the position for the next round. In case of several ties in a round the cards involved are consecutively shifted to the left, placed from A-E. Action cards - with exception of those for awarding competence - must be played before the end of the round or be discarded. After rounds Two, Four and Six, the various professions are scored, you receive points for competence stars o your genius cards, according to a table, and for bonuses from action cards you played.

Genies is a nice auction and set collecting game, in which money is not necessarily the main factor, but rather the selection of geniuses depending on their competence stars and your available action cards in hand. ☑

EVALUATION

Cards, auction, sets
Users: With friends
Version: de
Rules: de
In-game text: no
Comments:
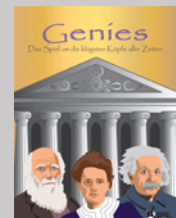Nice topic * Good auction mechanism * Money is not a deciding factor
Compares to:
Set collecting games using auction mechanisms
Other editions:
Currently none

HALF-PINT HEROES
KNEIPENKEILEREI MIT KARTEN

A brawl is in the air at the Half-Pint pub, we bash each other for tricks! Cards in five colors and with values of 1-13 show color and value, plus a value for the number of cards that will be in the display for the round, and a number for the cards in hand for each player in a round; cards are stacked face-down. For a round, you reveal one card for Phase 1 - Dealing Cards - and all players are dealt the indicated number of cards, and, if necessary, the display is stocked with more cards, as indicated on the revealed card.

In Phase 2 - Bidding - you bid with one of your Announcement cards, face-down, on the number of tricks you will take. Then bids are revealed and in Phase 3 - Opponent Bet - you place your betting chip with a player who, you believe, will not meet his bit. In Phase 4 - Playing Cards - you must - while you have cards - play one card or a combination, for combination you can also make use of cards in the display. If you are out of cards, you pass for the round. The highest combination of the round takes the trick; the winner takes all played cards, but no cards from the display!

If you take three consecutive tricks, you have instigated a brawl and you score alone. Otherwise, you score for tricks, successful Opponent bet, meeting your prediction and sequences of met predictions - with six of them in a row you win instantly. Basically, Half-Pint Heroes uses a familiar mechanism, but the using of the display for all makes the game very thrilling - will my two pairs of Three and Eight with cards from hand and display suffice or does someone hold two Threes and will beat me with a Triplet? ☑

EVALUATION

Cards, Trick-taking
Users: For families
Version: de
Rules: de en jp
In-game text: no
Comments:
Familiar basic mechanism * Use of display changes the game * Very good family game
Compares to:
Trick-taking with trick announcement
Other editions:
Ten Days Games (jp)

IRON DRAGON
TRAINS, SHIPS AND A MAGICAL BRIDGE

The basic mechanisms are identical for all games of the Empire Builder series: You start with 60 Mio. and build tracks, transport goods for money from town to town according to orders and build new tracks for new orders. The train can be upgraded to three loads or greater range. Track is paid for when built and using your own track is free of charge. Event cards can destroy parts of track. You win with 250 Mio. and a track network connecting all major cities but one. The Iron Dragon variant is set in a Fantasy World. The map is expanded with an Underground area, offering Beer as sole commodity, and there are new terrain types on the map, for instance jungle or desert. So-called Foremen cards provide workers - changeable against payment - like Elf, Dwarf or Troll - for cheaper track building in the respective terrain types. In Harbors, you can switch from your train to a ship, again by paying for the ship. Those ships are used very individually by players, some only build track over land, others use ships almost exclusively. The fantasy geography takes a bit of getting used to, but is easily understood and the magic bridge between two of the major cities is an interesting strategic special!

Iron Dragon is basically a multiplayer solitaire game; you build your tracks and if you need to use another player's track this is always possible, and the costs are affordable. The game is a very individual version of the system, the fantasy add-ons cannot be transferred to other maps. Each game is different, sometimes players cooperate in track building and delivery, sometime all build endless tracks on their own, and both ways work! ☑

EVALUATION

Railway, track building, logistics
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Part of the Empire Builder Series * Revised new edition * Fantasy setting

Compares to:
All games in the Empire Builder series, in general track building games with transport

Other editions:
Currently none

KLICK, KLICK, BÄNG!
ROLL FOR LIFE OR MONEY

Russian Roulette with a twist - with a die, that is! The six-sided dice represents the bullet and shows a cartridge on one side and empty areas on the other five sides. Money in the game is used in two different ways: Bid Bulletbucks as your capital for making bids and Klick-Bulletbucks for wins.
You begin with 12 notes as Bid Bulletbucks from the bank; money can never be changed during the game; Bid Bulletbucks are administrated secretly and have no value at the end; Klick Bulletbucks that you win must be administrated openly.
Minimum six rounds in the game comprise a Bid Phase and a Russian Roulette Phase. In the Bid Phase, each player left in the game must bid at least one not; if necessary, you must change Klick Bulletbucks back into Bid Bulletbucks; if you cannot do this, you are out of the game.
If you made the highest bid, you determine the active player, you can select yourself! The active player closes the chamber = Dice Cup with the Cap Disc, adds a Klick marker for the trigger at the other end of the cup, holds the cup between thumb and forefinger, shakes the cup and then opens the chamber: Empty side visible -> you get the total bid and marks it with the Klick marker. Cartridge -> You say Bäng! and are out of play, taking your money with you; the Klick marker goes into stock. If only one player is left, or all Klick markers are taken, you win with most money, even if you are dead.
Yet another and again very typical Henning Poehl game under the label of *Schwarze Serie / Black Series*: A more or less morbid topic, implemented wittily and attractively, featuring a bit of tactic and lots of luck; a nice filler game. ☑

EVALUATION

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

Comments:
Continues the "Black Series" * Topic well implemented * Some tactics

Compares to:
Dice games with "all or nothing" results

Other editions:
Currently none

KNISTER
... IGNITES IMMEDIATELY!

👥 8↑

Two dice are all the components used for the game. Each player takes one result sheet, showing a 5x5 grid of blue squares, both diagonal lines are marked in a darker blue. You try to enter numbers into this sheet in a way that you form the most lucrative combinations in rows, columns and diagonals. The sheet also lists the combinations that will score points, and the points that you gain for each individual combination.

The active player rolls two dice, announces the total of both results and all players enter this number into any case in their grid. All following rounds are played in the same way. After 25 rounds, the grid is full, and you calculate your score, points scored in diagonals are doubled: Two identical numbers score one point, three numbers score three points, four identical numbers six points and five such numbers ten points. Two pairs of identical numbers give you three points, one triplet and a different duo, that is, a Full House, scores eight points. A Straight of five numbers including a Seven provides eight points, such a straight without the Seven yields 12 points. Numbers for a scoring combination need not be next to each other or in correct consecutive order. Rows, columns and diagonals without combinations do not score.

In the solitaire version you try to top your own score - 50+ points are good, 80+ points are excellent and a score of more than 100 points is spectacular.

A simple and yet thrilling and challenging dice fun for any number of players - all you need is a grid of 25 cases on paper, in which you alone are responsible for your result, to imitate your neighbor only results in a tie! ☑

EVALUATION

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

Comments:
New edition of Würfel-Bingo * Simple rules * Quickly played * For any number of players * Identical chances for all

Compares to:
Dice games with individual result use by each player

Other editions:
Currently none

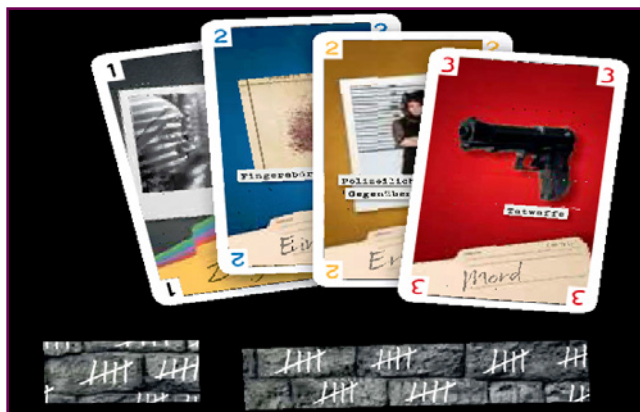---

KURZER PROZESS
MY NEIGHBOR IS THE CULPRIT!

10↑

Criminals want to put the blame for their crimes - in the guise of cards which represent crimes, but also witnesses and „Schwarzer Peter" - on others. At the start of the game, three groups of prison sentence period tokens are drawn - always one less than there are players - for the three rounds of the game and sorted by length within each group. All cards are shuffled and dealt evenly to all players; in a game of three players a set of 15 cards for a virtual fourth player is taken out of play.

The active player puts an open card down in front of any player, even in front of himself! Each player must be given another color and, during the game, can only be given additional cards of the same color. Witness cards are color joker and can be placed as first card in front of a player. A "Schwarzer Peter" must be placed in front of yourself and then all players must shunt their cards on the table to their left neighbor. If you have five or more points on the table or cannot play a correct card, you have been caught and take all open cards. you can also decide voluntarily to take all cards on the table. If you would have to play a card and are out of cards. all players receive prison sentence tokens depending on the number of their stacked, collected cards. After three rounds, you win with the shortest prison sentence in total.

Card shedding, cutely disguised as a crime card game - color cards for crimes, cleverly played and shunted to another player and if you manage to play Schwarzer Peter at the right moment, you might get away without cards. But woe to you, if your neighbor plays Schwarzer Peter with a lot of cards in front of him! ☑

EVALUATION

Crime, card shedding
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Simple card shedding * Topic fits the mechanism very well * Simple rules * Lots of fun to play

Compares to:
Card shedding games with color demands

Other editions:
Currently none

LANZELOTH
KNIGHTS AND ARMOUR

`7↑`

An important tournament is scheduled! Each knight wants to participate in his best armor to win tournament jousts and trophies.

At the start, you draw a horse card and display it openly. Armor cards are spread out face-down; each player takes one card for helmet, breast plate, lance, shield and boots for his temporary tournament knight,

the remaining cards are stacked face-down. Now the tournament starts: In your turn, you draw a card from stack and can swap this card face-down for the same armor part of your knight and discard the old armor part openly. Or you discard the drawn card openly and resolve the action of the card; it is possible to discard a card without an action. Action options of

cards are: Look at your own or another's armor card - reveal an armor card of your own or of another player - swap one of your armor cards for the same part from another player, with or without looking at it first - swap horse card. From the second round on, you can choose to draw from the draw pile or from the discard pile; a card from the discard pile must be put into your knight and the replaced card is discarded openly. If you believe, that you have the best possible knight, you add your horse to your knight, he is now protected against actions of others. All others have one more turn, but cannot protect themselves! Then all add up the values of their armor parts, resolve the effect of their horse card and then the player with the highest total receives trophies equal to the score difference to the second-best player.

A quick and nice family game, with the perennial dilemma of using an action or improving the knight! ☑

EVALUATION

Place and collect cards
Users: For families
Version: de
Rules: de en
In-game text: no

Comments:
Nice topic * Individual graphics * Simple rules

Compares to:
Placement games with memory and hidden information

Other editions:
Currently none

MANYMALS ZOO EDITION
TIERPARK HELLABRUNN

`4↑`

Manimals / Manymals is a game on animal characteristics. Cards show an animal on one side and symbols for characteristics and habitats on the other side, one of those symbols is a big one within a magnifying glass symbol. Approx. 40 cards are spread out animal side up. One card is turned over for a search card; the big symbol on the back is the current characteristic. You

search with one hand, suitable cards are collected in your other hand, and you must keep cards that you took. If no one takes cards any more, the cards in hand are checked - the big symbol of the search card must be among the small symbols on the backside of the taken cards. For each wrong card you must also set aside one correct one. The player with the most cards

receives two cards for victory points, the player with the second receives one card. All other cards are put back on the table, animal side up, and three cards are added from the stack. After 7 rounds the player with most cards wins.

There are other editions using these mechanisms - for habitats like Europe or other zoos like Leipzig or Stuttgarter Wilhelma. The rules also contain variants - in a game with younger children players don't search simultaneously, but take one card in turn. In the Family version adults give back three correct cards before scoring. In the letter version, the bold letter in the animal name is searched for. There is also a handicap version for players with varying player strength. Lots of information and lots of fun with a topic of interest for all ages, in minimalistic packing and featuring fantastic graphics and simple rules. ☑

EVALUATION

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

Comments:
In cooperation with Tierpark Hellabrunn * Analogous to other editions in the Zoo range * Includes variants for families and young children

Compares to:
All editions of Manymals

Other editions:
Editions for other zoos - Stuttgarter Wilhelma, Serengeti Park Hodenhagen or Leipzig

MEMO DICE
IMAGES UNDER CUPS

`8↑`

Six-sided dice are used for a memo game; the dice do not show pips, but various images - nine dice carry a total of 54 different images, depicted on a red, blue or black background. 10 cups come in four colors - there are three red, three blue, three black and one golden cup. All players put their marker on the first case of the scoring track. In turn, the active player rolls one of the available dice, nine at the beginning of the round - and, after a brief time for memorizing, covers it with a cup of the background color of the die. Cups covering dice are arranged in a row from left to right. If no corresponding cup is available anymore or if you rolled the last die, you use the golden cup. The player who used the golden cup begins the guessing and uncovering of images. You start with the leftmost cup and name the image it covers. You reveal the die, control the image and receive the cup, if you named the image correctly. Then you can continue with the next cup in the row. If you made a mistake, you hand the cup to the next player, who then continues play by naming the image under the next cup. When all cups are given out, you move your marker on the scoring track one step for each colored cup and two steps for the golden cup. If you cross the 20 mark or are furthest ahead, if several players cross 20 in the same round, you win.

Memo Dice is a simple, cute and thrilling game, in which images are easily distinguished. The penalty for a mistake is rather high, minimum one step, that is, one point for your neighbor. If you can form suitable memo sentences in your mind, you will have an advantage. ☑

EVALUATION

Memo, dice
Users: For families
Version: de
Rules: de en
In-game text: no
Comments:
Ideal filler * Images easily distinguished * Creative memo sentences can assist
Compares to:
Memo games with row formation
Other editions:
Currently none

MINUTE REALMS
COMPACT CITY REALM

You have wealth and use it to expand your realm - refined buildings or imposing bastions against invaders - as a King, it is not always easy to make the right decisions for your realm, because each one might decide over victory or defeat.

You begin with a starting capital which is adapted to the number of players, as are amounts of invaders and of building cards.

In eight rounds you are dealt an open-faced card, two more cards are on display openly. In turn, each player selects a card and adds its to his realm; you can take the card from the display or from another player. In both cases, you replace the card you took with the card from your hand and then resolve the trade action of the card you took - take a coin, pay a coin or place the top invasion marker. Then you place the card into your realm - either a building, you must pay the number of coins stated on the card - or face-down as a Bastion, you take two coins. Some cards can be used for buildings only.

After rounds Four and Eight the invaders attack all realms - the invader markers in the cases corresponding to the respective rounds are revealed and their values added; if the number of shields in your realm is higher, nothing happens; if you have not enough shields, however, you lose a building - not a bastion - but the lost build is turned over to become a bastion. For the attack after round Eight you reveal the respective invaders, add all invaders on the track, resolve the attack and then add the victory points of your buildings.

A compact game, not really new, but interesting; the mutation of lost buildings in one attack into bastions for the next one is a nice detail. ☑

EVALUATION

Development
Users: With friends
Version: multi
Rules: en it
In-game text: no
Comments:
Mostly standard mechanisms * Few rules and components * Interesting details * Quite some in-game depth
Compares to:
Tiny Epic Kingdoms and other compact development games
Other editions:
Currently none

MONOPOLY GAMER

FIGHT FOR MOST POINTS!

`8↑`

The allure of Monopoly remains constant and the possible topics for the game are nearly endless; this new variant features Nintendo games and Super Mario and introduces new mechanisms, too. You select your favourite character and roll dice to move it around the board, the Power-Up dice gives you boosts. Real estate lots are bought or auctioned as usual and you pay rent on lots of other players. At Mario you receive coins, at Peach rent from the bank for your lots, at Yoshi coins from the board and at Donkey Kong coins from other players. On the stone block you must place coins and the coin case gives you coins according to a dice roll. From one pipe case you move to the next one and - if you move over coins or GO - you collect coins. gives you coins. Ending your move on a Superstar case activates the special power of your character. If you pass GO, you trigger a Boss skirmish - the top Boss card is revealed; if you want to fight and can pay, you fight and win and get the Bonus, if you dice roll result is equal to or higher than the requirement. If you lose the skirmish or pass, the next player in turn can fight. When the last Boss skirmish is resolved, the game ends and you win with most points. In the party mode, each player uses three figurines; additional figurines are available in Monopoly Gamer Power Packs

Monopoly Gamer is a very nice variant, the Power-Up die introduces additional tactics, as you can choose the order in which you resolve the results of the number die and the Power-Up die. The topic has been well implemented and the Power Pack figurines are an additional attraction for collectors. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	60+

Designer: not named
Artist: not named
Price: ca. 35 Euro
Publisher: Hasbro 2017
www.hasbro.at

EVALUATION

Economy, Licence topic
Users: For families
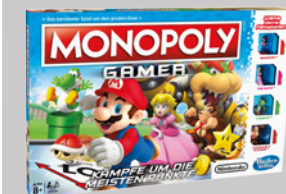Version: de
Rules: cn de en
In-game text: yes
Comments:
Figurines adapted to the topic * Additional figurines in Power Packs * New mechanisms * Basic elements remain
Compares to:
All other Monopoly Theme versions
Other editions:
Hasbro (en), Hasbro (cn)

OH, MY GOODS!

ESCAPE TO CANYON BROOK

👤

The story of Longsdale continues in this second expansion for *Oh my Goods!* To play this expansion, you need all cards from the base game and all building cards plus personage cards Nr. 58 to 60 from the expansion *Longsdale in Revolt*.

If you want to continue the story play, you start with Chapter VI, or else with "All Inclusive"! For each chapter, you prepare the event card deck according to the table in the rules. In general, the rules of the first expansion and the rules of the second edition of *Oh my Goods!* apply.

In addition to those rules, there are rules amendments for the rules for the Assistants: A newly hired Assistant need not be assigned right away; however, you can only assign such an unassigned Assistant to a building at the end of the round - after production. The option to hire another Assistant is not influenced by this in any way. Hired but unassigned assistants count at the end of the game. At least one building must always be kept free of assistants, to enable you to place a worker at this building in Phase II. From Chapter XI on and in the pseudo chapter "All Inclusive" Assistants from the base game are taken out of play permanently.

Rules for solo play: At the start of the game, you put two assistants on display. Assistants from the *Escape to Canyon Brook* expansion that have not yet been introduced by means of an event card, are not eligible for selection when card 13 is resolved.

Escape to Canyon Brook is a harmonious and well-working continuation of the story and is also compatible to *Royal Goods*, the first edition of *Oh my Goods!*, published by the Austrian Games Museum. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-4	10+	45+

Designer: Alexander Pfister
Artist: Klemens Franz
Price: ca. 12 Euro
Publisher: Lookout / Mayfair 2017
www.lookout-spiele.de

EVALUATION

Cards, development
Users: With friends
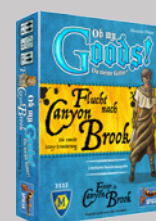Version: multi
Rules: de en
In-game text: yes
Comments:
2nd expansion * Needs Oh my Goods and Longsdale in Revolt to play * Pseudo-chapter "All Inclusive" introduces all new cards at once
Compares to:
Oh my Goods!
Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

OKIYA
GEISHA VERSUS GEISHA

Power struggle of two Okiyas - Geisha houses - for the favor of the Emperor, fought with with eight red and eight black geishas as well as 16 tiles for the Imperial Garden. Garden tiles comprise sets of four tiles each showing the the same plant - Maple, Cherry, Pine and and another trait - sun, flag, birds and rain. The garden tiles are shuffled and randomly laid out in a 4x4 grid, and each player hold one set of Geishas. The starting player selects a border tile in the grid, takes it, sets it aside open-faced and puts one of his Geishas into the gap, this is then repeated by both players in turn. The tile that is taken from the grid determines the rules according to which the next player must take a tile. He can only take a tile that either shows the same plant or the same trait as the previously taken tile, regardless of the position of the tile in the grid. You You win with a a row of four of your own Geishas in the garden, such a row can be aligned horizontally, vertically or diagonally in the grid. Another winning arrangement is a square of four of your geishas anywhere in the grid. The third way to win the game is blocking of your opponent, so that he cannot take a garden tile in accordance with the rules.

If you want to play several games, you can play for 3 games win or award points to the winner for garden tiles remaining in the grid, you win if you are first to score 10 points.

A new edition of the game first published in 2013 by Jactalea. The graphic design reminds one of the Japanese card game Hanafuda. Okiya offers a beautiful version of the x-in-a-row principle, the mechanisms are familiar, but nicely varied. ☑

EVALUATION

Row formation, placement
Users: For families
Version: de
Rules: de en es fr it nl pt ru
In-game text: no

Comments:
New edition, first edition Jactalea * Row formation as basic mechanism * Marvelous graphics * Simple rules

Compares to:
Row forming games with selection requirements

Other editions:
Blue Orange (en, es fr, it, nl, pt), Lifestyle (ru)

PERFECT HOTEL
LOCATION AND QUALITY

Aim of the game is the perfect hotel; to achieve this, you need extensive market research and the optimal timing for building. In your turn, you can either do market research or build. For market research, you draw two cards from the stack of building cards - it contains building cards and tourist cards, that are treated like building cards - for your hand and place one card into the column of the corresponding tag in the display. If you want to build, you form a set of at least two identical cards, using cards from hand and/or cards from the display. If you use cards from the display, you take all cards in a tag column. A set is put into your own display, always separately and above the previously formed set. Tourist cards are placed like building cards in the tag columns, but only one per tag column; they are joker for a set, but cause loss of points; a level must contain at least one building card!

Each player can use each type of building cards only once, but can add the same type of cards to his top level, in a next level, which then count as one. When the last building card is drawn and placed in a tag column, the game is scored. If you have most cards of one type in your display, you score the points on those cards; in case of a tie, all involved in it score one point per card. Each tourist card in your own display or in your hand gives you three penalty points. If you meet the conditions of a reward card, you receive the bonus points of this card.

This is a nice set collecting game with an attractive design and rather easy set parameters, and is also very suitable as a family game. ☑

EVALUATION

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

Comments:
Rather simple rules * Attractive, abstract design * Good, concise rules * Good for families, too

Compares to:
Set collecting games with parameters

Other editions:
Currently none

PYRAMID OF THE SUN
PYRAMID CONSTRUCTION IN TEOTIHUACAN

`8↑`

Players build the Pyramid of Teotihuacan in a joint effort. You use cards - 10 Pyramid Base cards, 48 Standard Segment cards and 30 Edge Segment cards, those also include Pyramid Top cards. Each player has a card of his color and the corresponding marker on the scoring track; double-sided score cards are readied, you use them to mark increments of 10 in your scoring total.

Depending on the length of the game you want to play, you place a pyramid base made up from two Edge Base cards and 6, 7 or 8 Standard Base segments, the remaining Standard and Edge segments are stacked separately. You begin the game with four Standard segments in hand.

The active player has one action and can draw two cards - both from one stock or one each from both of the two stacks and must then reduce his hand to five cards, if necessary - or play cards - a card you play is placed across two cards in the lover level; Edge Segments only at the end of level, Pyramid Tops only as the last level, Standard Segments can be placed anywhere. After each card you placed, you score the lower value out of either the value of the card you played or the number of the level where you placed the card. Edge elements score double and pyramid tops triple values. Identical symbols on cards adjacent to the card just placed score the number of symbols, the symbol on the new card does not count. When the pyramid is completed, either with a top or a standard segment, you win with most points, in case of a tie with most cards in hand.

Standard mechanisms, well combined for a nice family game with simple rules, an ideal filler game. ☑

BEWERTUNG

Card placement, pyramid forming
Users: For families
Version: en
Rules: en
In-game text: no

Comments:
Standard mechanisms *
Simple rules * Plays quickly
* Nice filler game

Compares to:
Pingu Party and other placement games for pyramid formation

Other editions:
Currently none

QUACK QUACK
COLLECTING DUCK EGGS

`4↑`

You are a little duckling and want to collect eggs to take them to your nest; the other ducklings, that is the players, want to do the same.

The pond with a water lily leaf in the middle is set out and 20 colored eggs in four colors - red, blue, green and purple - are distributed in the holes. Each player dons a headband in one of the four colors, a duckling is fastened to the rod end.

Then all players try to get as many eggs as possible out of the pond as fast as possible, using the duckling. If you have picked up an egg with your duckling, you move the duckling over your nest and remove the egg with your hand and put it into the nest. When an egg has fallen out of the pond, it remains outside. In the basic version, each player may take any egg, the color is not important. When all eggs have been taken out of the pond and all players have taken eggs that might still be under their ducklings and placed them in the nest, you win with most eggs in your nest.

In a variant, you use the colors of headbands and eggs - each player tries to fish all eggs in the color of his headband out of the pond as fast as possible. It does not matter at all into which nest an egg is put, it is only important that you are the first player to have no eggs of your color left in the pond. If you have achieved this, you call "Quack Quack" and win.

The good old angling game, but varied very nicely and very prettily; guiding the rod with your head puts a complete new angle to the game and is lots of fun; the eggs keep attacked to the ducks very well. One minor fault - red and purple eggs are not easy to distinguish in artificial illumination. ☑

BEWERTUNG

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

Comments:
Rules on the back of the box * Nicely varied standard mechanism * Red and purple not an optimum color choice

Compares to:
All angling games

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

RHINO HERO SUPER BATTLE
HEROES BUILD SKYSCRAPER

5⬆

Rhino Hero is on mission with his friends, Giraffe Boy, Big. E and Batguin; they are constructing a skyscraper: Three starting boards are laid out, you hold three floors, three more are on display and the rest is stacked, as are high and low walls. The active player adds one of his floors to the skyscraper, using the type and number of walls indicated on it. Walls go on yellow dots only on the starting boards, later on any place on the floors. The new floor must lie horizontally and can be orientated any way, Pawns must remain accessible all the time. If the skyscraper does not crash and the new floor carries a Monkey Spider symbol, you must then place a Spider Monkey on the floor, hanging from his tail or hand. If, again, the skyscraper remains stable, you roll a die and move your hero as many floors up or down; when there is another Superhero on the floor that you reached, a super-battle with dice is triggered - both heroes roll their attack or defense die respectively; whoever achieves the higher result, stays on the floor, the loser goes down one floor. If this move results in more encounters, super-battles are resolved accordingly. If you are then on the highest floor, you take the superhero medal. When the skyscraper falls or all floors have been used, you win if you hold the superhero medal. Should you, however, own the medal and cause the crash of the skyscraper, all other players win together.

A super stacking game, demanding super dexterity and lots of luck of the roll! The floors can make difficult demands, too, with both high and low walls for one build, which needs clever use of parts already built! ☑

BEWERTUNG

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

Comments:
Very nice topic * Dexterity and some knowledge necessary * A good family game, too

Compares to:
Super Rhino / Rhino Hero, 2011

Other editions:
Currently none

SANTORINI
BUILD WITH HELP FROM THE GODS

👥 8⬆

Strategic, abstract placement game with attractive components and topic - building on Santorin. The game is intended for two players, but also offers rules for a game with three and four players. In a game for two you guide - in the basic version - two workers and alternate your turns. Turns are always the same: You place a worker or relocate a worker to an adjacent case on the same level or to a case one level up or to a case any number of levels down. Then you place one building block adjacent to the worker you just moved. For level Four, you must place a cupola, this completes the building and blocks the case. If you move one of your workers to the third level, you win.

If you have mastered the basic version, you can add god cards to the game, there are 30 of them, easy ones for the first games and more difficult ones for later games. One player selects as many gods - suitable to the number of players and as are players, and then all other players in turn select one of those gods before him. The Gods from Greek mythology provide special abilities, for instance build twice or move twice or allowing a worker in the lowest level to build up to three times.

In the variant Golden Fleece - not available in this edition - you find additional God cards and a Ram marker, players have no individual god powers. For a game, one god is selected and displayed. If your marker sits next to the Ram, you command the power of the God for the whole round.

Resumé - abstract and absolutely lovely to look at - the Gods vary the familiar basic mechanism very nicely and provide variety, but some combinations can be a bit unbalanced. ☑

BEWERTUNG

Place, build
Users: For families
Version: multi
Rules: de en fr it nl
In-game text: no

Comments:
Beautiful components * Simple basic rules * No randomness

Compares to:
Games with markers on various levels, from Torres to Plateau X

Other editions:
Spin Master (en), Roxley (en)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

SPECTRANGLE
COLOR TO COLOR FOR POINTS

8↑

A classic game is back; after nine years, Spectrangle - first published in 1992 - is given another and very well-earned comeback at Jumbo.

The game features 36 triangular tiles; each tile is again divided into three triangles of individual color; the tiles com in all variants from three part-triangles of the same color to tiles with three triangles of varying colors, all in all there are five different colors; the completely white tile is a joker. Each tile carries a number value between 1 and 6. You begin with four tiles and one scoring marker on the scoring track; in a game of two teams each team member has one scoring marker of a pair in the same color. The active player places a triangle with at least one color corresponding edges to a triangle already on the board. A triangle that was placed cannot be moved, you must place a triangle if possible and if you place one, you draw one. You are allowed to swap one of your triangles for one from general stock. The value of the currently placed triangle is multiplied by the number of corresponding edges and - if placed on a bonus case - also with this case value. When all triangles are placed, or nobody can place a triangle tile anymore, you deduct the value of your remaining triangles from your score and win with most points.

Spectrangle is a cleverly simple placement game; in team play, you can prepare a high score for your partner, as you see his pieces; a game with three players is barely plannable, whereas a game for two allows quite a bit of planning. With all numbers of players, there is a high replay value and a lot of fun with this quickly explained game. ☑

BEWERTUNG

Tile placement
Users: For families
Version: multi
Rules: de en fr nl
In-game text: no
Comments:
New edition * Simple basic rules * Lots of fun and in-game depth
Compares to:
Triominos and other triangle placement games
Other editions:
Currently none

TA-KE
DUEL OF SHOGUNS

You are Shogun and call persons to your court for their abilities to enhance your influence in the realm and to gain power.

Seven person chips in each of five colors are mixed in the bag. Players alternate to draw chips and stack them in the Audience Hall in the middle of the board, in five stacks of seven chips each, from the Samurai case to the Ninja case, completing one stack before beginning one other. There can never be three or more consecutive identical chips in a stack. Players alternate turns, one turn comprises four steps: 1. Use ability of one or more persons in the bottom case of their columns in your Inner Court, the respective person chip is moved up to the middle case of the column - this is only possible from turn two on and only once per person - relocate Samurais, relocate ghost marker, relocate accessible person chip or use person chip of the opponent. 2. Take an accessible person chip off the stack and mark the stack with a ghost marker. 3. Place the taken chip on the bottom case in the column in your Inner Court. 4. Score influence for both players for the group of persons indicated by the chip freed by the current removing of a chip: Number of such visible persons in the Audience Hall, regardless if marked with a ghost marker or not, multiplied by your personal influence from such persons and Samurais in your Inner Court, depending on their position in the column.

Ta-Ke is a very attractive and very good game, albeit with a learning curve - the use of person abilities is limited and must be used very efficiently to counter the starting player advantage due to the uneven number or person chips in the game. ☑

BEWERTUNG

Tile placement
Users: With friends
Version: multi
Rules: de en es fr it nl
In-game text: no
Comments:
Very attractive components * Simple basic rules * Limited use of person abilities
Compares to:
Abstract set collecting games with using of set pieces for abilities and points
Other editions:
Currently none

TIP TAP
SPOT AND SECURE SHAPES

8↑

45 very curious and varied shapes in varying colors, clear or patterned within, are randomly displayed on the table, the corresponding frames for the shapes are used in variants of the game- 45 task cards show two or three shapes, color on black on one side and black on gray on the other side; the cards are stacked gray side up.

The top task card is turned over, all players have their hands beneath the table and search the display for the shapes depicted on the current card. If you spot one of the wanted shapes, you put an index finger on it to secure the shape for yourself; nobody else can put a finger on this shape anymore; the fastest finger on the shape secures it! You can secure two shapes with

one index finger per shape and also secure a shape in front of another player! However, a finger placed remains in place, even you realize that you made a mistake. When all index fingers are placed, or all shapes found, you take a shape that you secured correctly and set it down. A new round begins with a new card. If you have eight or more shapes laid out, you win the game.

In variants, you use the black side of the shapes or display the shape frames and must find the correct frames for the shapes depicted on the task cards. Again, you can select the colored or the black side of the frames.

The core shape spotting mechanism isn't really new, but the bizarre shapes and cleverly chosen color schemes provide an entirely new spotting feeling, and the securing with your index finger is a cute detail. All in all, lots of fun with simple rules and a good training for pattern and color recognition. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-6	8+	20+

Designer: Michael Schacht
Artist: Vohwinkel, Hoffmann
Price: ca. 21 Euro
Publisher: Queen Games 2017
www.queen-games.com

BEWERTUNG

Shape spotting, reaction
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Very individual shapes and color schemes

Compares to:
All shape-spotting games

Other editions:
Currently none

TRAMWAYS
AIM FOR STRESSLESS TRANSPORT

Tramways is set in the universe of Small City, Town Center and CliniC; you lead a team of engineers building a network of tracks. With this network you transport passengers, but you need to do this very calculatedly and controlled with the least possible stress, to earn as much money as possible and turn it into Happiness Points at the End.

In six rounds you resolve auction, actions and administration. In the Auction phase you can either pass and take the lowest available place in the new turn order or make and immediately pay for a bid with money and/or money icons from cards. The winner of the auction takes starting position in the new turn order, raises his stress level by one and then all select - in turn

order - an action card.
In the Action phase you do an action or take 2$ in Round I; in Round II, you do two actions or do one action + 2$ or only 2$. You must always resolve all actions of a card and resolve consequences of a card before its actions. Actions are laying track or expand your network, build a building or expand it or transport passengers. All this causes stress, and too much stress causes loss of happiness points. In the Administration phase, you can use remaining cards for actions - income, additional worker, reduce stress level, add passenger or discard cards and resolve their consequences, too. A game where you need to think hard, plan well and and find good combinations; remember, cards can have consequences! Balancing of actions against the stress level is essential and there is stress even in discarding cards. An incredibly good game for very experienced players who like a challenge! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-5	12+	150+

Designer: Alban Viard
Artist: Sikiö Sampo, Paul Laane
Price: ca. 50 Euro
Publ.: LudiCreations/AVStudioGames 2016
www. ludicreations.com

BEWERTUNG

Track building
Users: For experts
Version: multi
Rules: de en fr
In-game text: no

Comments:
Very interesting and very sophisticated auction mechanism * Modular Board * Consequences of cards are resolved before their actions

Compares to:
Track building games with auctions

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34   www.gamesjournal.at

UBONGO JUNIOR 3-D
PLACE AND STACK BLOCKS

Ubongo Junior 3-D uses the principle of Ubongo - fill areas correctly, but with building blocks instead of tiles!

The game features eight types of blocks, two types each in four colors, red, blue, yellow and green. You take a set of one block per type. Players decide on one of four levels of difficulty - Beginner, Advanced, Expert and Master - and receive boards, in relation to the number of players, which are stacked with the side selected for use face-down. For a round of the game, the starting player turns over the timer, and each player takes a board from his stack. You try to fill the light area with your blocks, completely and without exceeding the boundaries of the placement area or leaving gaps. If you are done, you build a tower with your remaining blocks, as high as you can manage. There are no restrictions for this stacking, blocks can exceed the placement area and need not be sit on top of each other exactly, all you need is a tower as high and stable as possible. When the timer runs out, all stop to place and build and determine the height of their tower with the Giraffe measuring device; each player controls the area of his neighbor. Only if you filled your area correctly, you draw gems from the bag, according to the height of your tower. After six rounds you win with most gems.

The family edition of Ubongo 3-D has been adapted most successfully for a version for children; the essential elements of filling an area within a time limit and receiving gems for an award are still there and provide lots of fun and also training for dexterity and spatial thinking. The game can also be used as an expansion for Ubongo 3-D. ☑

BEWERTUNG

Placement, stacking
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
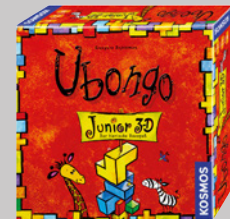Adaptation of Ubongo 3-D
* Trains spatial thinking and dexterity * Very nice version for children * Can be used to expand Ubongo 3-D

Compares to:
Ubongo, Ubongo 3-D

Other editions:
Currently none

URBINO
RAFFAELOS TOWN ON A BOARD

Players construct a town together, each with his individual goal to score majorities in city boroughs. There are two architects and 27 buildings - 18 houses, 6 palaces and 3 towers - per player. The player of the dark buildings = Black places his architect on any case of the empty board; then White places the second architect and then Black determines, who begins the placements of buildings.

The active player relocates an architect and then places a building or passes his turn. The location for the new building is determined in relation to the position of the architects - all intersections in all directions of visual range without an obstacle - and in relation to city boroughs and neighboring buildings. City boroughs are areas of orthogonally adjacent buildings; all buildings of a player in it must be orthogonally adjacent. A tower can never be placed next to a tower, a palace never next to a palace. When both players must pass their turn, because they cannot place a building correctly after moving an architect, city boroughs containing buildings of both colors are scored: You score, if you have the majority in building values in a borough: A tower scores three points, a palace two points and a house one point. In an expert version, you score three identical adjacent buildings as City Wall, Ducal Palace or Cathedral, one per borough.

Dieter Stein and Gerhards are an excellent team; their creations are always very attractive, have deceptively simple rules and lots of tactical finesse and in-game depth - so does Urbino, which is suitably named for the birth place of painter and builder Raffaello Santi and builder Donato Bramante. ☑

BEWERTUNG

Abstract, urban construction
Users: With friends
Version: multi
Rules: de en fr
In-game text: no

Comments:
Classy and beautiful components * Simple placement rules * Lots of tactic and in-game depth

Compares to:
All abstract placement games for Two

Other editions:
Currently none

URBINO

WHOOSH
BOUNTY HUNTERS

👥 8↑

Villagers become victims to peculiar, fascinating monsters. As the King's armies are engaged in fending off invaders, he tasks Bounty Hunters with catching the monsters, using combinations of weapons and spells. Three out of 36 monsters are displayed from stacks, each monster shows symbols of the weapons and spells that are necessary to catch it. Weapons and spell cards are roughly split into one stack per player and stacked face-down.

In his turn, each player reveals and places the top card of his stack in a row - always adjacent, never overlapping, all cards on the table must always be visible. When the necessary symbols for a monster are visible, regardless of who did reveal them, you quickly put your hand on the respective monster - always the hand which you use to reveal cards. The fastest player - the one with the bottom hand in the pile - catches the monster and replaces it from the corresponding monster stack. All weapons and spell cards on the table are picked up by their owners and placed under their respective stacks. If you try to catch a monster and make a mistake, you set it aside face-down for a penalty point and replace it from stack. When several players at the same time try to catch different monsters, only the fastest one is successful. In case of doubt, you take the monster, if you caught the one with the highest number. When one out of the three monster stacks is empty, you win with most points from collected monsters minus penalty points.

Cute monsters and simple rules based on familiar mechanisms - and with each captured monster you need to start to memorize symbols again. ☑

INFORMATION

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

Designer: Theo K. Mavraganis
Artist: T. Larek, K. Kokkinis
Price: ca. 18 Euro
Publisher: Artipia Games 2017
www.artipiagames.com

BEWERTUNG

Collect, react
Users: For families
Version: en
Rules: en
In-game text: no

Comments:
Cute monsters * Simple rules * Familiar mechanisms * Ideal filler gamer

Compares to:
Collecting and reaction games

Other editions:
Currently none

ZAUBERLEHRLING GESUCHT
TELEPORT, FAIRY DUST AND MUSHROOMS

10↑

Magician apprentices do magic and collect coins and experience in four kinds of magic for fame and the acquisition of a Spell License. You begin the game with an apprentice, a scoring marker and a player board with a starting amulet. Forest Pixie and Traveling Mountain Pixie are on the starting positions, Spell Job Cards are on Village cases, Seals in the castle and Spell License cards in the Courtyard.

In turn order, you have a turn of movement in any direction and action, both optionally. One step movement gives you Pixie Dust, additional steps up to maximum five cost Pixie Dust, encountered mushrooms you take. Bird Taxi, teleport or teleport with the Traveling Mountain Pixie offer movement alternatives against payment that do not count towards the five-step limit.

Action options are: 1. Buy Pixie dust, the location of the Forest Pixie determines the price; there is a limit of 100 Pixie dust that you can hold, and you can only buy the maximum named by the mushroom. 2. Complete a Spell Job by discarding Pixie Dust and win fame and coins for it; then replace Job with another card and place mushrooms; 3. Acquire a Spell license by meeting the requirements, that is, owning the depicted items. Royal Seals give you bonuses. Amulets raise fame and coin values, mushrooms have special functions. When the Royal Inspector appears in the Spell Jobs, the game ends immediately and you win with most fame.

This is an interesting and sometimes frustrating mix of resources management, strategy and chance, and chance can sometimes ruin any strategy. Components and rules merit high praise, especially the teleport mechanism. ☑

INFORMATION

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

Designer: Nick Hayes
Artist: Djib, David Tucker
Price: ca. 33 Euro
Publisher: Mattel 2017
www.mattel.com

BEWERTUNG

Move, collect, resources
Users: For families
Version: de
Rules: de en
In-game text: yes

Comments:
Fantastic components * Extremely good, custom-made box insert * Very good teleport mechanism * Randomness can unbalance the game

Compares to:
Move & collect games with events

Other editions:
Mattel (en)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 33 and 34

Benjamin Blümchen Leiterspiel
Publisher: Schmidt Spiele

`3↑`

Benjamin plays a classic game - a race is held in the Neustädter Zoo, Benjamin, Otto, Stella, Tierpfleger Karl, Zoodirektor Tierlieb and Karla Kolumna are racing. In your turn you roll a die and move your marker to the next case of that color. Ladders end or begin on white-bordered color cases. When your turn ends on such a case, you move up or only down in direction of the white arrow. Whoever is first to reach Benjamin's house with an exact roll, wins. If you roll a color, that is not available in front of you, you must move back to the nearest case of this color.
*Version: multi * Rules: de fr it * In-game text: no*

Roll & move game for 2-4 players, ages 3+

BLACK STORIES SUPERHEROES EDITION
Publisher: moses. Verlag
Designers: Corinna Harder, Jens Schumacher

The story teller is called the Arbiter; he reads the story on the front of the card. The other players are his people and may pose any questions, but must pose them in a way that the arbiter can answer with yes or now. The arbiter can give hints or deviate players from totally wrong assumptions. The answer on the back of the card is the only correct and acceptable solution. This edition tells 50 black stories about super heroes and super failures - super women set on revenge, drunken overachievers or revealed secret identities - saviors of the world seen from a new angle.
*Version: de * Rules: de * In-game text: yes*

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

CATAN SEEFAHRER DIE ERWEITERUNG
Publisher: Kosmos 2017
Designer: Klaus Teuber

20 Jahre Jubiläumsedition - 20 Years Anniversary Edition - New edition of the Seafarer expansion for Catan, needs core game to play. This Jubilee edition also contains „„Die Legende der Seeräuber", featuring four consecutive scenarios that tell a story. At sea, roads turn into shipping lanes or ships, and ships are built with Wood and Wool resources. The individual scenarios have different winning conditions and you need various components. The Legends, among other things, feature Friends cards.
*Version: de * Rules: de * In-game text: no*

Expansion for Catan for 3-4 players, ages 10+

Freche Farm
Publisher: Haba   Designer: Tim Rogasch

`4↑`

Evening chaos at the farm, animals need to be put into the stable. You have one animal of each kind on display, the active player rolls a die. If he has the resulting animal on display, he turns it over to bring it into the stable. If you roll an animal that is already in the stable and remember, which player has that animal in the stable, too, you can set if free again and reveal it. You are also allowed to to this if your animal is still visible. If you roll the stable symbol, you can put one of your own animals into the stable or release another player's animal. If you have all animals in the stable at the same time, you win.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Dice game for 2-4 players, ages 4+

MEMO + DOMINO TRAKTOREN
Publisher: Piatnik 2017

`4↑`

Two classic games in a small, practical box - memo and domino, both featuring the topic of tractors. 36 memo tiles show various tractors 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 tractors; 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+

MONOPOLY ÖSTERREICH-AUSGABE
Publisher: Hasbro 2017

`8↑`

Austrian Standard edition of Monopoly, featuring Austrian cities, roads and special places. Monopoly is the ancestor of all games featuring property, money, rent, interest and real estate, combined with dice. If you invest your basic capital wisely and are a bit lucky when rolling the die, you will win. Passing „Go" often enough and getting out of Jail quickly can also help to win. You roll the die, move around the board, buy real estate, build houses and hotels and collect rent. If you go bankrupt, you quit the game. The last player still in the game wins. New edition with new playing pieces - Car, Dinosaur, Duck, Dog, Hat, Cat, Penguin and Ship. *Version: de * Rules: de   In-game text: yes*

Property game for 2-6 players, ages 8+

PIZZA DIAVOLO
Publisher: Huch!
Designer: Inon Kohn

`7↑`

Double-sided, clear cards show pizza slices with varying toppings - mushrooms, peperoni, bell peppers, olives or cheese only. 54 puzzles in four levels of difficulty provide pizza orders, listing the cards that you need to use and telling you which side of the cards must be upside when you place them. Cards must be placed in correct sequence and rotation, to form a complete round pizza of eight slices with the correct ingredients, for instance 1x only cheese, 3x olives and 3x mushrooms. The top visible ingredient is valid. Solutions are provided. Series logicus.
*Version: multi * Rules: de en fr it nl pl * In-game text: no*

Logic puzzle for 1 players, ages 7+

STRATEGO ORIGINAL
Publisher: Jumbo Diset

`8↑`

Each player has 40 pieces with different strength and effects - 1x each Flag, Marshal, General and Spy, 2x Colonel, 3x Major, 4x each Captain, Lieutenant and Sergeant, 5x Miner, 8x Scout and 6x bomb. You arrange the pieces as you like, in the first four rows of the board facing you; their placement decides their effects and uses; the opponent only sees the neutral back of the pieces. A standard move is one square orthogonally in any direction, no jumping over pieces and no move on occupied squares. Landscape characteristics influence movement of the pieces. The player who conquers the opponent's flag wins the game. New edition in a new design. *Version: multi * Rules: de en fr nl * In-game text: no*

Position game for 2 players, ages 8+

WAS IST DAS?
Publisher: Noris Spiele

`3↑`

Cards show four semi-circles in yellow, red, green and blue; each one contains a different image. At the start, players decide on a color for the game. Cards are stacked face-down. The active player draws the top card and looks at it - the other players in turn ask a question for a yes/no answer. For a yes-answer you may ask again. Instead of asking you can give a guess on the image. If you are correct, you get the card. You win with three cards. If two are playing, the guesser counts the questions with his fingers; if you guess correctly with fewer than 10 questions, you get the card and win with four cards.
*Version: de * Rules: de * In-game text: no*

Guessing game for 2-6 players, ages 3+

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

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

IMPRESSUM

Icon explanation

🔒 Solo Play   👥 Two Players   👪 Large Groups   8↑ Recommended Minimum Age

GABIS explanation on page 5

YAMATAÏ

BRUNO CATHALA ☯ MARC PAQUIEN

DAYS OF WONDER