

win

ISSUE 512/513 - NOV/DEC 2017

ISSN 0257-361X

Volume 41

THE GAMES JOURNAL
www.gamesjournal.at

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Clans of Caledonia



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 62 GAMES

FRIENDLY NEIGHBORS, AMBITIOUS COMPETITORS

CLANS OF CALEDONIA

EARN MONEY, PRODUCE AND EXPORT THE SCOTTISH WAY



Karma Games has, on occasion of Spiel 17 at Essen, published a new game that has caused very varied reactions on Internet Forums. Some players list it among the best new releases, other believe it to be too simple, compared to Terra Mystica or Gaia Project. One good reason, anyhow, to give the game a test run to make up one's own mind.

Clans of Caledonia can be played by 1 player and with up to 4 players. As you play exactly five rounds, you can assess the duration of the game nicely, the publisher puts it at ca. 30 minutes per player. In those five rounds, which all follow the same scheme, players resolve their actions, after a short preparation phase for the round, in the action phase, one action per turn, until all players have passed their turn. This action phase is followed by a production phase, in which players receive commodities and money (pounds). The round is then completed by a scoring phase. The turn order of the next round is determined by the order in which players pass their turn. To pass your turn early has two advantages, as both the turn order and the starting income of the next round are determined by the order of passing your turn.

Despite the rather small box of the game, players have lots of components of very good quality at their command. The initial setting up of your personal game tableau during game preparation at the start of the game can take a bit of time. Among other items, there are workers, cattle and sheep or bakeries and cheese dairies. They all serve one purpose only: To expand your own clan on the main board and to achieve more income and a higher production of commodities, which are mainly used to export wares. As is the case in most of such games, a player who has the right commodities available at the right time, will be the most successful.

The main events of the game are taking place on the central game board. This is assembled from four rectangular pieces which can be, while adhering to the rules, can be assembled into 16 different arrangements and, in total, represent a Scottish landscape. This landscape is partitioned into hexagon cases, featuring typical Scottish terrain: Lots of meadows, a few mountains, a few forests and of course, not to forget, the rivers and lakes, those famous Lochs.

Those hexagon cases are settled by clans, that is, players, during the game; for this, the type of terrain determines for the clans

what they can use to claim this hexagon case. Makes sense, as it would be difficult to turn a mountain into a field or to keep sheep and cattle in a forest. When your clan has claimed a hexagon case, this hexagon case cannot be settled any further, neither by your own clan or another clan. There are no conflicts to resolve here - first come, first served is the motto here! The settling of a hexagon case usually remains constant to the end of the game, only in case of cattle and sheep a player might have to take them back.

In addition to the variable board arrangement, there are variable harbors. Four out of nine harbor tiles are randomly selected and added to the corners of the board. Players can arrive there to use the respective bonus once only in the game.

So, players represent Scottish clans and set up several production sites of varying types on the board. After the set-up of the game, each player has two workers on the board. Those workers, too, are used for production. Workers are either woodcutters in the forest or miners in the mountains. The earn a player a fixed sum of money in the income phase, the amount varies for forest or mountain and with available improved equipment. For the workers the same rule applies that applies to all other production options: For each player, there are only four of a kind; each player, for instance, has only four miners and four woodcutters. Workers can not be used in the meadows; in that terrain, you have the options of breeding



sheep or cattle or to cultivate your land; those options produce basic resources - wool, milk or grain. The disadvantage with those goods is that they can only be sold cheaply, and, to some extent, cannot be exported. Therefore, a clan should also set up cheese dairies, bakeries and/or distilleries on the meadow hexagons, which will enable you to process the basic resources into high-value commodities, which in turn can be sold for more money and also exported.



Each of those acquisitions has, of course, its costs, which is calculated from the fixed price for the acquisition according to the notation on the player board plus the „land slot price“ on the main board; each hexagon case has its own special price, which has to be paid when the hexagon case is settled. When the payment has been made and the hexagon case has the right type of terrain, even if only in part, a player is entitled to build adjacent to his existing, occupied hexagons. Unfortunately, this neighborhood rule is already broken by rivers and, of course, by lakes. And this can turn cheap hexagon cases into unattainable goals. Fortunately, however, each clan can educate itself in the art of shipping. Depending on the level on your shipping track on your tableau, hexagon cases on the other side of a river or in crossing of one or several lake cases are considered to be adjacent and can be settled.

Neighborhood has another significant role in this action. If a clan settles a hexagon case adjacent to the hexagon case of another clan he is entitled to shop cheaply at this neighbor in the course of settling, provided he owns enough money. It is understandable that you want to be on good terms with your neighbor. And a bit of neighborly assistance can only be an advantage!

In consequence to the expansion of the clan in the Scottish Highlands, the productivity of the clan raises. Each field provides two units of grain in the production phase, each cow one unit of milk, each sheep one unit of wool. If the clan owns cheese dairies, he can in this phase convert one milk per cheese dairy in his possession into cheese one unit of cheese. The same goes for the processing of grain into bread via bakeries

owned by the clan or into whiskey via its distilleries.

Those commodities of higher value can now be converted into money or can be used to complete export orders.

For trading with commodities, a market tableau is available. To be able to use it, a player must use his merchants. At the start of the game, each player owns two merchants and can buy up to maximum five more from his player board as an action. Each merchant may sell or buy exactly one commodity. In general, all produced commodities can be sold and bought for their individual price. As usual, the price decreases after selling goods and increased after buying. In one action, you can use several merchants, but only for one type of commodity and a player is not allowed to buy and sell the same type of commodity within one round.

The market is often used to acquire money that might be needed or to sell commodities one owns in order to buy commodities in a following turn, commodities that you not own but need to complete an export order.

Export orders are by far the most important action to sell the commodities you produced. Five or six export orders are openly displayed on the export tableau in each round. Those export orders can be taken by players as an action. However, every player can only have one open export order at a time. When an order has been completed, you can acquire another one. For the acquisition of an export order you must pay the cost, those costs rise by 5 pounds in each round. Interesting details: In the first round you do not pay those 5 pounds, on the contrary, you receive 5 pounds when you take an export order.

Export orders always come in two parts: On the left side the state the commodities necessary to complete the order, and the profit is stated on the right side. The profit can either be an immediate bonus or victory points at the end of the game, usually a combination of both. Bonuses can be, for instance, money or an expansion without having to pay the price of the hexagon case, or the upgrading of a technology, that is, to equip all miners or woodcutters at a cheaper price, or take a merchant free of charge from your player tableau or improve your shipping free of charge.

Victory points at the end of the game are awarded based on the commodities on the completed export order. If it is, for instance, a given number of hops, each hop is worth one victory point at the end of the game. When a given amount of the import commodities of cotton, tobacco or sugar cane



My lines for WIN

Dagmar de Cassan, Editor-in-Chief

2017 was a very difficult year, we had to say good bye to Ferdinand de Cassan, to my husband, to our creative mentor and motivator for all our activities - but we did manage in a way, to continue his and our activities. I would like to give heartfelt thanks to all who supported me in so many ways! I could not have done this alone!

I look forward to 2018 and our activities together for games and games play with all friends in the gaming community!

Let me wish you a Merry Christmas and a Happy, successful New Year with many ideas for games, with many good games and a lot of good and fun encounters at a games table!

Current issues of WIN can be found at

<http://www.gamesjournal.at>

and our Games Companion Game by Game at

<http://www.gamescompanion.at>

is stated on the export order, the amount is marked on a special separate track for each import commodity. The import commodity that was important the least often by completing export orders, is therefore in last position on the track, is worth five victory points per unit of commodity, the other two, in relation to their position on the track, four or three victory points. In order to complete an export order, you must discard the combination of meat, wool or upgraded commodities as depicted on the order. Discarding meat, however, means clearing a hexagon case, that is, depending on the type of meat, either one sheep or one cattle on a meadow case.

In addition to those victory points acquired at the end of the game, you also acquire victory points during the game. This happens in the scoring phase at the end of the round. Five of nine scoring tiles are displayed openly at the start of the game; at the end of each round, one of them is resolved. The acquisition of victory points is always coupled with a condition; for instance, you receive two victory points for each worker present on the board.



Another option for victory points during the game are the Clan tiles. At the start of the game, clan tiles are laid out in relation to the number of players, and in reverse turn order, each player selects a clan that he will represent during the game. Each clan has his own special ability, which in some cases even determines the strategy for the game. There is, for instance, a clan that delivers three money units for each production of whisky, another one can sell milk. Yet another one has a second chest, that is, room for a second incomplete export order. An interesting clan, too, is the clan who includes fishermen in addition to its miners and woodcutters; fishermen can be used on Loch cases and can move on the Loch.

At the end of Round Five, a final scoring is resolved, in which you add victory points for commodities and money as well as for hops and import commodities on your completed export orders to the victory points acquired during the game. Then, there are majority victory points for most and second most export orders, 12 and 6

points, and for most adjacent settlements. As settlement for this scoring all your own adjacent settled hexagon cases are considered, albeit without any river or lake in-between. Then you count all your settlements that you can reach due to the level of shipping that you achieved. If you have the majority here, you score 18 points, second and third position gives 12 and 6 points. This is a rather interesting way to score insofar as the number of settled hexagon cases is NOT the deciding factor here.

Bernhard Czermak

Clans of Caledonia is a game on economics that plays fast and offers many different scenarios due to its variable set-up. The planning of a turn is fun, due to the availability of many options, but is not as complex as to result in excessive pondering. In my opinion, however, the game could have done with a bit more interaction.

Clans of Caledonia is an exigent, demanding game of economics with manageable and, in addition, the advantage, that the duration of the game is rather moderate and not overly long. The mechanisms are straightforward and not interlocking in ways that are too complex. Therefore, the game is also suitable for a shorter games evening; you gain access to the game rather quickly and a game doesn't take too long.

As regards to mechanisms, do not expect new ones. On the other hand, it is rather unusual that you get money for taking an export order or that you are forced, in a development game, to dismantle a production site that was acquired very expensively, so that you can complete an export order.

The game is also NOT a game of extreme scarcity, you have always rather a lot of money to be able to implement some of your plans, but of course not enough to implement all of them. In this, a good ratio of scarcity to availability has been achieved. As regards to clan tiles, my view is somewhat ambiguous. On the one hand, they offer an individual advantage to the clan player in his game and therefore provide variation, but on the other hand they force a player to use certain strategies. If you play contrary to the ability of the clan will probably not result in winning the game. Maybe this is the reason, that an optional rule offers the alternative of playing without the clan tiles. Furthermore, the strategy is, similar to *Terra Mystica*, influenced by the scoring at the end of the rounds, which provides advantage for various actions in respective rounds.

Clans of Caledonia count be tagged as a "solo game". Interaction between play-

ers is very rare, especially in case of three players you rarely encounter each other on the board, may be due to the fact that the board has the same size as for a game with four players. All you need to consider is the competition on the export tableau. Therefore, *Clans of Caledonia* works best in a game of four players.

Finally, a word on the element of luck. In general, *Clans of Caledonia* can be planned rather well. The only imponderability is the export tableau. For every round, there are only a few export orders available. If there is nothing suitable for your own production, all that remains for you is to put your hope on a bit of luck in the next round, which, however, comes with a rise in cost for this action. >On no account you should take an export order that is hard to complete, as you must complete an order that you took, you cannot discard it. There is also no mechanism to change an export order at the end of a round. In case that no export order was taken in a round, all export orders remain on the export tableau for the next round. ☑

Bernhard Czermak

INFORMATION

Designer: Juma Al-JouJou

Artist: Klemens Franz

Price: ca. 50 Euro

Publisher: Karma Games 2017

www.karma-games.com

PLAYERS:
1-4

AGE:
12+

TIME:
30/pl

BEWERTUNG

Economics
Users: For experts
Version: multi
Rules: de en es fr it
In-game text: no

Comments:

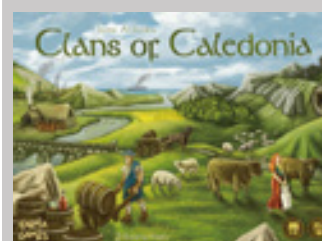
Variable game set-up * Little interaction *
Many options for planning your turn

Compares to:

Terra Mystica

Other editions:

Currently none



ANIMAL TRADERS WANT TO BE RID OF THEIR RUBBISH

DALE OF MERCHANTS AND DALE OF MERCHANTS 2

DECK BUILDING AND DECK DISMANTLING

In the town of Dale, up-and-coming merchants of the animal kingdom meet to participate in a competition, the winner of which will be made a member of the famous Tradesmen Guild. In *Dale of Merchants*, players take up the role of those participants and try to be first to put down the demanded eight stacks of valuable commodities.

This review describes the game of Dale of Merchants, published in 2015, as well as the sequel game Dale of Merchants 2, published in 2016. Both games are stand-alone games, but can be combined into one game, too. The both play the same way and only vary in their deck of cards. Both games have been designed by Finnish designer and graphic artist Sami Laakso and were published by his company Snowdale Design.

In the preparation phase of a game you need to begin by selecting a number of animals equal to the number of players plus one. Each animal is represented by a stack of cards. The cards in this stack are thematically connected. Parrot cards allow

you to draw cards, and Chameleon cards can copy other cards. Each animal deck comprises cards of values 1 to 5. Each player takes the #1 card of every selected animal for his starting deck. The remaining animal cards are shuffled together for a common draw pile. Five cards from this draw pile are turned up and laid out to form the market. When, during play, a card is taken out of the market, it is replaced by a new one from the draw pile. When the draw pile is empty, the discard pile is shuffled to form the new draw pile. Finally, players amend their starting deck with rubbish cards until all have ten cards in hand. Those are shuffled as well and form the personal draw pile. From this personal draw pile you draw five cards for your hand.

The game is played in turn until someone has met the winning condition.

If you are the active player, you can select one of four action options:

1. Buy a card

You can buy the five cards available from the market. The price of a card is paid with cards from your hand. All cards have a value, even rubbish cards,



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

The BAR in the evaluation box displays color codes for up to 10 features of a game.

USER GROUP

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

Kinder:

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

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of „family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

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

Empty boxes: This feature is neglectable or not present

One colored box: This feature is present, but not essential

Two colored boxes: This feature is present and important in the game

Three colored boxes: This feature is dominant and essential

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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



they have a value of 1. Cards that were used go to your personal discard pile.

2. Use a Technique

All animal cards have techniques, which are printed as text on the cards. You can use techniques of cards in your hand. To do so, you play the card and put it on your personal discard pile, when you have resolved it. Most technique cards allow you to resolve an additional action when they have been activated.

3. Set down a stack

Aim of the game is to set down eight stacks of cards. You can use an action to set down a stack, provided the following conditions are met:

- The first stack must have a value of 1, the second stack a value of 2, the third one a value of 3, and so on to stack eight which must be of value 8.
- You can only put cards into a stack that you take from your hand
- You can put any number of cards into a stack, but only cards for animals of one kind.

Cards that have been put into a stack, remain in this stack until the end of the game.

4. Discard cards

Put any number of cards from your hand onto your own discard pile.

Markus Wawra

Deck building with all the nice classic elements and on top of that a refreshingly new mechanism - deck dismantling! If you want a change from standard deck building, you should take a look at Dale of Merchants.

When an action has been implemented, or even several ones, if techniques did allow this, your turn ends, and you replenish your hand from your personal draw pile to five cards.

In a typical game, there is only buying of cards and using of card techniques at the

start. Card techniques introduce - as is standard for that kind of game - a lot of variety to the game by manipulating the game mechanics in various ways. Some animal cards also allow you to optimize and clean up your deck, for instance by getting rid of rubbish cards.

Sooner or later, however, the game undergoes a radical change, because now the only purpose is to fastest to set down stacks. A race is developing, in which the drawing of the right cards at the right time is the deciding factor. Of course, you can use card techniques at that stage of the game as well.

This stage of the game is the major difference to all other classic deck building games, as, for instance, *Dominion*. In *Dale of Merchants* you first construct your deck and then dismantle it again. More often than not you finish a game with less than five cards in your hand, draw pile and discard pile combined. This results in a thrilling and challenging game dynamic, which sets it nicely apart from other deck building games.

Game components and the rules are very well done, nicely design and provide an answer to nearly all questions. However, with one or other of the cards you might start to consider how it is really meant to be used. But with a bit of logic, you usually can come up with a feasible interpretation. A more detailed explanation in the rules, however, would not have been amiss for some of the cards. The cards are also only explained by text, which needs a good command of the English language. Sami Laakso thus does not keep to the trend of the universal card game using symbol language. I suppose that an experiment in this direction would have spectacularly failed in this case.

Dale of Merchants and *Dale of Merchants 2* come in compact little boxes, without much empty space and, therefore, are much easier and more comfortable to transport than, for instance, *Dominion*.

To test the game, one of the versions is easily sufficient. Which one you select is not important, they are equal. Only if you play the game very often you might want to acquire the second game to achieve more variation with new animals and techniques.

Dale of Merchants is, without doubt, a deck building game, and therefore we automatically compare it to *Dominion*. I was, as so many were, enchanted by *Dominion* in the beginning. But after countless game, my enthusiasm is somewhat dimmed, as the plays rather similar every time. *Dale of Merchant*, for me, offers something refreshingly new. All the nice, classic elements of deck building games are present. Due to the additional mechanism of dismantling towards the end, it has that certain something that gives back the enthusiasm for the genre, at least for some time. Therefore, from me, a clear recommendation to all friends of deck building games who, like me, are looking for an alternative to the well-known classics. ☑

Markus Wawra

INFORMATION

Designer:

Artist: Sami Laakso

Price: Sami Laakso

Publisher: Snowdale Design 2016

snowdaledesign.fi

PLAYERS:
2-4

AGE:
10+

TIME:
40+

BEWERTUNG

Deck building
Users: With friends

Version: en

Rules: cn en es it pl pt

In-game text: yes

Comments:

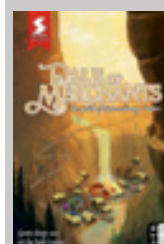
Classic deck building elements * Additional deck dismantling * Compact box * Attractive components

Compares to:

Dominion and other deck building games

Other editions:

British Games (cn), Devir (es fr pt), Fullcap Games (pl)



KEN FOLLETT'S KINGSBRIDGE SERIES

DAS FUNDAMENT DER EWIGKEIT

PART III

When I learned that Ken Follett would be writing another part of his saga featuring the cathedral of Kingsbridge, I was very excited.

Both Part I and Part II of the series, „Pillars of the Earth – Die Säulen der Erde“ and World without End – Die Tore der Welt“ were very thrilling and captivating. The games that were created based on those novels are among my favorite games.

So, I was hoping very much that Kosmos would again published a game based on the third part of the series.

Kosmos did not disappoint me! As in the first two games based on the first two novels, Michael Rieneck is the designer of the game, but this time on his own, without a co-designer.

Let me begin with stating that my expectations of the novel and of the game have been more than fulfilled – surprisingly, this was not the case for many other players – I will get back to explaining my opinion on the reasons for this later.

The book again is very compelling and enthralling and the game offers interesting mechanisms and a felicitous implementation of the novel.

The game, as the book, features the religious conflicts between Catholics and

Protestants in the year 1558 in England, France, Spain and the Low Countries. Players strive to use those conflicts for their own advantages and try to boost their own religion in those countries, as this earns them victory points.

The game comes with a variety of components:

52 Person cards, 4 Overview cards, 16 Event cards, 4 cards „Loch Leven“ and 4 Religion cards.

Then there are 4 Trading Posts in each of four colors – blue, green, red and yellow, one victory point disc per color, 30 Religion tokens – 10 purple, 10 gray and 10 beige – as well as 16 Protection tokens, and 14 commodities markers each of Books, Ore, Cloth and Wine; 28 Advantage markers and four sets of dice, each set contains one black, one white, one blue, 1 brown, one orange and one purple die. The list of components is complete with 4 Cover crosses, 2 Flares, 1 Starting player marker, 1 board, 1 rule book and a leaflet with an excerpt from the book.

The board shows the realms of England, France, Spain and the Low Countries, in a somewhat freely interpreted arrangement. Each of the country areas shows four cases for Religion tokens.

Along the edge of the board runs the Victory Points track and the righthand lower corner of the board shows the Action track. At the start of the game the Religion tokens are sorted by color and set out ready for use. Each player takes one set of dice and one overview card, plus the four trading posts of his color and a victory point disc, an action disc and one Religion card.

Now you shuffle the 4 „Loch Leven“ cards face down and randomly deal one to each player; each player then receives the commodity depicted on the card and one protection tile. Finally, each player displays his religion card so that his religious affiliation is visible to everybody.

The victory point discs for all players are placed on case 2 of the victory points track. Person cards and event cards are shuffled separately according to their color and set out next to the board. The top Person card of each of the four stacks is turned up and a Religion marker is placed on the card as indicated on the card. Should at that point an event card be turned up, it is set aside and a new card from the stack is revealed. Protection tiles form two stacks and are placed into Kingsbridge Cathedral.

All Advantage tiles are also shuffled face-down and placed on the board as two stacks.

Flares remain next to the board.

Finally, each player rolls his black die and places it on his Religion card. The black die determines the number of rounds of affiliation to this religion for the respective players.

Whoever visited a church most recently, is designed the starting player and receives the starting player tile.

The game is played in rounds and each round is split into two half years.

In the first half of a year, each player in his turn reduces the value of all dice that he has already used, by one, e.g. a Four to a Three. In the first round, this is only done for the black die.

Now, the starting player goes first to roll all his available dice. At the start of the game, all dice but the black one are available; during the game one has usually less available dice.

One of the other dice is used to acquire one of the four open Person cards, the die is placed on the card and its value indicate the number of rounds in which the card can be used. The dice colors denote countries as follows: White - England, Orange - Low Countries, Brown - Spain and Blue - France.





After selecting a Person card, you take the Religion marker from the Person card and place it on the first free case for Religion markers in the corresponding country. Then you place one of your trading posts on the case of the country whose value corresponds to the value of the dice, and, finally, you take the Person card, set it down in front of you, place the die used for selecting the card onto the card and resolve the action provided by the card.

As already mentioned, you reduce all dice on cards by one at the start of each round; when the result arrives at zero, you take the card out of play and the die is immediately available again. Should the black die reach zero, you roll it again and can decide if you want to switch to another religion.

When a fourth Religion marker is placed into a country due to the acquisition of a Person card, a Religious Conflict is triggered. You score victory points if you are affiliated to the religion that has the majority in markers in the country; but you can only score if you belong to the majority AND have a trading post in the country. You score that many victory points that are indicated on the case on which your trading post sits. All players belonging to the minority religion lose an eventual trading post in the country, it goes back into personal stock.

When all players in turn have completed their turn in the first half year, the starting player begins the second half year. You can

now use a die not yet placed on a person card, to implement an action from the action track. Those actions can enable you to acquire or sell commodities, to acquire Protection tiles or Advantage tiles that can be used at any time, and give a few additional options.

Maria Schranz

The volatile political and religious situation of those times is very realistically transferred to the game, in which you must act against other players more directly than is usually the case.

In our games we found in most of them that it is more important to do actions that impede or damage other players than to aim for more personal victory points. If you only try to directly achieve the optimum move for yourself, many players will end up with a feeling or a suspicion that they are played by the game. If, however, you deliberately try to inflict damage to opponents and, granted, score fewer victory points, but do this in a deliberate and planned way, you will find that the game absolutely allows planned play. It is, however, very unusual not to directly choose the best move for the best possible number of victory points.

Furthermore, it is very important to really carefully consider when you want to use which dice with what result to acquire a Person card. Only very few Person cards are really worth it to take a die out of play for a long time. As is often the case in his games, Michael Rieneck has again managed to

create an unusual, individual and interesting mechanism for this game. As regards to the graphics of the game, Michael Menzel has done a stunning job again.

Finally, let me again state note that all those who want to play for victory directly and create the maximum possible number of victory points in each turn, will like the game a lot less than players who are ready to rather play a game against other players to inflict damage to them. Those players should like the game very much.

The unstable and shifting situation of those times is very coherently interpreted and implemented in the game and is mirrored, in my opinion, very well by the flow of the game in which you should act more against other players than usually in a game.

My resume: Contrary to the opinion of others, I believe this to be a very good game. True, it does not have the in-game depth and the brilliance of its predecessor „Die Tore der Welt“, but it can hold a candle to „Die Säulen der Erde“ and thus represents a well-made new part of the trilogy of novels and games. ☑

Maria Schranz

INFORMATION

Designer: Michael Rieneck

Artist: Michael Menzel

Price: ca. 40 Euros

Publisher: Kosmos 2017

www.kosmos.de

PLAYERS:
2-4

AGE:
12+

TIME:
90+

BEWERTUNG

Development, worker placement

Users: With friends

Version: de

Rules: de en es fr it pl

In-game text: no

Comments:

Topic of the book very well mirrored by the game * Very attractive components * Dice values used as time limits for card effects

Compares to:

First game of its kind

Other editions:

Kosmos (en), Devir (es), Iello (fr), Giochi Uniti (it), Galakta (pl)



My rating:



A RIVER ACROSS EUROPE

RHEIN RIVER TRADE

COMMERCE AND TRANSPORTS ALONG THE RIVER RHEIN

After Railroad Revolution, this is the second game published in the last 12 months by Marco Canetta and Stefania Niccolini (husband and wife in the real life: they also designed Africa Park, The Doge Ship and Zhanguo). *Rhein River Trade* is about the transport of goods along this long river: very long barges travel all time along the canal aside the Rhein, but also roads and railroads are fully busy in this region which moving from the city of Basel, in Switzerland, crossing France and Germany to arrive in the Nederland and to the North Sea.

in river depicted in the center, together with roads, railroads and air paths that start from Basel (CH) and touch another 11 cities, most of which are Germans, but including Strasbourg (F), Rotterdam (NL) and London (UK). Each city is served by different transport facilities, so specific icons are printed on the map to help the players to identify which ones are allowed in each city: a white "wake" connects the four airports: Basel, Frankfurt, Düsseldorf and London.

The box also contains 14 mats for the differ-

ently, a series of cardboard round tokens used to "reserve" the vehicles, a handful of colored wooden miniatures (barges, trains and airplanes), two "truck" tiles per player, some wooden discs to mark the time and a handful of colored cubes (the containers for the goods). See picture 2

The players select "contracts" of goods to pick up in Basel and to deliver in different cities: they also need to rent the right vehicles at the right price to load and to transport "in time" their containers to the selected destination.

Each player has a personal mat, two trucks tiles, 15 wooden cubes on his color (the containers) and a disk to keep track of the money on the map: everybody starts with 20 "coins".

Beside the board nine "vehicles" mats in three colors are placed (white, red and black: one each for airplanes, trains and barges): how many of each type and color depends on the number of players. Each mat has a space where the "reservation" tokens are initially stored: white air token on the white air mat, and so on.

There are also two "special tiles" to place on two specific tracks on the board to follow the "turns" of the game (1 to 10) and the "phases" of each turn (6). A game may last from a minimum of 7 turns (with five players) to a maximum of 12 (in two or three).

The winner will be the player with most money at the game's end: money can be earned renting the vehicles with the lower cost and selling the goods at the higher price possible, always respecting the delivery time.

At the beginning of each turn two "Contract" cards per player are turned on the table. See picture 3.

They show a NUMBER that corresponds to the city to deliver, three possible sale COMBINATIONS, the maximum DELIVERY TIME for goods to that city and the penalty (money) that the player must pay for late delivery. Each player (in reverse order from the poorer to the richest) select a card and place it face up on the table: then "time" tokens are put on that card. The exact quantity depends on the delivery time of the Contract (3 tokens if you must deliver in 3 turns, etc.).

Now the players need to load their goods on the different available vehicles: each mat shows the cities that the vehicle may reach (there is a list of numbers on top of the mat) and has a specific load capacity (numbered



The square box of the game contains a long and thin board (400x800 mm) with the Rhe-

ent vehicles (barges, trains and airplanes), a deck of cards with the "orders" (contracts) to



cases printed on the sheet: it may vary from a minimum of 6 containers on the white airplane to a maximum of 14 containers for the black barge). See picture 4.

On the right of the mat are printed the "initiative" number of that vehicle (from 2 to 9) used to determine who go first; the cost to rent the vehicle (from 1 to 12 coins); the movement allowance (2 to 9 cases) and the number of possible deliveries (1 or 2) for each trip.

The WHITE vehicles cost more than all the others, but they are the fastest and the first to move in each turn. Of course, they also have the lowest load capacity. The white airplane, for example, has initiative "1" (first to move), costs 12 coins, has a speed of 9 and may load up to 6 containers (resumed values: 1/12/9/6); the train is 4/6/4/9 and the barge is 7/5/4/10. The red vehicles are the best balance between speed and cost (the airplane is 2/10/7/7, the train 5/4/3/10 and the barge 8/3/3/12) while the black ones are the cheapest and slower (airplane 3/8/5/8, train 6/2/2/11 and barge 9/1/2/14).

In reverse turn order each player looks at his contracts and try to calculate costs, distances and necessary time: then he selects a vehicle and load on it "X" of his containers, paying 1 gold for each of them. It is important to know that each vehicle may leave Basel only if it is charged with a minimum number of containers (as printed on the mat) and that it may be loaded with containers of different players.

After having loaded the players have the opportunity to take one "reservation" token

for the loaded vehicles, paying its renting cost: then they place those tokens on the cities where they must unload the goods (as printed on their Contracts). Of course, it will be non-sense to load containers in a vehicle that cannot stop on a certain city (remember: every city can be served by some vehicles, but not all): Bonn, for example, may be reached by train or by road, so it will be stupid to load a barge or an airplane; London can be reached only by air; for Rotterdam all the vehicles are ok with the exclusion of the airplane; etc.

For each vehicle ready to leave Basel a wooden miniature of that type and color is placed on the board. The trucks do not have specific tokens as they are "personal" and each player owns two truck tiles: they do not need to be reserved and they may be loaded in any city which already has cubes of the owning player. He simply takes 1-2 cubes from the city and places them on the truck's tile

Now the vehicles can be moved following the initiative order: first the white airplane (if it has been rented, of course) which have initiative "1"; then the red one, and so on down to the black barge (with initiative 9) and, finally, to the trucks (which have initiative 10). Each vehicle is moved using its total allowance until he reaches the first city with a reservation token of that type and color: here it is unloaded. If the vehicle carries also containers of another player and there is a second reservation in a following city part of the load remain on the vehicle which may continue his trip (but only if the mat says that it is allowed to have a second delivery). Once that a vehicle has been com-

pletely unloaded the token is sent back to the reserve in Basel.

The last operation that players may do is to SELL their containers in the city/ies where they were delivered: they have just to show their "contracts" to gain the sum offered by the "combination" that was implemented. Usually each "contract" has THREE different combinations of cubes and rewards (but 13 of them only have two) and each city on the map is named on a certain number of contracts: Strasbourg, Mannheim, Bonn and London are named three times; Karlsruhe and Rotterdam four times and the others (Frankfurt, Koblenz, Köln, Mainz and Düsseldorf) five times.

Obviously the more a city is close to Basel, the less will be the reward: to bring four containers in Strasbourg (city Nr. 1) may be rewarded with 10 coins, but bringing the same number of containers to Koblenz (city Nr. 6) will earn 14 coins and to Rotterdam (city Nr. 11) up to 23 coins. The game does not use "physic" coins, but the players have to move up and down the round disc of the Coin track on the map.

At the end of the turn the contracts still face up on the table are discarded and one "Time" token is also taken out from each contract still to be delivered: if a player does not deliver before ending this reserve of time tokens the "contract" is broken and the player lose the amount of money printed on that card.



The players finally have to pay 1 gold for each container unloaded in some cities and not yet sold (but those still on board of a vehicle are safe). Then, a new turn starts, and players repeat the same operations once again.

After the last turn, final verifications must be done: the players must pay the usual "tax" of 1 coin per container delivered and unsold, the penalty for each contract not delivered, etc. Then the player remaining with the higher value on the coin track wins the game.

Pietro Cremona

A very good game on transport logistics for all types of players, provided they do not mind some planning ahead and keeping an eye on their opponents!

Rhein River Trade is not a complex game and therefore can also be played with the all family, probably with the initial help of an expert player to explain how to use the different opportunities. The length of the game is reasonable (max 90 minutes, but after 3-4 game we were able to finish it in 60-70 minutes) and there is enough interactivity between the players: we never experimented paralysis analysis in this game.

The turn order is important to avoid missing the right vehicles: sometimes it may happen that you are too late and all the necessary vehicles are already gone (i.e. when you need to serve a river/train city and there are no more barges or train available). Sometimes, it will also be really frustrating to find that all the possible cases of a vehicle are already charged with the containers of your opponents and you are obliged to find another possibility, usually with higher renting costs. These are a good reason to keep at least one "easy" contract" always in hand in order to be able to load and ship some containers, even if your benefit will be very low (but your cash flow remain active!). Of course, the inverse is also true: If you have the opportunity (and the money) to load a lot of containers ... do it: your opponents will be obliged to reduce their shipping or spend more money to rent another vehicle.

The second consideration that we may do is about the transport "time": before renting a vehicle, it is a good habit to analyze your "Contract" cards in detail to verify how many TURNS it will take to make a delivery. This will define the "speed" (cases per turn) that the selected vehicle needs and also the number of containers that you should load to maximize your benefit.

When two or more players loaded the same vehicle, there will be a sort of "diplomatic"



phase between them: in effect, if one player pays the renting cost all the others will travel ... free of charge. Sometimes the first player will try to "pass" in order to see if the others are pressed enough to feel obliged to pay the renting cost (especially if they absolutely need some money because their cash flow is too low). When a vehicle arrives in a city with a "reservation" must stop and ALL the players may unload their containers (sometimes they will have the same destination) so why not trying to travel for free?

I suggest alternating "Contracts" with long and short distance deliveries, especially on the first turns, in order to maintain a constant flow of money: you get paid quickly with the short distance delivery while your main load is underway to reach a distant city (and therefore a better income). All the players start the game with 20 coins (a good quantity indeed) and it seems interesting to immediately rent the quicker (but costlier) vehicles, loading a lot of containers, etc. But before running in this way you have to consider that you also need some money for the following turn: if the selected vehicle does not deliver at the end of the present turn you risk have a very low cash flow and probably you will not be able to operate in the following turn, waiting for the "good but long" contract to be delivered. Losing a turn in this way obviously means that your opponents will gain an important advantage.

Towards the end of the game it is necessary really high attention to select ONLY "contracts" that you are certain to deliver: otherwise you are throwing your money from the window. This seems a very stupid suggestion (I know !!!) but, believe me, in the first 3-4 games some players discovered at the last minute that their programs were ... wrong: they were not able to rent the right vehicle because it was no more available (it was rented by the opponents) or they re-

mained with some undelivered containers on board.

Even if *Rhein River Trade* is not a complex game it is necessary some concentration and to program part of your strategy in advance: I think that it is OK also for casual gamers or young players but not for people that wants to play without using his brain ... ☒

Pietro Cremona

INFORMATION

Designer: S. Niccolini, M. Canetta
Artist: M. Barbati, M. Paganessi
Price: ca. 45 Euro
Publisher: Giochi Uniti 2017
www.giochiuniti.it

PLAYERS:
2-5

AGE:
12+

TIME:
120+

BEWERTUNG

Trade, logistics
 Users: With friends
 Version: it
 Rules: en it jp
 In-game text: no

Comments:
 Planning ahead is necessary * Reasonable playing time * Good interaction among players * Good rules

Compares to:

Other editions:
 Arclight (jp), Devir Americas (en)



My rating:



TRADE ALONG THE RIVER

YANGTZE

TRADE POSTS AND COMMODITIES

8↑

Jangtsekiang, also known as Jangtse or - as used here - Yangtze is Asia's longest river and was an important trade route in ancient times. You are a representative of a rich merchant family in China in the era of the Qing Dynasty and invest in commodities and various settlements or sell goods.

The game board shows the river Yangtze, commodities are arranged on the river. Eight trade posts carry numbers 4 to 10 and determine the price for commodities that are on the river next to the respective trade post; there are also cases to place the 12 rulers. Commodities in play are 25 luxury goods and 36 goods of daily life.

The set up the game, you put commodity, ruler and settlement tiles into the cloth bag, from which you then draw tile after tile. Commodity tiles are placed openly on the Yangtze, until there is one tile in front of each trade post. If you draw a ruler or settlement, you put the tile back into the bag. By the way, commodities get cheaper and cheaper along the river towards

Shanghai, but don't wait too long to get them, all the same!

Each player then takes a screen, a marking board and a punctured coin, which is put on case 30 of the money track and indicates the money of each player. Finally, you put down a set of special cards openly and then draw two commodities from the bag to put behind the screen, rulers and settlements go back into the bag.

Then you play in clockwise direction. The active player has two action options in his turn: Sell a bundle of commodities and buy a commodity. If nobody wants to do any of both options in a round, the game ends and a final scoring is done.

As Step 1 of your turn, you can sell one or even several bundles of commodities. A bundle is made up from tiles of the same category, either luxury or daily wares, which either show the same ware or the same color or the same symbol. Even one tile of a commodity is a bundle! The amount of money you

can earn with such a bundle, depends on the number of tiles in the bundle; the prices are indicated very nicely on the screens and on the board. Tiles that you sold do not go back into the bag, but are taken out of play.

Then you may buy a commodity off the river Yangtze. To do so, you take the tile and put it in front of your screen, adjust the money marker on the track and put the tile behind your screen. A new tile is drawn from the bag - if it is a commodity, you slide it, beginning at the open side of the river, forward, together with the tiles before it, until the gap is filled.

If you draw a ruler or a settlement while replenishing the river, ruler or settlement are resolved instantly before you have another try to draw a commodity tile and fill the gap.

A settlement is immediately auctioned. The active player makes the first bid or passes, then all in turn can raise or pass until only one player is left. He pays his bid and receives the settlement; if nobody wants to bid, the settlement is taken out of play. Settlements remain, visible to all, IN FRONT of the screen of their owners. Why would I bid for a settlement? Well, at the end of the game the number of different settlements is scored as well as majorities in the various types of settlements.



A ruler is laid out next to the board to be resolved, adjacent to the next free ruler case on the board. Beginning with the active player, the directive of the tile is resolved in turn for each player. When the directive is marked with a question mark, each player may decide if he wants to resolve the directive.

Directives are: Pay tax, sell a bundle of commodities, swap a commodity tile from behind your screen with one on the Yangtze, discard a commodity tile from behind your screen, buy back a liquidity card or resolve the instruction of a previously drawn ruler.

With the directive about a liquidity card we have arrived at the special cards; each player has six of them on display and may use them once during the game. The options are: Buy two commodities in a turn, take a commodity from the Yangtze for free, sell a bundle at any time of your choice to remain solvent. Three of the cards are liquidity cards; you discard them to raise your money by 10, 15 or 20 units. Liquidity cards that you did not use, are worth 30 money units at the end of the game. However, if you do not have enough money on the track to pay taxes as directed by a ruler tile, you must use a liquidity card to pay taxes.

When the 12th ruler tile has been drawn and resolved, the game ends with a final scoring:

- You combine all commodities behind your screen into bundles and sell them.
- Then, two to four different green or brown settlements earn you 15, 30 or



50 money units; majorities in a type of settlements, regardless of the settlement color, give you 30 money units for most and 15 for the second-most settlements.

- Then you add 30 units for unused liquidity cards to your money and win with most money.

Dagmar de Cassan

Beautiful, harmonious and very well-made - a solid family game, also suitable for beginners.

if people pass too often, because the one commodity that you think you must have, does not appear, then it can get monotonous quickly. All in all, a good game, a solid family game in which settlements are the deciding factor; selling and buying goods is only a means to an end. ☑

Dagmar de Cassan

INFORMATION

Designer: Reiner Knizia

Artist: atelier 198, Andreas Resch

Price: ca. 25 Euro

Publisher: Piatnik 2016

www.piatnik.com

PLAYERS:
2-4

AGE:
8+

TIME:
60+

BEWERTUNG

Trade, auction
Users: For families
Version: de
Rules: cz de fr hu it pl sk
In-game text: no

Comments:

Very good rules * Easily accessed * High element of luck due to tile drawing

Compares to:

Trade games with auction

Other editions:

Currently none



My rating:



12 THIEVES

ROBBERY IN BAGHDAD

8+

Guards against thieves for treasures from palaces. Six palaces are equipped with treasure chests, value 4 on top, value 7 at the bottom, and a neutral guard begins on one of the guard cases. Depending on the number of players, you have different amounts of guards and palace cards from the stack and always 12 thieves. At the start, you place your guards on free cases at the

palaces and place your thieves on your personal board. Then, in turn, you play palace cards to move one of your own thieves from your board into a palace or relocate one of your guards or relocate one of your thieves together with one of your thieves or relocate a neutral guard; the cards used for this must show the color of either the target or the starting palace.



Actions can be done in any order and combination as often as you have cards for them, but you can only do maximum three actions involving a thief. At the end, you refill your hand by drawing three cards; if you did not do any action, you draw four cards, one of them can be dancer, who then in a later turn can replace a palace card.

To steal a treasure, you need the same number of your thieves in a palace as are depicted on the top treasure chest; you take the chest and take back all your thieves. If you have collected the necessary number of treasure chests, you win. In a version, each player places his own and two neutral guards at the start of the game.

12 Thieves is a fast, well-working game, that has, fortunately, not been changed compared to its predecessor; the taking-along of the thieves offers a lot of options and you should never forget to keep an eye on your fellow players. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: Thorsten Gimpler
Artist: M. Menzel, P. Limberger
Price: ca. 28 Euro
Publisher: Queen Games 2017
www.queen-games.com

EVALUATION

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

Comments:
New edition of Der Dieb von Bagdad, 2006 * Good, clear rules * Easily and quickly learned and played * Taking along of thief is an interesting detail

Compares to:
Der Dieb von Bagdad

Other editions:
Currently none



112: BRANDGEFÄHRlich

COOPERATIVE FIRE-FIGHTING

6+

Fire alarm was given, and players try to assemble five pieces of equipment. If they do so before four fires are out of control, all win together. 49 cards are laid out according to the version template, in a 7x7 grid. The active player reveals a card; an equipment part is put - as first part or additional suitable part - into one outside corner of the display. A fire card is dis-

played openly. A pail of water quenches one fire. For a Joker, players decide together about its use for an equipment part or a pail. If a revealed card cannot be placed or used, you put it back face-down. A completed piece equipment is set aside and a new one can be begun in this corner. When four fires are on display at the same time, all players lose together.



The version FIRE EMERGENCY is meant for up to 8 players, ages 9, it is therefore the family version of the game. In this version, one player is also the Smoke Detector and holds six smoke cards. If a revealed card cannot be used instantly, a smoke card is put into the display. When all cards are displayed, you turn one of them to the fire side and the others are collected for re-use. When players know the positions of more parts for a piece of equipment then there are parts in a corner for another piece, you can swap the respective parts. introduces smoke cards that turn to fire eventually, and allows swapping of equipment. Location cards introduce address information to the game, which must be named in addition of five completed pieces of equipment to win the game. This is a thrilling and very attractive version of a memo game, with tactics coming into play in the FIRE EMERGENCY variant. ☑

INFORMATION

PLAYERS:
1-4 (8)

AGE:
6+

TIME:
15+

Designer: L. and W. Adlung
Artist: Dennis Lohausen
Price: ca. 8 Euro
Publisher: Adlung Spiele 2017
www.adlung-spiele.de

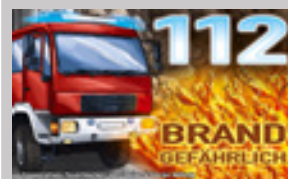
EVALUATION

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

Comments:
Very nice, enthralling memo version * Fire Emergency is a family variant * Family variant introduces more tactics

Compares to:
Cooperative memo games with time factor

Other editions:
Currently none



ANI'ZOOM

DISNEY NATURE

5+

Animals on pictures must be spotted; if you are first to collect the necessary number of cards, you win.

Six boards are laid out; they show animals in irregularly shaped bubbles on various backgrounds. Cards showing those animals or baby animals or animal details or animal silhouettes - on the Night Cards - are shuffled and stacked face

down, a small source of light - a pocket torch or something similar, is prepared. Players take turns as game master of the round.

The game master turns over the top card of the stack: If the card shows an animal, all players search the boards on display for this animal. Whoever puts his pawn on the correct animal first, receives the card.



When the card shows a baby animal, players need to find the adult animal on the boards; again, the card goes to whoever put his pawn on the correct animal first.

An AniZoom cards only shows the detail of an animal, you now need to spot the animal only on basis of this detail to receive the card. When the revealed card is a Night Card, the game master lights it up for ca. 20 seconds without looking at the card, and then puts the card into the Viewing Box. Then the game master looks into the Box for a few seconds, challenges another player to a duel, hands him the Viewing Box and closes his eyes. Now the challenged player looks into the Viewing box, and then gives a signal - both players now search the boards for the wanted animal, based on the silhouette in the Box.

This game offers very nice challenges, using breath-taking animal images and standard mechanisms; taking a good look and a little knowledge is necessary for baby and detail cards. ☑

INFORMATION

PLAYERS:
2-6AGE:
5+TIME:
20+**Designer:** not named**Artist:** not named**Price:** ca. 29 Euro**Publisher:** BioViva 2017www.carletto.de

EVALUATION

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

Comments:

Very beautiful pictures *
Standard game mechanism
* Glow images and detail images are attractive new features

Compares to:

Spotting games on animals

Other editions:

Currently none



AUF SIE MIT GEBRUMM!

BUMBLEBEES AND THEIR FAVORITE FLOWERS

5+

Bumblebees diving down on their favorite flowers! The appropriate board for the number of players is put into the box and the hedge placed in the middle. Each player assembles his bumblebee-rod and receives task cards of his color. All players let their bumblebee hover over the hedge. Important! During all the game you only may hold the rod with one hand and only

at the very end

One player rolls the die into the hedge, it determines the flower of the round. Now, all players try to land their bumblebee on a flower of the color that was rolled. If you manage to do this, you turn over the top card of your task card stack and execute the action depicted on it during the next round: Elongate the rod with an extension piece or

change the hand holding the rod for this round or do not talk or keep the card on your thigh for the duration of the round or close one eye with the card or clamp the card under the arm that holds the bumblebee rod.

If you can comply with the handicap for the round, the card is considered to be completed and is set aside, regardless whether you could land your bumble bee on a flower or not. If you could not comply with the handicap, you may must not land your bumblebee in this round; the card, however, if set aside all the same. If you were able to be first to set aside all your cards and then manage to land on a flower once more, you win. The difficulty of the game can be varied with the number of task cards for a player or their duration.

The game is a nice turn-around on the standard angling games, turbulent and not always easy, but good practice for hand-eye coordination. ☑



INFORMATION

PLAYERS:
2-4AGE:
5+TIME:
15+**Designer:** Dirk Baumann**Artist:** J. Jantner, P. Becker**Price:** ca. 38 Euro**Publisher:** Ravensburger 2017www.ravensburger.de

EVALUATION

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

Comments:

Very nice components *
Variable difficulty levels *
Trains hand-eye-coordination

Compares to:

Angling games

Other editions:

Currently none



BALI

GODS, TEMPLES, SACRIFICES AND DEMONS

On the island of Bali, harvest sacrifices mollify gods and ancestral spirits. Players begin with a stonemason laid out and three farmers in hand as well as one sacrifice card per type. 15 cards from the shuffled stack of farmers, stonemasons, shrines and priests are displayed as offer in a 4x4 grid.

In rounds of four phases, you can take a sacrifice card in Phase

I and pay costs in relation to your number of farmers of this type. Then, in Phase II, you play a card; stonemason and priest are free of charge, 1/2/3 farmers of the same type (in this case you can play more than one card) cost 0/1/2 stones and a shrine seven stones; playing of a shrine triggers a sacrifice phase: Each player selects a sacrifice card from his display and puts it openly on



the altar; the active player puts his card face-down and adds an open one from stock. Then, in Phase III, you refill your hand to three cards from the offer; you must take the bottom card of a row. When a row is empty, you place a new one from stock. Phase IV is scoring based on the last card revealed when taking cards from the offer: Each stonemason gives you a stone; a majority in masons a bonus stone; each priest is worth a victory point and a bonus point for the majority; for each shrine you receive a stone or a victory point and again a bonus for a majority. When all cards have been used, you score for your own sacrifice cards according to the number of cards on the altar and also for stones and shrines.

So far so good and identical with the predecessor Rapa Nui; again the heart of the game is the scoring of sacrifice cards you own based on those that were sacrificed. ☑

BONK

SLIDE TO SCORE!



Steel balls versus a wooden target ball! The steel balls must be made to roll down the slides so that they hit the wooden ball and send it into the opposing goal. You play one versus one or two teams with two players each confront each other.

The Bonk board must be placed on an even base. The four slides are placed in the corners of the board and must be aligned

to point to the middle of the board. In each corner, three steel balls are placed, the wooden target ball sits on its starting point. The optimum way to play the game is in two teams, each of four players controlling one slide, team members sit next to each other.

All play simultaneously and let steel marbles roll down the slides to send the wooden mar-

ble into the opposing goal, you can move the slide to target the wooden ball; each goal that you achieve scores one point. A goal has been achieved, when the wooden ball touches the "nose" in the back part of the goal.

After each score, the target ball goes back to the starting point and a new round begins with a "High Five", that is hand-against-hand slapping, each player with his two neighbors. Steel balls in your own or your partner's corner can be picked up and re-rolled and handed to your partner, too. If a team is out of balls, it receives one ball from the opposing team at the start of a new round. The first time to score five points, wins. In the Cannonball version, a team also scores a point, when all steel balls are in the other team's half of the board.

Hectic, challenging, fun and a lot more tactical than one would believe possible, uncontrolled shooting only loses you balls. ☑



INFORMATION

PLAYERS:
2-24

AGE:
10+

TIME:
45+

Designer: Klaus-Jürgen Wrede

Artist: Dennis Lohausen

Price: ca. 23 Euro

Publisher: White Goblin Games 2017
www.whitegoblingames.com

EVALUATION

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

Comments:

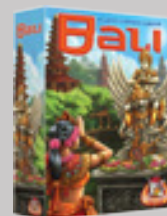
Revised new edition of Rapa Nui * Identical mechanisms * However, some ambiguities in the rules * Very pretty design * Includes Oracle variant

Compares to:

Rapa Nui

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
10+

Designer: David Harvey

Artist: not named

Price: ca. 65 Euro

Publisher: Game Factory 2017
www.gamefactory-spiele.com

EVALUATION

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

Comments:

High-grade components
* Simple rules * Tactic is possible

Compares to:

Games using slides for targeting

Other editions:

Competo (en)



BRETTSPIEL ADVENTSKALENDER 2017

25 EXPANSIONS FOR THIS YEAR

Year three for the pre-Christmas treasure chest of expansions, featuring one expansion behind each of the 24 doors; in 2017, there is also a 25th bonus expansion behind a secret door! The basic games for those expansion are this year, mentioned in order of the calendar date: Magic Maze, A Column of Fire!, Clonk!, Alexandria, Gentes, Rajas of the Ganges, Chimera

Station, GLÜX, Flick 'em Up!, Iquazú, 51st State, Splendor, Schöne Sch#1?e, The Lost Expedition, Flamme Rouge, Cacao, Mistfall: Heart of the Mist, The King's Will, Riga, Guilds of London, Snowdonia, Nomads, Mysterium, Cottage Garden und The Castles of Burgundy.

Once again, this year, the games cover a wide range, from rather simple ones to highly complex

ones, from abstract games to heavily thematic ones; the expansions are equally varied and interesting. As is the custom for expansion, those expansion in this collection need their respective basic games to play; maybe an incentive to acquire the one or the other of those games. All games should be available and for sale via the usual various channels.

For the 2017 edition, publisher Matthias Nagy has selected a smaller box format, which is in between the format of the big edition 2016 and the compact edition 2016.

And, once again this year, a big thank you is due to Matthias Nagy for the idea, the editorial work, and also for the big effort to initiate all those expansions and to get them and get them on time! This collection is a marvelous gift for ardent game players and collectors, even outset the holiday season. Point of information - the Deutscher Spielepreis 2017 Goodie-Box is also available. ☑



CAPTAIN DICE

SCHATZJAGD MIT WÜRFELN

10+

Pirates are rampaging for booty on treasure cards, using results of dice rolls! Each player begins with a set of nine attack cards and all six dice of his color. Treasure cards are shuffled, stacked and 16 of them are placed in a 4x4 grid. Each round comprises a dice Phase, a Set-Up Phase, a Battle Phase and a Treasure Phase including checking for game end conditions; if they are

not met, the next round begins. In the *Dice Phase* - which begins with the ringing of the bell at any time, chosen by the starting player - all players simultaneously roll their dice and place two cards on a treasure card of the same value, remaining dice can be rerolled as often as you want to achieve placement. As soon as three treasure cards in a horizontal, vertical or diagonal

line, you can ring the bell to end the dice phase.

In the *Set-Up Phase* players in turn add one attack card to a treasure card with their dice on it and take back the dice. Then, in the *Battle Phase*, the attack cards are resolved in order of their attack speed for their combat range. In the *Treasure Phase*, all players take treasure cards under their remaining attack cards and also treasure cards without attack cards enclosed by their attack cards. The grid is then replenished with treasure cards from the stack for the next round. When only eight cards remain in the grid, you win with most treasure cards.

Dice as reservation mechanism, followed by attack cards - a nice version of dice placement; especially attractive is the chance to win enclosed cards; this needs tactic and card memory. ☑



INFORMATION

PLAYERS:
1+

AGE:
8+

TIME:
var

Designer: game-related

Artist: game-related, Lohausen

Price: ca. 50 Euro

Publisher: Frosted Games 2017

www.frosted-games.de

EVALUATION

Expansion, collection
Users: With friends
Version: multi
Rules: de en
In-game text: yes

Comments:

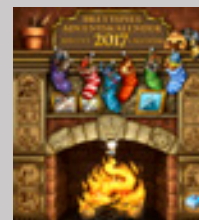
Collection of expansions *
Needs the respective basis
game to play * Smaller
box * Contains bonus
expansion

Compares to:

Editions 2015 + 2016

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
20+

Designer: Satochika Daimon

Artist: Shu Hajime

Price: ca. 24 Euro

Publ.: Grandoor G. / Japon Brand 2017

www.japonbrand.com

EVALUATION

Dice, placement, treasure
collection
Users: For families
Version: jp
Rules: de en fr jp
In-game text: no

Comments:

Good rules * Simple basic
mechanism * Tactic and
card memory necessary for
card inclusion

Compares to:

Games using dice placement for
treasure acquisition

Other editions:

Currently none



CARCASSONNE FÜR 2

BESTSELLER FOR TWO



By now, Carcassonne has developed into a long-term evergreen game; this edition for two players has been packed in a classy tin, sturdy and practical. For this small-scale edition, the board including the scoring track has been eliminated and you have only six meeples. The rule of the game is the same: The starting tile with a backside of varying color is laid out to

start the display; the remaining 47 landscape tiles are shuffled face-down and stacked in several piles. Then the two players alternate turns; you draw a landscape tile from one of the stacks and add it to the display, bordering at least one other tile in the display. All landscape features on the edges of the new and the adjacent tile(s) must correspond. meadows, roads



or cities. When the tile has been placed, you can then place one of your meeples as a highwayman, knight or monk onto a corresponding, available landscape feature of the new tile - road, city or monastery.

Finally, you resolve all scorings that might have been triggered by the placement of the tile. When the new tile has completed a landscape - a road ends, a city is completed, or a monastery is completely surrounded by meadows - you score the corresponding points and take back your meeple on the completed landscape. Farmers a variant in this edition and are not used in the standard game; but for them, the familiar rules apply, too, and the meadows are scored at the end. When all tiles have been placed, you win with most points.

Proven, good, works well, plays a bit quicker, but essential this is Carcassonne as we know it, ideal suited to taking along. ☑

INFORMATION

PLAYERS:
2

AGE:
7+

TIME:
25+

Designer: Klaus-Jürgen Wrede
Artist: A. Pätzke, C. Quilliams
Price: ca. 7 Euro
Publisher: Hans im Glück 2017
www.schmidtspiele.de

EVALUATION

Tile and marker placement
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Packed in a tin * Edition without board or scoring track * Good take-along edition

Compares to:
All editions and versions of Carcassonne

Other editions:
Currently none



CATAN DIE LEGENDE DER SEERÄUBER

SCENARIOS FOR SEAFARERS

On occasion of the 20 Year Anniversary of the publication of The Settlers of Catan Seafarers, a new edition was published as Catan Seafarers, including the scenarios *Die Legende der Seeräuber* / *Legend of the Sea Robbers* for a bonus content. If you only want those scenarios, they are available separately as *Catan die Legende der Seeräuber*. The Legend consists of four

connected scenarios, or chapters, *Die Schiffbrüchigen* - *Der Überfall* - *Der Kampf gegen die Seeräuber* - *Die Gewürzinseln*, which tell a story, set about 70 years after the first settlers set foot on Catan. As a tribal leader, you are tasked with missions from the Council of Catan, which you need to complete for the benefit of the community. At the same time, you want to

further your own interests by developing the land with new settlements and roads. Completing Council missions gives you Friend cards for a reward, the characters stay with you throughout the chapters and can be used twice per chapter.

At sea, roads turn into shipping lanes and ships, and to build a ship you need the resources wood and wool. A Council mission can ask for building shipping lanes to islands; if you reach a crossroads on an island coast, you can build an outpost for 2 wood and 1 wool, for 1 victory points; the outpost cannot be upgraded to a settlement or town. There are rules for the robber placement, "Friendly Robber", concerning players with three victory points only. There are varying winning conditions for the chapters and you need varying components- Catan as we know it and love it; solid rules, interesting new elements and thrilling challenges. ☑



INFORMATION

PLAYERS:
3-4

AGE:
10+

TIME:
90+

Designer: K. Teuber, B. Teuber
Artist: Michael Menzel und Team
Price: ca. 23 Euro
Publisher: Kosmos 2017
www.kosmos.de

EVALUATION

Development, scenarios
Users: With friends
Version: de
Rules: de en nl
In-game text: yes

Comments:
Four chapters / scenarios
* Best played in order *
Good, interesting new elements and rules

Compares to:
Catan Seefahrer, all scenarios and editions

Other editions:
In Catan Seefahrer 20 Jahre Jubiläum



CHICKWOOD FOREST

LOOTED CASTLE, ALMS TO VILLAGES

Robin Rooster steals from the rich eagles, gives to the poor sparrows and earns glory! You receive three random loot cards - there are busts, Maid Marihens, henchmen, benefactors and treasures - and villages plus forest cards are placed in a 3xx grid; castle stacks according to number of players are sorted by value and stacked. At the start you are randomly assigned a

starting castle, their values determine order of play.

The active player plays a card at a castle, at Castle I and II only maximum two or three; his current castle card determines if he must play his three cards openly or face-down. When all have placed their three cards, you take one of the castles on display with all the loot cards at it, the castle card goes on top of



your previous one.

Loot cards are displayed openly, sorted by type; you add alms on benefactor card and place them on villages in an unbroken chain that cannot touch wood cards; you need not give out all alms. When all have robbed a castle and given out alms, the next round begins with the dealing of cards. If there are not enough cards, you score fame from the values of your castles and given alms as well as from loot cards: majority in chests after resolving busts, clothes and jewelry. Maid Marihen gives additional fame per type of treasure. Henchmen and surplus chests incur penalty points.

A sophisticated, clever little game that has a lot to offer - much tactic and also a bit of strategy, do you go for alms or castles or a mixture, and there is some risk in going for castles! A lot of fun, you will want to play again immediately to try out different options. ☑

INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
45+

Designer: Matt Loomis

Artist: A. Jung, O. Richtberg

Price: ca. 17 Euro

Publisher: Zoch Verlag 2017

www.zoch-verlag.com

EVALUATION

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

Comments:

Pretty design * Nice topic * Interesting detail mechanisms

Compares to:

Set collecting with strategic option

Other editions:

Currently none



CIRCO DELFINO

PLAYFUL PERFORMANCES

6+

Dolphins are known for their playfulness; Circo Delfino shows them in the guise of juggling dance artists. They arrange themselves into formations of dolphins comprising three colors and ascending quantities; the number of cards used for such a formation is irrelevant. Dolphin cards come in red, blue, green, yellow and purple. A formation comprises x dolphins of

color 1, x+1 dolphins of color 2 and x+2 dolphins of color 3, so, for instance 2 yellow, three red and four blue dolphins. A Joker Dolphin shows all four colors and can replace any dolphin. For a valid formation, all dolphins on the involved cards must be part of the it, there can be now surplus dolphin.

61 dolphin cards are shuffled and stacked face down, they



show one, two or three dolphins in varying colors, one card is displayed openly. The active player draws a card from the stack and adds it openly to the display of all visible cards. If you spot a group formation, you call "got it!" and point out the respective cards; if you are correct, you take the cards; if not, you discard a card; when the stack is empty, you win with most cards. In the version Super Mix, you add five Super Mix cards to the stack before shuffling; those cards each show four dolphins in four colors, each card is missing one color. You can now mix color to achieve a group formation - combine a blue and red dolphin to represent a purple one, or a yellow and a green dolphin to represent a green one.

This is a challenging reaction and observation game and good practice for assessing quantities; the Super Mix version is a special challenge! Both versions of the game make good family games, too! ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
25+

Designer: Carmit Benbenishty

Artist: Mia Carlo

Price: ca. 8 Euro

Publisher: Piatnik 2017

www.piatnik.com

EVALUATION

Set collection, reaction
Users: For children
Version: multi
Rules: cz de en fr hu it pl sk
In-game text: no

Comments:

Nice topic * Trains quick quantity assessment * Super Mix with mixed colors is very challenging

Compares to:

SET and other set collection games with color and quantity parameters

Other editions:

Currently none



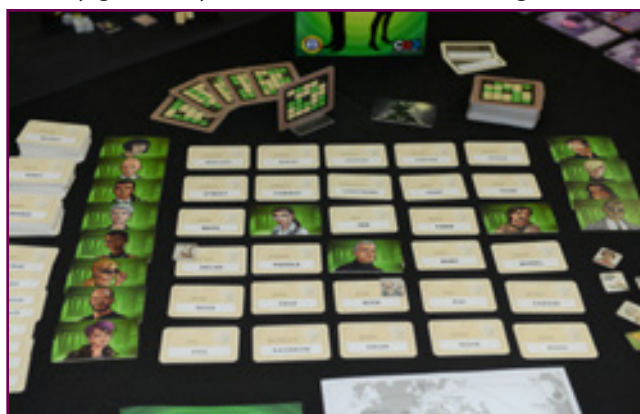
CODENAMES DUETT

GUESSING WITH PARTNERS

Words representing codenames for agents need to be guessed with a partner!

25 cards carrying codenames/ words for agents, e.g. Blitz/Flash or Teufel/Devil or Qualle/Jellyfish, are arranged in a 5x5 grid. A key card in a holder shows this grid with nine green cases to each player - the words in those green positions must be correctly guessed by the other

player. Both players alternate to give clues of one word and a number for the words which the clue relates to - you could say "2 Pain" for "Blitz/Flash and Qualle/Jellyfish. You cannot use parts of the codenames for clues, but you can say „2 Cappuccino“ for Zucker/Sugar and Kaffee/Coffee. The partner touches the codenames in the grid which he thinks are fitting the clue. In



case of a correct guess he take another guess. If he touches a neutral position in the grid, the turn ends; you can also end the turn by taking a time marker. Correctly touched cards are covered with a green agent card, neutral cards with a time marker. If the card in the Assassin position is touched, the game is lost for both players.

When all time markers have been used and there are words left over to guess, the Sudden Death turn begins; both alternate to touch cards without new clues, a mistake means loss of the game, even if a neutral card is touched. When the partners manage to find 15 codenames in nine rounds, they win together. Mission cards vary the number of rounds and number of neutral agents. Can also be played in teams.

Duett is a very nice version of the Game of the Year 2016, mission cards and time markers introduce a complete new flair to the game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
11+

TIME:
15+

Designer: Vlaada Chvátil

Artist: Tomas Kucеровsky & Team

Price: ca. 23 Euro

Publ.: Czech Games Edition 2017
www.czechgames.com

EVALUATION

cooperative word guessing

Users: With friends

Version: de

Rules: bg cz de en fr it pl

ro ru sk

In-game text: yes

Comments:

Attractive variant * Difficulty can be varied via time markers * Mission cards vary time markers and word quantities

Compares to:

All editions of Codenames

Other editions:

Fantasmagoria (bl), Czech Games (cz, en, sk), White Goblin (nl), Iello (fr), Cranio Creations (it), Rebel (pl), Lex Games (ro), GAGA Games (ru)



CONEX

COLORED CORNERS AND STARS

8+

Placing cards from your hand scores points, action cards and actions stars give bonus points. Conex cards have a monochromatic main area and two or three corner markings in other and varying colors; action cards carry, in addition, a symbol on the monochromatic main area. You begin with five cards in hand.

In your turn, you have two op-

tions. 1. Draw two cards from the draw pile for your hand. 2. Place a card from your hand and implement its action, if applicable, and advance your scoring marker on the board by the number of points you scored. The corner shapes on a Conex card can be placed on the colored areas of the scoring board or on cards already displayed. Placement rules are: The newly

placed card may only touch the board or the card on which it is placed, and a corner can only be placed on a main area of the same color; other Conex corners cannot be touched or covered, and a card cannot exceed the playing area.

A card that is placed on the +2 Action card scores two bonus points. If you place a card with a dice symbol, you score for the corner and then roll the die: You can receive a Flash star or a 2x star or draw one or two cards. The Flash star removes a free card from the display and all other players must also discard one card. The 2x star doubles the score of the newly placed card if set down on it. If someone reaches the final space of the score board, you win with most points at the end of the round.

A visual challenge for geometric/spatial thinking, you need a sense for spatial assessment and spatial alignment; the frames around the individual corners facilitate placement. ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Prospero Hall

Artist: Benjamin Petzold

Price: ca. 15 Euro

Publisher: Haba 2017

www.haba.de

EVALUATION

Cards, shape placement

Users: For families

Version: multi

Rules: de en

In-game text: no

Comments:

Abstract game * Ability for spatial assessment necessary * Die action card introduces more chance

Compares to:

Placement game with position requirements

Other editions:

Currently none



COTTAGE GARDEN

PLANT FLOWER BEDS



You are an avid gardener and want to complete the beds in your garden. A nursery is laid out with the side corresponding to the number of players and is filled with flower tiles; the rest of the tiles is laid out as a path, with the wheelbarrow at the end.

You begin with one planting table with three orange and three blue scoring cubes at the start,

plus two random flowerbeds. In the Refilling Phase, you refill the row at the location of the gardener die from the path. In the Planting Phase, you take a flower tile from the row with the gardener die or a flower pot from stock and place it in your bed; cases showing a flower pot or a plant cover can, but should not, be covered; you can also always place a cat from your stock.



Then, the gardener die moves one step; at the finish, his value is raised by one for the next lap. If it arrives at "6", the final round begins.

Completed beds are scored for visible flower pots and plant covers - you mark your score with one of your three scoring cubes; if one arrives at 20, surplus points are forfeit; you cannot split a score between cubes. Scorings can give you more flower pots and cats, cats are none-scoring filler to complete beds. A bed that was scored is put back in stock and you take a new one. You have 32/26/25 turns in case of 2/3/4 players plus one final round, in which you might have to discard an uncompleted bed and might be able to complete another uncomplete one, until all beds are back in stock.

Graphically beautiful, nice game play, but a bit monotonous after a few games; a bit simpler than Patchwork, offering many tactical options. ☑

INFORMATION

PLAYERS:
1-4

AGE:
8+

TIME:
60+

Designer: Uwe Rosenberg
Artist: A. Boekhoff, M. Kleinke
Price: ca. 28 Euro
Publ.: Edition Spielwiese 2017
www.pegasus.de

EVALUATION

Tile placement
Users: For families
Version: de
Rules: cn de en es fr hu it
jp kr pl
In-game text: no

Comments:
Advancement of Patchwork * Good mechanisms
* Many tactical options * Beautiful graphics

Compares to:
Patchwork

Other editions:
Compaya.hu (hu), Cranio Creations (it), Game Harbour (cn), Hobby Japan (jp), Happy Baobab (kr), Rebel (pl), SD Games (es), Stronghold (en), Blackrock (fr)



DISNEY GUESS THE FILM

VON CINDERELLA ZU ELSA



Disney movies- Companion of childhood and very often a source of fond memories and thrilling moments for adults, too. *Disney Guess the Film* uses images from well-known Disney movie favorites for this guessing game.

50 double-sided cards show images from familiar Disney movies, featuring frames of green, blue and red to indicate

difficulty levels of easy, medium and difficult. The „screen“ is prepared. You can choose if you want to use all cards or only cards of a certain difficulty level. The selected cards are shuffled and placed into the screen frame. Players are active in turn: You roll the color die and open a window of the color you rolled, or, if you rolled a star, you can choose any window.



The window shows you a small segment of a scene from a movie. If you believe you recognize the movie, you name it and then control, by yourself, if you guessed correctly by moving the card up a bit to read the backside caption. If you guessed correctly, you close the window, show the card to all players and set it aside; you receive a Mickey Mouse Marker for guessing correctly. The card is placed at the back of the stack and a new round begins. If you guessed wrongly, you are out of the round. If you are first to own four Mickey Mouse markers, you win. If necessary, an adult or a child with reading ability can act as game master who controls and administrates the cards.

100 Dalmatians, Ariel, Olaf or Lightning McQueen - the game offers an attractive cross-section of Disney movies and presents a challenge to your memory for details and individual characteristics, like Olaf's carrot nose. ☑

INFORMATION

PLAYERS:
2+

AGE:
4+

TIME:
30+

Designer: not named
Artist: not named
Price: ca. 23 Euro
Publisher: Jumbo Diset 2017
www.jumbo.eu

EVALUATION

Quiz, Disney
Users: For families
Version: multi
Rules: de en es fr it nl pt
In-game text: no

Comments:
Familiar movies * Nicely chosen segments * Game master with reading ability needed

Compares to:
Klappe auf! and other games on picture segments

Other editions:
Currently none



DIVINITY DERBY

RACE MEETING AT MOUNT OLYMPUS

10+

Zeus has invited the gods of the multiverse for Lunch, and after a few drinks of Ambrosia the gods begin to debate and discuss the respective abilities of their mythical creatures.

This debate can only be decided by a test, and so the creatures are summoned to a race; their gods place bets on them and Zeus is appointed arbitrator.

The board is equipped with

creature markers, movement cards are dealt according to player numbers, each player puts his card only on the holder to his left; so, each player sees and has access to movement cards on the holders between him and his two neighbors.

At the start of the race, all place bets by putting down betting cards, based on visible cards and bets of other players; in



turn each player places one and then, again in turn, another one. Then you select one card from each accessible holder and use the higher value of the first one you play and the lower value of the second one you play to move the respective creature. For the first card you play, you can use the Dirty Trick bonus, if applicable.

When the first creature crosses the halfway mark on the track, all players place a third bet; however, you must place all bets of different creatures. When all are across the finish line, cards drawn from the Dirty Trick cards by Zeus can disqualify creatures. Then bets are resolved for victory points. After three such races you win with most points. Variants introduce special god powers and Fate markers.

A very beautiful game with a felicitous mixture of simple rules and lots of in-game depth due to the information from two hands of cards for each player and from the creature chips on bet cards. ☑

INFORMATION

PLAYERS:
3-6

AGE:
10+

TIME:
45+

Designer: Carlo A. Rossi

Artist: Martynets, Maiorana, Neri

Price: ca. 40 Euro

Publisher: Ares Games 2017

www.aresgames.eu

EVALUATION

Racing, bets
Users: For families
Version: en
Rules: en
In-game text: no

Comments:

Very attractive design * Unusual mix of mechanisms * Surprising turn of events can happen * Chances to win are better with another player with similar bets

Compares to:

Race games with bets on arrival

Other editions:

Ares, Divinity Derby Deluxe edition (e)



DR. MICROBE

MICROBES AND A SUPER VIRUS

8+

First steps in laboratory work! The big Petri dish in the middle is filled with all microbes; the super virus is set aside for a variant. Each player has a small petri dish and forceps, 54 task cards are stacked face-down.

The top task card is revealed, and all try simultaneously to take fish microbes from the big Petri dish with their forceps to place them into their own dish.

Placement rules are: you must put one microbe into each of the three small areas and the one big area in the dish; color, shape and position of the microbes must correspond to the constellation on the task card. If the task card shows empty dish areas, you must put a microbe into those empty areas as well. In this case, the microbe in the big area must be of different col-



or and shape than those in the small areas; the microbes in the small areas must be of different shapes only, two of them must have the same color, the third one another color. If you drop a microbe on the table, you must use your forceps to put it back into the big Petri dish!

If you complete the task first, you announce "Dr. Microbe" and your dish is checked. If you are correct, you get the card. In case of a mistake you are out of the current round. Whoever acquires five cards first, wins.

In the Super Virus version, the Super Virus is placed at the start into a random the player dish, in later rounds into the dish of the winner of the previous round. The Super Virus is handed on to the left; while a player has it in his dish he cannot take microbes from the bid dish.

Huge fun with some logic, the game works well and also pleases with its pretty, functional components. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: R. Fraga, D. Lemonnier

Artist: S. Escapa, J. Wiese

Price: ca. 25 Euro

Publisher: Pegasus Spiele 2017

www.pegasus.de

EVALUATION

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

Comments:

Attractive components * Difficulty of tasks nicely judged * Super Virus Variant

Compares to:

Position puzzles

Other editions:

Blue Orange (en fr), Blue Orange (multi), Broadway (cn), Ludilo (es) Rebel (pl), White Goblin (nl)



FACECARDS

GUESS PICTURE PAIRINGS



Face cards, in this game, are cards depicting not only faces, but also animals or items, there are 142 such face cards in the game.

All the cards are - without the blank cards that are included in the game - stacked face down; you deal seven cards to each player of up to five are playing, or six cards in case of a game with six or seven players; each

player takes an album.

Then, each player secretly decides on two cards in his hands of which he believes that the make up a nicely corresponding pair. You lay down one card of your pair in front of you, face-down, and the other card is placed into the middle of the table, of course also also face-down. Then, in a game of up to four players, you add three

cards from the stack to the cards in the middle, and only one card for five to seven players. Then, all cards in the middle are shuffled face down and then turned over and arranged in a row. Now all players reveal their cards. The starting player goes first to name a card with a player and then the card in the middle that he thinks is the second card of the pair. You are of course not allowed to select your own cards. If you guessed correctly, both players take one card of the pair for their album. After one guess for each player, the remaining cards are set aside and you add two cards from the stack to your hand. When all have been starting player equally often, you win with most cards. Correct pairings in various categories score a bonus cards. Variants are listed.

Nothing breathtakingly new, but a nice, good and challenging game - can it be, that someone paired the mop brush with the witch? ☑



FAST FORWARD: FESTUNG

RULES, BUT NO RULEBOOK!

Fast Forward is a series of games, in which the new Fable concept is implemented: Games based on and using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue to play at any time or begin a new game, with the

same players or with another group of players.

In Fast Forward Games, you do not read any rules at all; you take the stack - ready for use, and not to be shuffled at the start - and begin play with the first card of the stack.

Fast Forward: Festung is a game of conquest featuring 90 cards; you want to be first to conquer the breath-taking fortress on

the horizon and to own the fortress at the end of the game; you must take risks to succeed. The basic rule, stated on the backside of Card #1, is: In your turn, you draw the top card from the draw pile and take it up in hand. When a card tells you to place it on the table immediately, you have another turn. Some cards tell you to reveal them instantly and read them; such cards introduce new rules to the game, e.g. that you can now either draw a card as usual or can try to use cards from your hand to conquer the fortress. Other cards determine the end of the game; if it is triggered, you win, if you own the fortress. When the draw pile is empty, you shuffle cards that were set aside for a new draw pile. If you want to play again, you simply sort the cards from 1 to 90 and play again. Unusual, interesting and takes a bit of getting used to - a very new sensation for game play! ☑



INFORMATION

PLAYERS:
3-7

AGE:
10+

TIME:
5+

Designer: Leo Colovini

Artist: Oliver Freudenreich

Price: ca. 13 Euro

Publisher: Ravensburger 2017

www.ravensburger.de

EVALUATION

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

Comments:

Wide selection of pictures *
Interesting versions * Good
for larger groups

Compares to:

Dixit and other image allotting games

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
15+

Designer: Friedemann Friesen

Artist: Harald Lieske

Price: ca. 16 Euro

Publisher: 2F-Spiele 2017

www.2f-spiele.de

EVALUATION

Playing pre-sorted cards
Users: With friends
Version: de
Rules: de en es fr nl
In-game text: yes

Comments:

Rule game without rule book * Rules are introduced during the game * Game can be reset to start at any time

Compares to:

Other games in the Fast Forward series, Fabelsaft

Other editions:

Stronghold (en), Edge Entertainment (es fr), White Goblin (nl)



FEUVILLE

CITY BUILDING WITH FAIRY AND GNOME

10+

On order of the king, you refurbish Feuville - with the help of mayor, architect, travelling entertainer or publican, but also with Fairy or Gnome. But take care when Dragon Dragomir wakes up! He burns all that is not protected by rain clouds. The starting set-up and all game components are prepared according to instructions, you begin with a tableau and a starting

tile.

A turn comprises rolling and placing dice and then selecting and resolving actions. You roll two dice and put them on the corresponding persons. Then you select an action for each die - either the action of the person or a spell of the Friendly Fairy or the assistance of the Grumpy Gnome. For the person action, you can again select one

of three options: Either take a building tile or the Royal Decree from the column of the person or you can implement the action of the person.

Wall, tower and Sky tiles are added to your town, Decrees are scored for town boroughs or special scorings; or you can place building tile as well as a decree on your tableau for later use, you have room for two tiles. If you rolled a double, the dragon awakens, and all players are affected by the Dragon. You count the columns in your city and then the clouds above your city - if you have as many clouds or more clouds than there are columns in your city, you are protected, and nothing happens. If you have fewer clouds, surplus columns of your choice burn down to ruins, on which you cannot build.

Feuville offers a good mix of standard elements, it is rather streamlined with a selection of good options; Dragon Dragomir forces you to plan ahead in this very nice family game. ☑



FUCHS DU HAST DAS HUHN GESTOHLLEN

OPEN THE FOX DEN, UNMASK THE THIEF

5+

The fox has escaped with the stolen chicken, and is hiding among his friends in the fox den and must be lured out and identified. The fox den is equipped with one fox per opening; then each opening is covered with a door. Cockerel Hannes begins on the starting spot of his track. Eight clue cards are laid out.

The active player tries to open a door in the fox den with the

help of the key on a chain - you lift out the door by sinking the key into the door slit and pulling the door up - while another player rolls the die and moves Cockerel Hannes one step forward on his track for each cockerel result. When Hannes reaches the moon case, your turn ends. If you manage the door before this, you take the fox behind the door and also the door. When

the backside of the door shows an animal friend, you display him. If the door shows a handicap for the handling of the key, you must implement it in your next turn - use your "wrong" hand to guide the key chain, stand on one leg while using the key, guide the key by the ring on the chain or close one eye with one hand.

When all four animal friends are on display, the game ends and the animal friends give one clue each. If you own an animal friend, you draw a face-down clue card of the friend's color. Then the clue cards are revealed one by one and players set aside foxes according to the revealed clues. If you still hold a fox after all four clues were resolved, you have caught the thief - he shows all four characteristics - and you win. If all players are out of foxes, the thief has escaped!

Cute, and exactly the right mix of dexterity and luck, thrilling to the very end! ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
60+

Designer: Udo Pease

Artist: D. Lohausen, S. Kondirolli

Price: ca. 30 Euro

Publisher: Huch! 2017

www.hutter-trade.com

EVALUATION

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

Comments:

Very good mix of mechanisms * Harmonious persons and actions * Excellent family game

Compares to:

City building with dice-determined options

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
30+

Designer: I. and M. Brand

Artist: Anne Pätzke

Price: ca. 23 Euro

Publisher: Pegasus Spiele 2017

www.pegasus.de

EVALUATION

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

Comments:

Attractive mix of mechanisms * Guess-who principle nicely varied * Thrilling to the very end

Compares to:

Angling games

Other editions:

Pegasus (en)



FUMMELEI

YOUR THUMB IS OUT OF PLAY!



It is not often that a title of the game - at least in German - fits a game mechanism as perfectly as Fummelei does. Because fumbling is the main mechanism of the game, you use your hand with a handicap! And that means fumbling. Why?

Well, you take your thumb out of play, and maybe also additional fingers, by using the Ohne-Daumen-Band. But before you start,

you collect various items about the house, that you will need to complete the tasks, for instance, two shirts with the same number of buttons, two jackets with a zipper, paper cups, shoes with shoelaces, coins, etc. Then players agree on the number of fingers - without the thumb! - you may use. Then the active player draws a card, reads out the task and selects one of the

other players for his opponent of the round. Now, both players don an Ohne-Daumen-Band to block their thumb and additional fingers as agreed.

Then both players complete the task, usually within a given time frame - tasks can be: Form a sculpture according to template both players can give arguments why their own creation is the better one, or draw something as stated on the card or use one of the items according to instructions. For sculptures and drawings, the non-involved players decide which creations wins. The winner always gets the task card, whoever has three cards first, wins the game.

One might think that one has seen about all that is possible in the genre of creative sculpting or drawing games, and behold, here is something new! Something really new! And nearly ingenious! Have to tried to let a coin rotate on its edge without using your thumb? Try it! ☑



INFORMATION

PLAYERS:
3+

AGE:
8+

TIME:
45+

Designer: not named

Artist: not named

Price: ca. 25 Euro

Publisher: Hasbro 2017

www.hasbrogaming.com

EVALUATION

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

Comments:

Variable handicap in relation to player age * Simplest tasks become very difficult * Additional items from your household are necessary

Compares to:

First game of this kind

Other editions:

Hasbro, Get a Grip (en), Ban-Dito (it)



ILÔS

SHIPS, PIONEERS AND PIRATES



The lost island of Ilôs has been found, her wealth of gold and rare resources attracts trade merchant fleets that want to exploit the island. Each player has a screen and a production board in front of his screen as well as five ships and ten pioneers.

There are three island tiles on display; if a player takes an island tile, it is immediately re-

placed with one from stock. In the starting phase, each player in turn selects an island tile and places it, adjacent to a tile already there, and then places a ship on the tile. When each player has placed an island tile and a ship, the starting phase ends and, from now on, each turn comprises three steps:

1. Do optional actions by playing of action cards; you pay the

costs for an action with cards or resources. Actions can involve ships including optional placement of an island tile, plantation for resources to the production board, gold mine, building including placement of a pioneer, ruins and market to raise the price for a resource. You can only build on islands where one of your ships is present. 2. Production of resources equal to the number of resources on your production board, they go behind your screen. 3. Draw cards, ships and forts give you extra cards. Ships on Pirate Hideouts don't give an extra card, but others pay higher costs on an island with pirates.

If someone places his 10th pioneer, you win at the end of the round with most money from resources at market price.

Simple mechanisms for an attractive game with lots of tactic; the market is especially interesting, as rising prices there costs you one of the resources which will earn you money at the end of the game. ☑



INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
35+

Designer: Frédéric Guérard

Artist: Paul Mafayon

Price: ca. 35 Euro

Publisher: La Boîte de Jeu 2017

www.laboitedejeu.fr

EVALUATION

Development, action options
Users: For families
Version: multi
Rules: en fr
In-game text: no

Comments:

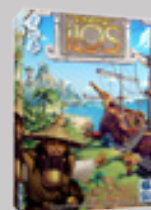
Standard mechanisms nicely combined * Market end resources are a central element * Many tactical options

Compares to:

All development games with action selection

Other editions:

Currently none



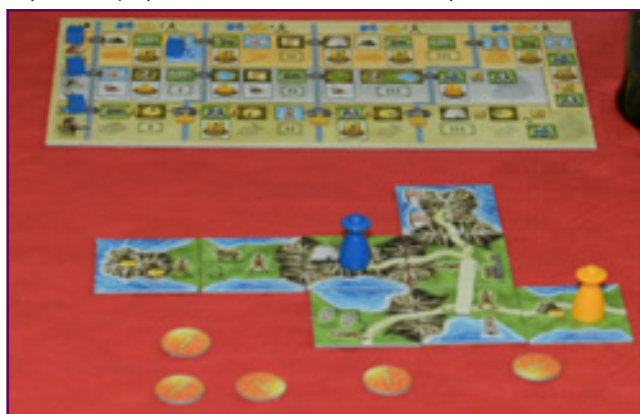
ISLE OF SKYE WANDERER

ENTER: THE JOURNEYMAN!

Clan Chieftains rival for the crown; if you manage your realm best, you will be crowned king of the Isle with most victory points. A round starts with income from castle and whisky. Then you draw three tiles, mark one for discarding and assign gold to the others, before setting the screen aside. Now each player can buy one tile from any other player for the sum

assigned to the tile, or pass; unsold tiles are kept by their owners. Then you add acquired tiles of the round to your land and score according to the active scoring tiles of the round. After six rounds you also score scrolls in your land.

In the expansion, you are King of the Isle and must reign, protect Skye from enemies, enforce the law and fill your coffers, all with



the help of your journeyman, and of other new characters. You have a personal progress board with progress tracks for knight, town crier and merchant, your journeyman pawn and bonus tiles; there are also roads and new landscape tiles and new scoring tiles. After placing acquired landscape tiles, you plan the movement of your journeyman by placing path markers and then move him in turn order. Progress on the tracks gives you victory point bonuses, special points, additional income, more steps for the journeyman and bonus tiles; all of this but immediate victory point gains, can only be used in the phase following the unlocking. Isle of Skye Wanderer / Journeyman upgrades the flow of play in Skye to a much more complex level; you need to keep an eye on the journeyman as well as on your scoring tiles, and there are more options for various strategies. This is exactly how an expansion should work! ☑

JOGO!

SHED YOUR CARDS!

7+

The game features 114 cards; 90 have values 2 to 6 and come in six different background colors with six different symbols. There is also one Stop card, one Change Direction card, one +1 card and one Jogo! card in each color! All cards are shuffled, and four cards are laid out in a row, they begin for discard stacks; if special cards appear at that point, their effects are ignored.

Each player has four stacks laid out, comprising 5, 7 or 9 cards in case of 2, 3 or 4 players. All players turn over the top cards of their four stacks and set them in front of the stacks. Then in turn, the active player adds a card to a stack in the middle, either from his hand - if available - or the open card from one of his stacks, such a card is then replaced from the respective



stack. Special cards are resolved when played: A Stop card closes the discard stack on which it is played, it is out of play. When all four stacks are closed, the next player starts a new discard stack by playing one card. Change Direction changes direction of play; +1 forces the next player to draw a card and, for the Jogo card, the active player chooses for the next player if he must pass or draw a card or if direction of play changes. If you cannot place a card, you draw two for your hand; if you place a card identical in color and symbol to the top card of the stack, you take an extra turn. If you are out of cards, you win.

All in all, a felicitous, version of a familiar standard mechanism; the game is fun and plays quickly, it features attractive nice graphics and simple rules, the Stop Card is a well-working new rule. ☑

INFORMATION

PLAYERS:
2-25

AGE:
10+

TIME:
75+

Designer: A. Pfister, A. Pelikan

Artist: Klemens Franz

Price: ca. 15 Euro

Publisher: Lookout Spiele 2017
www.lookout-spiele.de

EVALUATION

Placement, auction

Users: With friends

Version: de

Rules: de en it

In-game text: no

Comments:

More complex game *
Offers more strategic options * Optimum extension of the basic game

Compares to:

Isle of Skye

Other editions:

Mayfair (en), uberplay.it (it)



INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
30+

Designer: Tobold Rumble

Artist: Anoka Designstudio

Price: ca. 12 Euro

Publisher: HCM Kinzel 2017
www.hcm-kinzel.eu

EVALUATION

Card shedding

Users: For families

Version: multi

Rules: de en fr it

In-game text: no

Comments:

Familiar basic mechanism *
Nice detail versions * Plays quickly and easily

Compares to:

UNO, Mau Mau, Ligretto and other card shedding games

Other editions:

Currently none



KARUBA JUNIOR

TREASURE HUNTING IN THE JUNGLE

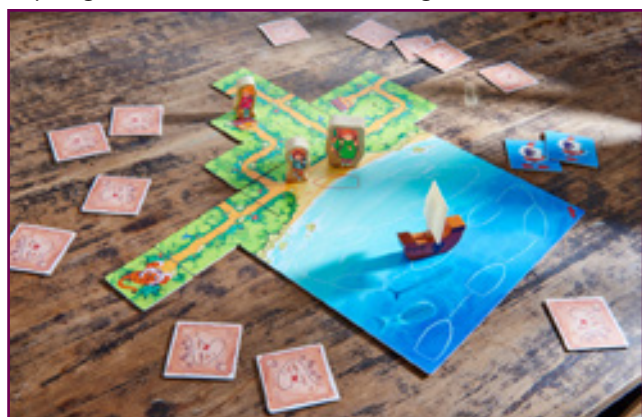


There said to be fabulous treasures hidden in the jungles of Karuba. Adventurers set out to salvage them, but must fight tigers and find the treasures before the pirate ship arrives at the island.

Three adventurer figures are placed at the beach, and four paths leading into the jungle begin at the beach. The pirate ship begins at the end of the

water path. 28 island tiles show paths, some of them also treasures or tigers. Those tiles are shuffled face down and spread out around the island.

The active player turns over a tile: A path tile is added to one of the paths; you can rotate the tile any way and only one path must be continued, others can be blocked off to form cul-de-sacs. A tiger is added to the end



of one path; this path is now blocked and cannot be continued. A tile with a treasure is added to a path end and you move one of the adventurers onto it along an uninterrupted path. If you reveal a pirate ship, you move the ship as many steps towards the beach as there are ship symbols depicted on the tile. Then the pirate ship tile is taken out of play. When all treasure tiles have been placed and all three adventurers have made their way onto a treasure tile, all players win together. If there is no open path left to add a tile or if the pirate ship arrives at the beach, all have lost the game together.

The family game of Karuba has been transformed very felicitously into a junior version, the treasure hunt has been restricted to three treasures. Tigers as blockades for paths demand first tactical consideration for path placement and train spatial thinking and cooperation in placing tiles. ☑

INFORMATION

PLAYERS:
1-4

AGE:
4-8

TIME:
10+

Designer: R. Dorn, Tim Rogasch
Artist: Studio Vieleck
Price: ca. 21 Euro
Publisher: Haba 2017
www.haba.de

EVALUATION

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

Comments:
Felicitous junior version of Karuba * Much simplified rules * Needs some tactic and spatial thinking

Compares to:
Karuba, Path forming tile placement games

Other editions:
Currently none



LINGO TWIST

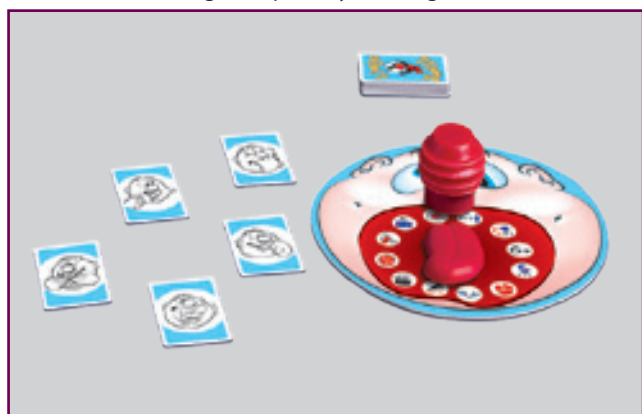
SPEAK CLEARLY DESPITE GRIMASSING

7+

You are tasked with guessing terms in given categories! What is the problem? Well, you must implement handicaps of mime and gestures while at the same time pronouncing terms clearly. The board shows a face; its gaping mouth shows category symbols for teeth - the symbols are explained in the rules; a squeaky piece is meant to be the nose and a knotted tongue repre-

sents the spinner.

The active player draws a mime card from the face-down stack; it shows the mime or gesture that must be implemented. When the category demands two terms, you must name both before your fellow players can begin to guess. Mime or gesture can be touch your nose with the tip of your tongue or stick out your tongue and hold it with



both hands or biting on your index finger while talking; categories vary from things that are easily broken to titles of games, words with more than six letters or things that you take on a journey or electric devices.

If you believe that you have understood both terms correctly, you hit the nose and name one or both answers. If you are correct, you get the card, albeit in case of two demanded terms only if you correctly guessed both terms. If you guess wrongly, you are out of play for the round, the other players can continue to guess. Should nobody guess the necessary terms correctly, the active player loses one card; but a term can be repeated up to three times. If you are first to collect five mime cards, you win!

Lingo Twist is a fun, cut and not too easy version of the guess-a-term games - try to say television set while you move your stuck-out tongue quickly to and fro between corners of your mouth. ☑

INFORMATION

PLAYERS:
3-6

AGE:
7+

TIME:
30+

Designer: License Seven Towns
Artist: Kinetik MCD
Price: ca. 23 Euro
Publisher: Piatnik 2017
www.piatnik.com

EVALUATION

Talking, handicaps, pronunciation
Users: For families
Version: multi
Rules: de cz hu sk
In-game text: no

Comments:
Cute version of a standard mechanism * Some handicaps are hard to implement * Nice party game

Compares to:
Talking games with handicaps

Other editions:
Currently none



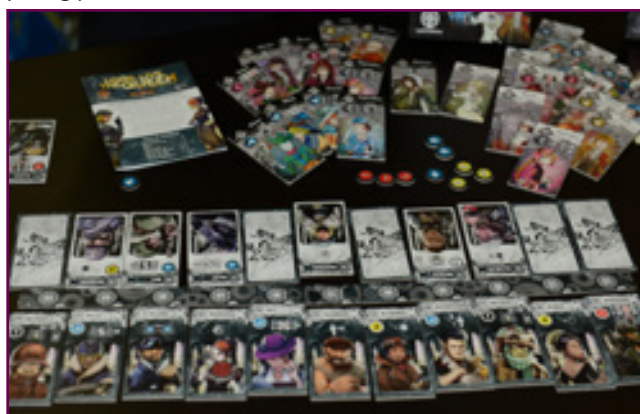
LONG LIVE THE QUEEN

DIESELPUNK EDITION



Axia, the Queen of the Underworld, is dead - two syndicates, The White Rose and The Black Rose, fight for the princess of their syndicate to succeed Axia. To win this battle for succession, you must either collect three prestige markers of each type - for wealth, wisdom and dangerousness of the princess - or cause turning over of the opposing princess.

Both opponents have the twelve tiles of their color and place their princess at position 7 of the number track, which is marked for positions 2 to 12. Then each player secretly selects one character as the Master - you must select a character carrying an icon - and places the tile face-down next to the number track. The Master determines the abilities and initiative



of two recruits. The remaining tiles are placed at your discretion to the left and right of the princess.

The active player rolls two dice, their total determines the position of the active tiles. Face-down tiles at this position are turned up; when both are already face-up, their abilities are activated and resolved in order of ascending initiative values. For a recruit, you turn up the master tile and the recruits act with his abilities and initiative. Tile activation can give you prestige markers. If, however, you hold all six markers of a color, you must give back all of them! At the end of your turn, you can swap two tiles in adjacent positions or select a new master. Lots of tactic, lots of risk, incomplete information, lots of options and all abilities and characters fit together well and suit the topic well, too - what more can you want from a game of only 24 cards? ☑

INFORMATION

PLAYERS:
2

AGE:
14+

TIME:
30+

Designer: Circle 3D6, Alvin Chen
Artist: V. Csete, A. Cournoyer
Price: ca. 20 Euro
Publisher: LudiCreations 2017
www.ludicreations.com

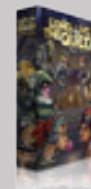
EVALUATION

Conflict, cards
Users: With friends
Version: en
Rules: en jp
In-game text: no

Comments:
New edition of Save the Queen, Circle 3D6 * Available also as Classic Edition * Manga Design * Dense game play with a plethora of options

Compares to:
Blue Moon or other card games comparing cards at positions

Other editions:
Long live the Queen Classic Edition, Save the Queen, Circle 3D6



LORENZO IL MAGNifico

HOUSES OF RENAISSANCE

Florence at the time of the Medici - you head a noble family and collect prestige and fame for victory points. In three eras of two rounds each you collect resources and development cards or activate card effects. The value of family members is determined by dice roll at the start of the round. At the end of each period you check your relations to the Vatican, lack of pray-

ing is penalized. In a round, you always have one action per turn, places family member at locations and perform the action in relation to the value of the person; you can enhance the value with personnel. In the advanced rules you use a personal bonus die and leader cards.

Houses of Renaissance expands *Lorenzo il Magnifico* with a 5th player, complete with necessary

components, as well as new components and new mechanisms in general. Rules in addition to those of the basic game are: You start with an auctioned family tile with special ability; the auction also determines your starting resources. New leader cards provide the ability Action with an action case only for the player who played the card. Special Markers are a new resource; you can discard them to receive what is depicted on them. The new Special Tower introduces four action cases to take Special Development Cards; an Adaption Track gives new cases for one of the towers. New Special Development cards are provided for territories, buildings, characters and risks, and there are also new excommunication markers.

This expansion really enhances the game, the 5th player blends in seamlessly - if you played it once, you will want to play it always. An absolute recommendation to buy! ☑



INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
120+

Designer: Gigli, Brasini, Luciani
Artist: Klemens Franz
Price: ca. 30 Euro
Publisher: CMON 2017
www.cmon.com

EVALUATION

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

Comments:
Good mix of standard mechanisms * High replay value * Needs Lorenzo il Magnifico to play * 5th player blends in seamlessly

Compares to:
Lorenzo il Magnifico, history-based resources management

Other editions:
Cranio Creations (en it), DMZ (es)



LUCKY LACHS

FIST TOUCHES FIST

8+

A pouch shaped like a fish, containing 72 cards! A tiny rules excerpt is attached to the fin, and a tiny rulebook in the pouch tells us:

There are 12 action cards per person, you need a place to discard cards to, for instance a table, and there should be lots of room to play; this is all we need to play Lucky Lachs aka Happy Salmon.

You shuffle your stack of action cards, hold the stack face-down in one hand and then, on a signal, turn it over to the picture side and all call out the action of the top card; each of the cards shows one of four action options: High 5 - touch your open hand to that of your partner; Checker Faust - push your fist lightly against that of your partner; Tausch Rausch - you swap



places with your partner; Lucky Lachs - slap the forearm of your partner lightly several times. If you spot a second player with the same action, you implement it with him and then both of you discard your cards. If there is nobody with the same action, you put your card at the bottom of your stack. When there are more than two players with the same action, two and then two more players, if applicable, can implement the action; any surplus player must find a partner later. If you are out of cards first, you win.

In the „Stumm wie ein Fisch - Silent fish“, not surprisingly, speaking and calling is forbidden, you announce your top action with hand signs - hold up your hand, stick out your fist, draw circles in the air with your forefinger or flap your hand like a fish fin. Only if you are rid of all cards, you can call out „Lucky Lachs“.

Loud, funny, hectic and chaotic, simply fun! An ideal game outdoors game. ☑

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
5+

Designer: Ken Gruhl, Q. Weir

Artist: Mirko Akira Suzuki

Price: ca. 13 Euro

Publisher: Kosmos 2017

www.kosmos.de

EVALUATION

Action, speed, reaction

Users: For families

Version: de

Rules: cz de en it nl

In-game text: no

Comments:

Needs room to play *

Somewhat noisy * Nice for outdoors * Lots of fun

Compares to:

Action games with movement

Other editions:

999 Games (nl), Albi (cz), dV Giochi (it), North Star Games (en)



MY BEST MOMENTS

EXPERIENCE - REMEMBER - TELL



Memories are attached to a wide variety of impressions - aromas, sounds, music, words, images or colors among them. *My best moments* plays with those memories; we are meant to share them, and images are provided to trigger memories. 32 topic cards and 32 mood cards are shuffled face-down and spread out in analogy to a memo game, face-down. The

active player reveals one topic and one mood card - if this combination triggers a memory, he briefly tells the story and thus wins the pair of cards. If nothing comes to him, the combination deemed to be unlocked and all players can now tell their suitable memory, if they want to - whoever does it first, receives the pair of cards. When all pairs have been taken, you win with



most cards.

In a version only one topic card is in play; it can be selected by random revealing or all players agree on a topic, be it holidays, school, gifts and so on. This topic card is now valid for the duration of the game and, after each story, a new mood card is revealed; the narrator of the round wins the mood card only. But the real aim of the game is not to win with most cards, but the development of an intense, lively, involved conversation among all players, because the first story suddenly triggers a memory for another player which this player then wants to share; ideally, one memory triggers the next one and one story leads to another.

Images and their titles have been cleverly selected; fashion, for instance, is represented by a selection of cloth patterns, which of course can trigger a variety of memories. A nice idea for a game, best for players of similar age. ☑

INFORMATION

PLAYERS:
2+

AGE:
18+

TIME:
45+

Designer: Horst Pöppel

Artist: P. Kappler, J. Rüttinger

Price: ca. 15 Euro

Publisher: Noris Spiele 2017

www.noris-spiele.de

EVALUATION

Narration, memories

Users: With friends

Version: multi

Rules: de en fr it

In-game text: yes

Comments:

Good image/title selection

* Intensive talks intended *

Good for larger groups

Compares to:

Narrative games with topic suggestions

Other editions:

Currently none



OH CAPTAIN!

LEGENDS OF LUMA PART I

8↑

Oh Captain is part I of the series Legends of Luma. On the quest for a bottled message, a storm destroys the adventurers' ship, but a sea monster rescues them. In its cave, there are curious treasures, which should all be brought to the Captain; but each adventurer wants to keep the best pieces for himself.

You select an adventurer and then are either one of them or

the passive Captain. The Adventurers are active in turn and give the cave, that is, the cards, to the next adventurer at the end of their turn. If you have more gold than the captain, you can mutiny and become the new captain, or give him a coin. Then you draw an item card and report to the captain, true or false at your discretion. If you drew a Nukha Egg, you must lie. Then,



the Captain buys your item - if you told the truth, he can use it to attack an adventurer - or he allows you to use it and to attack with the item effect. In this case, you select an adventurer to attack, the attacked one can accept or doubt the item. Whoever is correct, receives gold and either implements the effect or has fought it off. When the card "Arrival of the Nomads" is drawn, all players score their items, deduct Nukha Eggs and score for majorities in pistols, grappling hooks and lizards. In case of a tie, the captain wins, if he is involved in the tie; if not, the player with most gold wins. An interesting approach to a bluffing game; for some, the repeat sequence of draw a card - announce it - resolve effect, depending on bluff or no bluff, is too monotonous, others find a lot of fun in the game - a controversial, but very beautiful game. Part II should be interesting! ☑

INFORMATION

PLAYERS:
3-6AGE:
8+TIME:
20+**Designer:** Florian Sirieix**Artist:** Team**Price:** ca. 18 Euro**Publ.:** Ludonaute / Asmodee 2017
www.asmodee.com

EVALUATION

Bluff, collect
Users: For families
Version: en
Rules: de en es fr it
In-game text: no

Comments:

Beautiful, classy box and components * Game flow can become monotonous
* Special abilities of adventurers modify game flow * No deduction, some tactics

Compares to:

Other bluff games

Other editions:

Ludonaute (en es fr it)



OUTBURST!

HEART LIKE HEARTBURN OR ...?

16↑

A game based on players' vocabulary and associations, played in teams; the name indicates that you need to burst out with your knowledge, you are meant to debate, laugh and shout words. You use cards that give a topic or term and list ten words suiting the topic or featuring the term.

Players sort themselves into two teams that alternate to be ac-

tive.

The non-active team is the controlling team and takes the card reader and the timer. One of the players in the active team draws a card, reads out the topic term and asks "Play or move?" If the team plays, the non-active team puts the card into the card reader and turns over the timer. The active team calls out words for the topic, e.g. for man - you

should name snow man or sand man, but could also try Manila or mandala or manful or manual or manicure, you can try anything remotely featuring "man", but do it as quickly as words come to mind and name as many as you can, because the task is to name all ten words on the card within one minute. When the timer has run out, each word that was not named is read out; each word marked in the reader scores one point and a roll of a die determines one word on the list, if it was named, you score three bonus points.

If a time decides on "move", they discard a joker chip and draws a new card that must be played. The opposing team, in his turn, must play the moved card. The winner of the game is the team that scores 60 points first. A long-term bestseller in the genre of vocabulary and association games, the funniest part is always the reading of the terms that were not guessed, and the comments the cause from players! ☑



INFORMATION

PLAYERS:
2+AGE:
16+TIME:
60+**Designer:** Brian Hersch**Artist:** not named**Price:** ca. 25 Euro**Publisher:** Hasbro 2017
www.hasbrogaming.com

EVALUATION

Association
Users: With friends
Version: de
Rules: de en fr gr nl
In-game text: yes

Comments:

First edition 1986 * New edition with new topics
* Teams need to be balanced * Answers are often surprising

Compares to:

Other editions of Outburst

Other editions:

Hasbro US (en)



PAPER TALES

HEROES AND LEGENDS

Once upon a time, the world has been full of heroic fights and fantastic creatures. In a revival of those times, you collect Legends points to rewrite history in your favor and try to achieve the best possible combinations of units, symbolizing the glory of your kingdom in war and achievements, but your units age or have problems with lack of deployment space.

Resources in the game are provided by units and buildings, are represented by symbols and are available while cards with the respective symbols are in play. Each player commands four positions for deployment of units, two "in front" and two "at the back".

You have cards for your kingdom on display and develop it by using units and construct-

ing buildings. War, building and card abilities win you Legends points. Each round comprises six phases, which are simultaneously played by all: 1. *Recruiting* units by drafting five cards drawn from the pile. 2. *Deployment* of maximum four units, you can keep one unit for the next round. After deployment, cards are revealed simultaneously and paid for. 3. *Wars* fought by comparing values of units in the front row with units of your right and your left neighbor; a win in a war scores 3 Legends points. 4. *Income* from buildings and cards. 5. *Construction/building* with resources from cards and 6. *Aging* of units. After four rounds, you win with most Legends points.

Paper Tales offers a good mix of mechanisms with a very attractive design and one very interesting detail mechanism, the aging of units; this demands clever planning ahead and timely adaptation of strategies for war and valuable combinations of cards. ☑



PINGULUU

ANTARCTIC EGG HUNT

4+

Penguins search for hidden eggs! Penguin figures are hollow and have room for one egg; there are 12 eggs in six colors and 12 penguins. At the start of the game, each penguin is equipped with an egg. Then all penguins are placed in the middle of the table and are well shuffled. Each player is given an ice floe with room for six penguins.

The active player rolls two dice and has two tries to find eggs whose color corresponds to the color of the dice results. For each try, you may lift one penguin to check its egg color, the egg must be visible to all players. If you do not find an egg with a suitable color after two tries, the turn passes to the next player. But if you have found one or two suitable eggs, you place

the penguin with his egg on your ice floe. But this does not make the penguin safe, because players are allowed to check the penguins on players ice floes, too. Whoever has assembled six penguins on his floe, or has most penguins when all penguins have been taken, wins the game.

For a game with very young children you use the rule, that a penguin on an ice floe is safe and secure; players can check those penguins for their egg color, but may not take them, they are only for memory refreshing.

Simple nice and nicely simple; a good mix of luck of the die roll and memory; you could even vary the rules further to mitigate the rule of taking penguins away from other players; you could rule that you can only take a penguin from another player when you have rolled a double of its egg color. Anyhow, a pleasing new edition of a cute game for children, with good components and very cute drawings. ☑



INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
30+

Designer: Masato Uesugi

Artist: Christine Alcouffe

Price: ca. 30 Euro

Publ.: Catch Up G. / Blackrock G. 2017
www.catchupgames.com

EVALUATION

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

Comments:

Aging of units is an unusual detail * Very beautiful design * Simple, elegant rules

Compares to:

All development games

Other editions:

Catch Up Games (fr)



INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
10+

Designer: Thierry Denoual

Artist: not named

Price: ca. 20 Euro

Publ.: Blue Orange Games 2017
www.asmodee.de

EVALUATION

Search, memorize
Users: For children
Version: de
Rules: cn de en es fr pl
In-game text: no

Comments:

New edition, first edition 2007 * Very attractive design * Good components * Variant for toddlers

Compares to:

Search games with dice determining targets

Other editions:

GoKids (cn), Foxgames (pl), Blue Orange (de en es fr)



QUATRO FLASH

STRATY GAME OR FAMILY GAME



A game whose requirements vary from a challenging strategy game for two to a family game on concentration and spatial thinking. On the board with 60 cases, arranged in a rectangle of 6 x 10 squares you reduce the size of the board for less than five players - in a game of four players you use a board of 6x8 cases, in a game of three a board of 6x7 and in a game of

two players you use 6x8 cases and two colors per player.

You have 20 pieces of one color and the board is prepared according to the number of players. Aim of the game is to be the first player to form a Quatro Flash on the board in your own color. A Quatro Flash comprises four discs that are arranged horizontally, vertically or diagonally in one level, can be stacked on



top of each other or can be positioned horizontally, vertically or diagonally on different, ascending levels, like steps in a staircase. The most challenging formation to achieve is four discs in a "Knight's Move" diagonal.

The active player puts a piece on a free spot or on top of another piece, maximum six pieces per stack. In a game of two you play with two colors and, in each of your turns, you play one disc of each color, and are only allowed to place them on top of each other if you play the Advanced version of the game.

As is so often the case in games from Gerhards, this game, too, is a sophisticated and attractive variation of a standard, familiar game mechanism, in this case, the formation of rows. The classy wooden components of the game make it a nice haptic experience as well and the varying demands depending on the number of players are especially attractive. ☑

INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
40+

Designer: Roland Baumann

Artist: not named

Price: ca. 46 Euro

Publ.: Gerhards Spiel & Design 2017
www.spiel-und-design.eu

EVALUATION

Abstract, row formation
Users: For families
Version: de
Rules: de
In-game text: no

Comments:

Classy wooden components * Simple rules * Varying demands with varying player numbers

Compares to:

Games on row formation

Other editions:

Currently none



SAKURA HUNT

ADMIRING CHERRY BLOSSOMS



Hanami - Time of admirations of Sakura, Blossoming of Cherries in Japan; we visit four Hanami locations and aim for a panorama view of Sakura by displaying ten cards in a row.

Four Hanami Spots are laid out; scenic and drinks cards are shuffled, and you receive six cards and a color marker. One Hanami marker per color sits next to each Hanami spot. In your turn,

you can progress the blooming, scout a spot or do Hanami. For *Progressing the Blooming*, you place a card from hand at a Spot - a spot can take up to six cards - and draw a card. For *Spot Scouting* you swap a card from hand with a card at a Spot. You can do Hanami once at each Spot - you form a set of three cards, either identical or with ascending numbers, using two cards



from your hand and one card from a spot. The Set is displayed, you fill the gap at the spot with your Hanami Marker there and draw a card. You score points for Hanami according to the number of cards at the Spot before taking the card; four cards are the optimum number for full Sakura and score most points; it is irrelevant which card you take. When all spots are completely filled or if all players did Hanami at all Spots, you score bonuses for a row of cards in ascending order of numbers and for sets of three identical cards. Drinks cards can be used for the row, but do not count towards scoring - a row of 9 numbers, with a drinks card replacing one number, scores the bonus for eight cards in a row.

Simply beautiful, beautifully simple! A very attractive design and simple rules result in a felicitous version of set collecting, in which the "when" of a set is more important than "which set"! ☑

INFORMATION

PLAYERS:
2-4

AGE:
9+

TIME:
30+

Designer: Yu Maruno

Artist: Yu Maruno

Price: ca. 16 Euro

Publ.: Juname Studio / Japon Brand 2017
www.japonbrand.com

EVALUATION

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

Comments:

Very beautiful * Simple rules * Nice filler game or for beginners

Compares to:

Set collecting games in general

Other editions:

Currently none



SAM BUKAS BANDE

ATTACK AND WIN GEMS!

8+

Capering ships is the easy part, problems begin with the distribution of the loot, each pirate wants to win gems with seven attack cards. Each pirate, that is, player, has seven attack cards of a color; in a game of three players, all set aside their card of value 1, in a game of four and five players, you set aside the card of value 7. You begin the game with one gem per color,

the stack of opponent cards is prepared as stated. In twelve rounds you reveal the top opponent of the stack; his treasure is won if the total attack value of all players is equal to or higher than the defense value of the opponent. All players simultaneously play a card face-down - conferring is allowed, lying and bluffing, too! Then cards are simultaneously revealed; identical

values cancel each other out and are ignored; remaining cards are summed - when the total is equal to or higher than the opposing defense value, the attack succeeds, and the involved players receive gems according to the opponent card and left over from lost attacks, beginning with the player who played the lowest value, and maximum to the player who played the third-lowest card! When the total is too low, the player who played the lowest card of the round - cards of equal value are considered now! Loses gems, he discards all gems of the color of which he has most gems. Played cards remain on the table. Before rounds 5 and 9 you take up cards played so far. After 12 rounds each gem scores 1 point, each set of one gem per color score 3 bonus points. A bit of bluff and a lot of tactic are necessary, as you see played cards for three rounds! Cute, witty and good! ☑



SEBASTIAN FITZEK

SAFEHOUSE

A bestselling book author designs a game together with a successful game designer, a game in the genre auf the book author! To be precise, Sebastian Fitzek and Marco Teuber have done a crime thriller game together - a cooperative race, a race to escape pursuers, through chapters of the game, a race against time. You have witnessed a crime, the culprit

knows it and wants to silence you, so you must manage - in one of three difficulty levels of your choice - to reach the safe house of the witness protection program. Depending on the level selected, you use pursuer cards and investigation chips; *Great Danger* is played without chips. Pursuer cards are randomly drawn. The book has three parts - one

has five boards for each of the chapters - hotel room, harbor, city, forest and safehouse; in the card section you have chapter cards, escape cards as well as a draw pile and a discard pile; in the investigation section you have a grid of 5x5 cases to place investigation chips in the variants *Big Thrill* and *Try to Survive*. All five chapters are played in sequence from hotel room to safehouse. You cross the chapters on movement tracks and comply with chapter cards using escape cards, earning steps. Pursuers also move for uncompleted chapter cards. In Levels II and III you must also solve the crime! Fans of Fitzek find clues and details from the books in the game. Elaborate and attractive, thrillingly stressful, but also frustrating when once again you did not manage to escape. Thrilling and difficult entertainment, even experienced players have a struggle to survive. Combinations are hard to achieve, and mistakes easily made. ☑



INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
20+

Designer: Tomohiro Enoki
Artist: Jan Saße
Price: ca. 8 Euro
Publisher: Amigo Spiele 2017
www.amigo-spiele.de

EVALUATION

Card strength comparison, collecting
Users: For families
Version: de
Rules: cn de en jp kr
In-game text: no

Comments:
Standard topic * Very good mix of mechanisms * Plays fast * Very good filler game

Compares to:
Dungeon Buster, Collecting games with card strength comparison

Other editions:
Broadway Toys (cn), Mayday Games (en), Enoya (jp), DiveDice (kr)



INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
30+

Designer: M. Teubner, S. Fitzek
Artist: Jörn Stollmann
Price: ca. 30 Euro
Publisher: mooses. Verlag 2017
www.moses-verlag.de

EVALUATION

Cooperation, crime
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Very attractive components
* Rules rather complex *
Some game play experience necessary * Thrilling but stressful entertainment

Compares to:
Der Herr der Ringe and other games with jointly discarding card combinations on demand

Other editions:
Currently none



SHRIMP

HOW MANY SHRIMP FOR A COCKTAIL?

7+

Shrimps in this game promise a special delight; one lemon and three recipe cards are set out. 81 Shrimp cards are dealt evenly to players who stack them face-down. Those cards show shrimps with four characteristics: Color - green, blue, pink; Size - small, medium, large; Amount - one, two or three, and Origin - America, Brazil or Italy. In turn, you reveal the top card

of your stack and put it on one of the three recipe cards. If the top cards on all three recipe cards have one or several characteristics in common, you quickly squeeze the lemon: In case of one characteristics you cooked a "Shrimp Menu" and name the characteristic, for instance "green shrimp" or "three shrimp". If you announced "Shrimp Menu" correct, you take



all cards on all recipe cards. If you made a mistake, you hand one of your previously collected cards to a player of your choice. When there seven shrimps in total on the cards, all other characteristics are ignored, you squeeze the lemon and say "Shrimp Cocktail"; again you take all cards. If you manage to identify two identical characteristics on all three cards, you have a "Shrimp Feast", squeeze the lemon, take all cards on the recipes and also seven cards from one or several players of your choice. Should you be lucky enough to spot three identical characteristics on the cards, you have the "Shrimp Dish of the Century" with, for instance, big blue Brazilian shrimp, and win instantly.

I told you, those shrimps are a delight in the new edition, too, and offer a fun, cute game for clever observers with quick reactions; an ideal filler or holiday game! ☑

INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
15+

Designer: Roberto Fraga
Artist: P. Desiato, M. Barbati
Price: ca. 15 Euro
Publisher: Giochi Uniti 2017
www.giochiuniti.it

EVALUATION

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

Comments:
New edition of Shrimp / Shrimp Cocktail * Unchanged rules * Changed components * Very nice holiday game

Compares to:
Reaction games comparing characteristics

Other editions:
Currently none, previous editions at Blue Orange and Asmodee



SILLY SAUSAGE

REACT TO THE SAUSAGE!

6+

A sausage is the center of attention in this game, albeit not a real sausage but a game gimmick in sausage shape, with which we play! The sausage is a 35 cm long plastic cylinder with a face and a belly button - not for nothing the thing is called Silly Sausage - and can speak. If you switch the sausage on, you are given orders for actions which you need to implement

correctly and quickly:

Twist me - you turn the top of the sausage to the right; *Stretch me* - you pull the top part and the bottom part of the sausage apart; *Poke me* - you put a finger in the belly button of the sausage; *Shake me* - yes, exactly, you shake the sausage, and *Dip me* - you press the bottom end of the sausage upwards with a flat hand.



Those five movements are used in several game versions: *Hot Dog* is a fast reaction game, the sausage gives orders that you implement and the gaps between orders get shorter and shorter. *Currywurst* is the Party mode, you cannot play alone but need others to play with; you hand the sausage on while the music plays and when an order is given, it is implemented by whoever currently holds the sausage. *Bockwurst* is the memo version, you must implement all given orders in the correct order and then a new one is added. For Currywurst and Bockwurst, too, you can play in the Turbo mode, which activates orders in continually shortening intervals. In general, the game works well; but in the turbo mode misinterpretations of movements can happen; if the fun gets too big and there is too much noise, it can happen, that you do not hear the next order. So what? It is fun to play and the probability of player mistakes is far higher. ☑

INFORMATION

PLAYERS:
1+

AGE:
6+

TIME:
var

Designer: not named
Artist: not named
Price: ca. 15 Euro
Publisher: Spin Master 2017
www.spinmaster.com

EVALUATION

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

Comments:
Quick Reaction and close listening are necessary
* Misinterpretation of movements can happen
* In general, the gimmick works well

Compares to:
Simon, Bop it! and other gimmicks giving orders to follow

Other editions:
Spin Master (en)



STORY MAKERS

FOUR WORDS AND A SECRET END!



More than 100 million stories for the path the the Castle of Dreams. The path is laid out and the story cards are sorted by numbers I to V. From stacks I to IV, one card is displayed and a pawn stands at the start of the path; the rabbit begins in its position on the board.

At the start, players bet on the number of turns that they believe to be needing to guess the

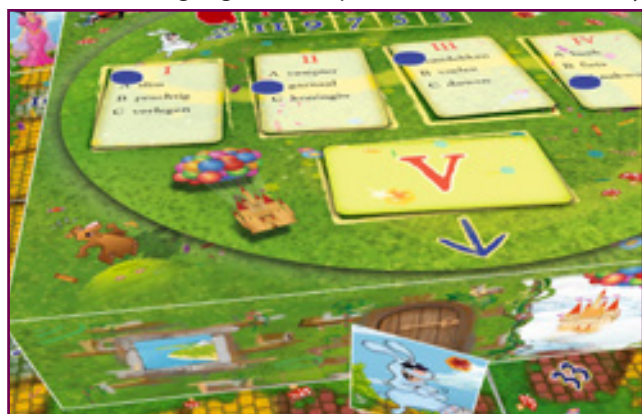
four words of the stories by placing the betting stick. The active story maker selects one of the three words on each of the four story cards, thinks of a story and places a face-down end-of-story card, selected from stack V.

The other players must now guess the selected words and place betting markers on the words on the card, one word per card and round. The story

maker only tells the number of correctly placed markers. For each guessing round, the rabbit advances one step. When all words are guessed correctly, before the rabbit passes the betting stick, the pawn on the path advances accordingly, and all may - for five bonus steps, give a guess at the end of the story. If the rabbit passes the betting stick, the pawn only moves for the number of correctly guessed words and there is no guess on the end. Players can ask for one hint per round. When the pawn reaches the castle within five such story rounds, all win together.

The rules carry suggestions for advanced play as well as for a party mode, a deduction mode and a betting mode, all for two teams.

Once upon a time there was ... Mastermind; yes that's what I was reminded of by the guessing mode. The story maker, however, can render assistance by selecting "conclusive logic" words. ☑



INFORMATION

PLAYERS:
2-10

AGE:
8+

TIME:
45+

Designer: Hans van Tol
Artist: S. van der Vlugt, W. Gibbs
Price: ca. 25 Euro
Publ.: The Game Master 2017
www.thegamemaster.nl

EVALUATION

Word selection, guessing, cooperation
Users: For families
Version: multi
Rules: en nl
In-game text: yes

Comments:
Nice mix of mechanisms
* Good word selection *
Story maker can facilitate guessing by his choice of words

Compares to:
Mastermind for the guessing mode

Other editions:
Currently none



TENNO

POWER, INFLUENCE AND PRISONERS



Feuding princes are at enmity with each other in early medieval Japan; they take many prisoners in their embittered skirmishes and so win favor with the Tenno and influence at court.

Each player holds a set of 11 cards - farmers of values 1, 2 and 3, Ninja of value 4, Monk 5, Ronin 6, Samurai 7+8, Daimyo 9, Shogun 10 and Geisha X. At the

start of the game you place your three farmers face-down in any order of your choice and can never again change the order.

The active player attacks an opponent: You reveal one of your cards, select a card in an opponent's display and compare the cards; usually the higher card wins, unless special effects of a card are applied - Ninja, e.g., has 8 as the attacker, and the Gei-

sha's value is always one higher than that of her attacker, but she is then discarded. When the attacker wins, he gets the losing card, face-down, for his prisoner stack, his own card is put back in place. You can never look at your prisoner stack! If the defender wins, the attacking card is discarded, the defending card back into place. In case of a tie, both cards are discarded. Then you fill gaps in your row with cards from your hand, without changing the order. When the attacker did not lose a card, he can swap a card on display with a card from hand. If the defender won, he may look at one of the attacker's three cards. If someone cannot replenish his row, the game ends and all add the values of cards in their prisoner stacks.

Basically, a simple comparison of strength, in which good memory for positions of cards, your own and that of your opponent, is a deciding element - a nice filler game! ☑



INFORMATION

PLAYERS:
2-7

AGE:
8+

TIME:
30+

Designer: L. Zach, M. Palm
Artist: F. GmbH, S. Kondirolli
Price: ca. 8 Euro
Publisher: Huch! 2017
www.hutter-trade.com

EVALUATION

Bluff, tactic, cards
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Very attractive design *
Quickly explained * Equally quickly played * Card memory necessary

Compares to:
Card games with card strength comparison

Other editions:
Currently none



TERRAFORMING MARS: VENUS NEXT

COLONISATION CONTINUES



After Mars has been terraformed, you now target Venus, a much more difficult undertaking than the terraforming of Mars, introducing a fourth global parameter - the Venus Scale on the Venus board. As Venus is a substantially bigger long-term project than Mars, the scale only goes from 0% to 30% Terraforming, albeit with more opportunities to get Terraform Ratings

(TR) and bonus steps, and as is the case with all other scales, there is no more TR to be got when the maximum has been reached.

The Venus Scale is not a game-end condition and cards relating to global requirements also affect Venus requirements. Then there are bonus levels - a free card for 8% and an extra TR at 16% on the Venus Scale.



Air Scrapping is a new standard project, you increase the Venus Scale by one step or 15 M€, thereby gaining one TR as usual. There are four new regions for cities on the Venus Board, the cities are introduced via project cards in the expansion - Maxwell Base on the Venus surface, Stratopolis in the Venus atmosphere, Luna Metropolis on the Earth Moon and Dawn City, running on rails and moving in accordance with sunrise on Mercury. 49 new project cards comprise five new Corporations and Floaters a new resource; Hoverlord is a new Milestone and Venophile a new Award. After the production phase of a generation, there is a new Solar Phase, introducing support from the World Government for a non-maxed global parameter. This is a coherent, harmonious and challenging expansion for Terraforming Mars, a must-have for fans of the core game, it takes care of the problem of overlong playing time with the introduction of the Solar Phase. ☑

INFORMATION

PLAYERS:
1-5

AGE:
12+

TIME:
120+

Designer: Jacob Fryxelius

Artist: Isaac Fryxelius

Price: ca. 35 Euro

Publ.: Stronghold G. / Fryxgames 2017
www.strongholdgames.com

EVALUATION

Development, worker placement
Users: For experts
Version: en
Rules: de en es fr it nl pl ru
In-game text: yes

Comments:

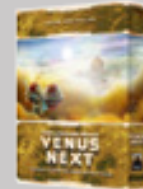
Coherent expansion *
Enhances the challenge
* Topic of the expansion eminently suitable * Solar Phase reduces playing time

Compares to:

Terraforming Mars

Other editions:

Schwerkraft-Verlag (de), Maldito (es), Intrafin (fr nl), Ghenos Games (it), Rebel (pl), Lavka (ru)



THEO TEICHHÜPFER

ENE MENE MUH - MEIN ERSTER SPIELSPASS!

3+

Frogs are jumping into the pond and dive for fishes, pond snails and mussels; when they are tired, they take a rest on the water lily leaves.

Each player has his own mini pond and wants to fill it with booty that he got from the big pond with his frog.

The board, with openings representing two big ponds, is placed on the open game box; the two

ponds are filled with approximately equal amounts of the pond tiles. Each player selects a frog and places the frog joker of the same color into his mini pond.

In turn, players try to let their frog jump into the pond with the help of the seesaw. Before you let your frog jump, you may adjust the position of the game box at your discretion. You can

also decide to play a trial round and to agree on the number of jumps that a player can take on his turn to succeed. If you manage to make your frog jump into the pond, you may either draw a booty tile or select one from the pond to put into your own pond. A tile that does not fit or for which there is no room, is put back. Once in the game you can use your Theo joker and swap it for a tile that you need, albeit not for one of the last two missing tiles. If you are first to fill your pond completely, you win. Theo Teichhüpfer is part of the Ene Mene Muh series, designed as first games for toddlers, and is a very nice dexterity game; the tiles in the pond are double-sided and easily distinguished by shape and image - fishes are oval, mussels are circular and water lilies rectangular; so, for selecting a suitable tile in the Selection variant is very easy. The seesaw works well, and the pond holes are big enough. ☑



INFORMATION

PLAYERS:
2-4

AGE:
3+

TIME:
15+

Designer: Ingeborg Ahrenkiel

Artist: Eva Künzel

Price: ca. 17 Euro

Publisher: Schmidt Spiele 2017
www.schmidtspiele.de

EVALUATION

www.schmidtspiele.de
Users: For children
Version: multi
Rules: de fr it
In-game text: no

Comments:

Series Ene Mene Muh *
Familiar concept * Nicely varied * Very attractive components * Trains coordination and concentration

Compares to:

Other catapult games

Other editions:

Currently none



TIEF IM RIFF

DISCOVER OCEAN ANIMALS

5+

A clownfish and his three friends want to find out how many different ocean animals live in the coral reef, and by working together they can find out more than each one by himself. Round tiles, showing between one and four ocean animals, are distributed face-down on the board. The active player rolls the die and moves a fish pawn accordingly, along the paths

in direction of the arrow fishes. Fish pawns can move any way, but never against the indications of the arrow fishes. Players confer on which case the active player moves which of the four fish pawns. The more fish pawns are together on a case after the move, the more ocean animals can be found. When the fish pawn that was moved is alone on a case, you reveal a tile with



one ocean animal - the number of animals on the tile is indicated by bubbles on its back side. When several fish pawns are on a case, you turn up the same number of animals; they can be on several tiles, if the total number of animals equals the number of fish pawns on the case. If there is no suitable tile, you may swap tiles; that is, you can, for instance turn up a 3-tile and turn down three 1-tiles, so that you can then turn up two 1-tiles for two fish on the case. A kraken case allows you to select a number of steps between 1 and 6, but only if you rolled a 6. If a fish arrives back at the starting case, he must wait there for the others. If all animals are found before all fish are back at the start, all players win together. Pretty, colorful, simple and an ideal game to practice cooperation and planning, the swapping mechanism is help and challenge at the same time. ☑

INFORMATION

PLAYERS:
2-6

AGE:
5+

TIME:
20+

Designer: Alex Randolph
Artist: Doris Matthäus
Price: ca. 18 Euro
Publisher: Amigo Spiele 2017
www.amigo-spiele.de

EVALUATION

Cooperative, roll & move
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Re-implementation of Der Rattenfänger von Hameln *
Nice topic * Good practice for cooperation and planning * Very attractive graphics

Compares to:
Cooperative planning games

Other editions:
Currently none



WAT'N DAT?

TWO DISCS, ON STICK - A BAR-BELL?



8+

Describe a term, but somewhat differently - not by gestures, not by drawing, but with the help of wooden sticks and wooden discs.

Each of the two players in the active team receives half of the components, that is, five long sticks, three short sticks, one big blue disc and one small red disc, players sit next to each other. The player sitting to the right

draws a term card, the number on top of the draw pile determines, which term on the term card is used.

From the moment the term card is touched, any form of communication between team partners is prohibited; both alternate turns to place any piece of their choice to form the term; pieces are always laid down flat and next to each other, never up-

right and never on top of each other. Relocating of shifting a piece that was placed is also forbidden. The other players should guess the term within 50 seconds; they may call out any number of terms in any order of players or terms; team partners may only use hand gestures to indicate how far or near players are from the correct term. When the correct term is named, both team members and the correct guesser score one point each. When the term is not named 15 seconds after the team finished placement, the round ends without scoring. The left player in the first team and his left neighbor form the next team. When all players have been team partners equally often, the player with most points wins. Sounds easy, but is not that easy, because everybody has a different idea of how to form an UFO; however, the game is well-made, very good fun and lovely entertainment. A nice re-edition of the game! ☑



INFORMATION

PLAYERS:
3-8

AGE:
8+

TIME:
20+

Designer: Claude Weber
Artist: not named
Price: ca. 13 Euro
Publisher: nsv 2017
www.nsv.de

EVALUATION

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

Comments:
New edition of Wat'n dat?,
ASS * Very good rules *
Nice variant in the definition game genre

Compares to:
Wat'n dat, ASS; Was'n das?, Ravensburger

Other editions:
Currently none



CRISIS THE INVENTORS

Publisher: LudiCreations 2017
Designers: Pantelis Bouboulis, Sotirios Tsantilas



Axia must be lead out of recession and crisis. In a round, you deal with phases Event, Loan Interest, Planning, Actions and Evaluation. If you cannot pay interest, you take penalty tiles. To plan, you set managers on available action slots. When finances are in the black after seven rounds, Axia has survived the crisis, you can pay back loans and calculate your victory points. The Inventors = 2 tiles, in Diesel Demolition Derby. Each inventor is an Engineer Employee, +1 Modifier, working as a Battlemekk Designer, who can control his creations and will deploy them. Can be used as Bonus Engineer Employee.

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

Expansion for Crisis for 1-5 players, ages 14+

EXIT - Das Spiel Die Drei ???

Publisher: Kosmos
Designers: Inka and Markus Brand



Das Haus der Rätsel - A Live Escape Game – A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks. With a decoder disc, a book and an image of a room, showing items with symbols, as well as the components of the game - which can only be used for one game - you need to find the solution. In the new system of difficulty levels, "Das Haus der Rätsel" represents the "Level Einsteiger". Die drei ??? invite guests, but have themselves disappeared when the guests arrive.

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

Live Escape game for 1-4 players, ages 10+

FOOD FACTS

Publisher: Haas Games
Designer: Simon Haas



Food-Fact cards need to be assigned correctly, based on data assessment. You hold two scoring chips and are dealt food fact cards, which you lay out with face-down numbers. A category card is turned up and one food fact card placed next to it, again with numbers face-down. The first player puts one of his cards to the left or right of this first card, if he believes the value of his card in the current category to be higher or lower than that of the first card, respectively. The next player can place a card wherever he thinks it belongs or doubt the display; whoever is correct in case of doubting, receives scoring chips.

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

Assignment game for 2-6 players, ages 10+

KLEINER FUCHS TIERARZT

Publisher: Haba
Designer: Kristin Mückel



Little Fox is holding surgery in the tree house. 30 patient tiles show animals and the necessary medicinal products to heal them; they are stacked openly in three stacks, and each player take a vet tile. The active player rolls all three dice and compares the result with the products necessary to heal the visible patients - you may re-roll twice, and can set aside and re-roll dice. If you have rolled the products necessary for a patient, you take this tile and need to collect another such patient. Whoever has healed five different animals first, wins.

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

Dice game for 2-4 players, ages 4+

LOGEO RATIO

Publisher: HUCH! & friends
Designers: Michael & Robert Lyons



A board with nine squares, nine game pieces in three shapes and three colours - this is all the equipment in Logeo. Important is the book of tasks or challenges, the directions in there determine the possible places for the pieces on the board. In the easy tasks there are concrete directions, later on one only sees the places where a piece must not be places, or there are several possibilities for a stone or either-or-alternatives.

New edition, first edition 2004

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

Logic game for 1 player, ages 6+

LONG LIVE THE QUEEN CLASSIC EDITION

Publisher: LudiCreations
Designers: Circle 3D6, Alvin Chen



Axia, the Queen of the Underworld, ist dead - syndicates fight for her succession. For this, you either collect three prestige markers of each type or cause turning over of the opposing princess. Each player has 12 cards, puts the Princess open-faced at position 7 of the number track and distributes the remaining cards as required. A secret Master determines the abilities of two recruits. The active player rolls dice and reveals cards of those values or activates cards already open and resolves them, and can also relocate a card. Card activation can give you prestige markers. Also available as *Long Live the Queen Dieselpunk Edition*.

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

Conflict game for 2 players, ages 14+

MONOPOLY JUNIOR CARS 3

Publisher: Hasbro



A new edition of Monopoly junior on the topic of Cars 3. Players use cards as playing pieces and move them around the board, resolving the effect of the case on which the move ends - Buying a free lot, pay rent on lots owned by other players, take money when moving over "Los", resolve an event, pass a turn on "Frei Parken" or go to prison. Houses and hotels have been left out, and the real estate lots are illustrated with images from the film. If one player is out of money, you win with most money.

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

Monopoly variant for 2-4 players, ages 5+

QWIRKLE MB-SPIEL

Publisher: Schmidt Spiele
Designer: Susan McKinley Ross



You form and elongate rows of the same color or shape for points! You draw 6 tiles and lay out a row, if you have most correlations in these tiles. Then you can place one or more tiles to form new rows or extend existing rows or exchange 1-6 tiles. In color rows, each shape can only be present once, and in shape rows each color only once. Newly placed tiles must have contact to other tiles already placed, but not necessarily to each other. You score points for each tile in each row that you form or extend. Two mini expansions introduce action and special tiles; if you draw them you keep them for later use and draw a replacement tile.

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

Tile placement game for 2-4 players, ages 6+

TIMEBOMB EVOLUTION

Publisher: New Board Game Party
Designer: Yusuke Sato



Variant of TimeBomb and TimeBomb 2: You embody, randomly determined, a terrorist wanting to detonate a bomb or a member of a SWAT team wanting to defuse it. Players can discuss gameplay, but beware of being misled by members of the opposition! The active player reveals a card in front of another player. Terrorists win, when the bomb explodes by being revealed; the SWAT team wins, when it is defused by revealing all "success" cards. In *TimeBomb Evolution*, conditions for explosion change: The bomb explodes, when four threats of the same color are revealed. Other conditions in the game may change too.

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

Deduction and communication for 4-6 players, ages 10+



Frohe Weihnachten Merry Christmas

IMPRESSUM

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

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

English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

KEN FOLLETT DAS FUNDAMENT DER EWIGKEIT

Ein Spiel von
Michael Rieneck

