agra

a game by MIKE KELLER

art by MICHAEL MENZEL

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 61 GAMES

EMPEROR'S NEW CLOTHES AND BOOKS AND PAINTINGS AND STATUES AND …

AGRA

ONE ACTION PER ROUND IS NOT ENOUGH

Agra takes us to India in 1572. Mogul Akbar the Great celebrates his 30th birthday. We are ambitious owners of huge estates and set out on the road to Agra to delight the Mogul by giving him sumptuous gifts. During our travels, we try to woe influential Notables and to do a lot of business with the products of our estates - because only one of us will arrive in Agra as the richest trader.

The game runs in turns until one of three game end conditions is met. If you are the active player, you do one main action. For this action, you place a worker on a case. If there is an opposing worker already in position there, you simply give him back to his owner, who receives a Favour from stock, which is an advantage for him. However, should the ousted worker be meditating, his owner does not receive a Favour. If one of my own workers is already there, I must pay money to do the action of the case.

Action cases offer:

- Building of new production buildings, which costs you resources, but yields money and other small bonuses.
- Delivery of goods to guilds or to notables, which yields money and also influence with the three guilds and maybe permanent support from the notables.
- Exchanging of goods, including previous manipulation of costs.
- The development of your own plantations and improving of the meditation ability.
- Production of the four basic resources - there is an action case for each individual resource.
- Processing / improvement of resources. The respective production building must be constructed, and the necessary basic resource must be available. In principle, there are two improvements for each basic resource. One of the improvements can then be processed again.

So far so simple and not really new!

BUT … (and this is a fat emphatic **BUT**)

… in addition, each player in his turn, has, before his main action, the option to let any number of his workers in cases meditate, if they not already doing it. This gives you meditation points, which you can use for various meditation actions, for instance to exchange or deliver goods.

… in addition, each player has the option to do, after his main action, a delivery to one of the guilds or to the Mogul.

… in addition, each player has the option, at any time during his turn, to do any number of additional actions. To do such actions costs Favour or certain resources; the additional actions allow various things, and it is even possible to acquire new additional actions during the game.
So, you have a freaking lot of options!

And herein lies the great strength but also the great weakness of the game.
In Agra, it has never happened to me that I got the feeling that I cannot do anything. On the contrary, usually there a lot of good and nice options from which I need to select the best one. This induces pondering. The judge which option really is the best one, is not really easy, because in my next turn I again have a lot of options, and there are also some interactive elements in the game.

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scoring board is without doubt an eye-catcher, but basically unnecessary, and that a cheaper, two-dimensional board would be more practically. In other cases, too, smaller markers would have been more sensible.

Nonetheless, my criticism is done on a very high level, all in all, Dutch publisher Quined Games has done an excellent Job. The Designer of the game is Mike Keller, you might know him from La Granja.

Depending on my fellow players at the table, the resulting downtime can be rather long. So, I would not unconditionally recommend playing the first few games of Agra with the maximum possible number of players, which would be four players. In a game of two or three players, the game flow is rather quicker. Due to its complexity - Agra tops the scale here due to its plethora of options - Agra is clearly targeting experienced players with a lot of staying power and patience. For the explanation of the rules alone I would set aside at least half an hour. For reading the 28 pages of rules, a lot more time. The rule book is provided in four languages - English, German, French and Dutch - and is very well written per se.

Markus Wawra

I am a fan of complex strategy games; therefore, Agra is exactly my game. As regards to options in a game turn, there is scarcely a game that can hold a candle to Agra. Small deductions result from a little lack of elegance and a big danger of huge downtimes in Agra.

In all other aspects, Agra provides sumptuous components. The first impression is of opulence. A huge game board, a three-dimensional scoring board, four player boards, numerous wooden markers in unusual colors - neon-yellow, magenta, turquoise and orange - and various small components. The box is filled to the brim and weights several kilos. If you take a close look, however, you note that the quality of the components does not meet highest expectation, for this we have seen better producers. The graphic design, however, is really beautiful, thanks to Grand Master Michael Menzel.

All in all, due to the plethora of components, the hefty price of ca. 65 Euros for Agra is justified, albeit with me being of the opinion that the three-dimensional

To summarize, Agra comes with a clear recommendation for friends of highly complex strategy games. All others will probably quit at the stage of reading the rules, the latest. ☑

Markus Wawra

INFORMATION

PLAYERS: 2-4
AGE: 12+
TIME: 120

Designer: Mike Keller
Artist: Michael Menzel
Price: ca. 65 Euro
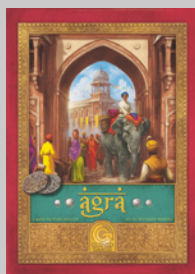**Publisher:** Quined Games 2017
www.quined.nl

BEWERTUNG

Trade**
Users: For experts
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Highly complex - four types of actions in a turn * A lot of options * Very good rules * Sumptuous, unusual components

Compares to:
Vinhos, Grand Austria Hotel

Other editions:
Maldito Games (es), announced

My rating: ★★★★★

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

International Toy Fair 2018 at Nuremberg - THE event for professionals and , as always, an indicator for Trends, developments, changes and innovations or alterations. In the board game segment there are a lot of changes happening right now, the landscape of publishers and producers keeps changing: Asmodee is negotiating with Rebel.pl and Lookout GmbH has joined Asmodee as a new independent game studio. Due to this transition, we must say goodbye to Mayfair Games, they have decided to go out of business after 36 years. Thank you to Darwin and Peter Bromley, Loren and Larry Roznai and all the Mayfair crew for many good games and many hours of entertainment!

Amigo is expanding and going international with a daughter company in US, Amigo Games Inc.

You will find more on the new games shown at Nuremberg in the coming issues, a few are already presented in this issue.

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

YOU CAN ALSO ROLL FOR RUBIES

ISTANBUL DAS WÜRFELSPIEL

DICE AS ASSISTANTS

`8↑`

After Istanbul the Board game was awarded Kennerspiel des Jahres in 2014, a card version of the game and another smaller version were only to be expected.

To begin with: Istanbul the Dice game relates to the board game only as regards to the graphic design and the topic but is excellently made and lots of fun.

My expectations about the game have been very high, as I like the board game exceedingly well. While reading through the rules I was a bit sceptic as I noticed immediately that Istanbul the dice game works very differently from Istanbul the board game. But already during the first game I was more than positively surprised by the game.

As in the board game, you must collect rubies in the dice game to win. The assistants, represented by discs in the board game, are here represented by dice.

Aim of the game is to be first to acquire six rubies, or, in case of four players, five rubies. Dice show four commodity symbols in colors of red, yellow, green and blue, the fifth side shows money and the sixth side a card symbol

At the start of the game you place the board on the table and place rubies on it according to the symbols on the board. Money (Lira) and commodity tokens are set out next to the board. Then the Bazar cards are shuffled and put face-down next to the board. You also shuffle the Mosque tiles and display six open-faced next to the board, the rest is stacked face-down.

The game is played in rounds. The active player rolls five dice.

He then has two actions to use the result of the roll to acquire money, crystals, cards, tokens or maybe even rubies.

You can use your dice result to:

- Take a commodity token for two dice showing this commodity symbol; a commodity token can be used instead of a die.
- Take a crystal for two different commodity symbols on dice; if you discard a crystal you can re-roll any number of dice.
- Take a brown commodity token for any three different commodity symbols. Brown tokens are jokers and replace any other commodity symbol or token.
- Take two commodity tokens for four different commodity symbols.

- Take two Lira (Money) for each money symbol.
- Reveal 1 Bazar card for each card symbol. Select one of the cards and resolve its action; if the card shows actions for all players, they can resolve the indicated action.
- The Mosque tiles show symbols in their top rows. To acquire a Mosque tile you must have rolled the indicated symbols or supplement the dice result with suitable commodity tokens. Mosque tiles are vey powerful and give you additional income or additional actions.
- The last and most important action is the acquisition of rubies by spending money or discarding of commodities; lacking symbols on dice can be replaced with commodity tokens.

Mosque tiles provide various additional actions:

- You receive three Lira at the start of your turn
- You may reveal one Bazar card at the start of your turn and implement the action indicated on the card.
- You receive one crystal at the start of your turn.
- When you do the action „take money", you receive a commodity token of the

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depicted color.

- You can do one additional action in your turn.
- You roll one additional die.

The actions provided by Bazar cards are also very different and some of them are very powerful, especially the four cards that enable players to acquire a ruby directly, as you can take any ruby of your choice off the board.

Naturally, the chance element in this game is very dominant, as the dice results are the deciding factor. But as you must decide which dice you use in which way, the tactical element in the game is equally dominant, and the game is even strategically challenging.

Maria Schranz

An excellent dice version of the board game, which transports the essential mechanisms very well; the board game, however, is a tad more plannable.

In your turn, you always have several options and there are many different situations in which it it not easy to find the optimum move. Very often, the dilemma of selecting an optimum move for your result is challenging, as you of course cannot predict the result of the dice roll in your next turn and you therefore have problems to decide which commodity tiles to keep for next round.

The Mosque tiles very much enhance the tactical-strategic options, and yet it can happen that players who manage to achieve very good dice rolls can win without owning such Mosque tiles.

Nearly all games vary a lot during phases of the game, therefore the game has an extremely high replay value and provides fun for beginners as well as for experienced players.
Rüdiger Dorn has created a cute and fun game, which more than enough caters to high tactical-strategical demands of players despite its rather simple rules. The graphic

design by Andreas Resch is very nice and also adds to the replay value of the game.

A rather interesting factor in all our games was the very different ways in which various players made us of similar or identical dice results for their actions. The options for the use of dice results are manifold and - depending on the player type of rather cautious or willing to take risks - the dice results are used very differently.

Conclusion: After quite a lot of plays, I like the dice game maybe a bit better than the board game, despite the fact that the board game is plannable a bit better. I can recommend the game to all kind of players; I would rate it as a family game, but it can provide lots of fun for very experienced players as well as for beginners. ☑

Maria Schranz

INFORMATION

Designer: Rüdiger Dorn
Artist: Andreas Resch
Price: ca. 18 Euro
Publisher: Pegasus Spiele 2017
www.pegasus.de

PLAYERS: 2-4
AGE: 8+
TIME: 40+

BEWERTUNG

Roll dice
Users: For families
Version: multi
Rules: de en fr nl pl
In-game text: no

Comments:
Simple, easy rules * Many action options * Chance balanced by tactical and strategic decisions

Compares to:
Cant's Stop

Other editions:
AEG (en), Matagot (fr), Portal Games (pl), White Goblin Games (nl),

My rating:

HOW TO BECOME A POWERFUL MASTER OF LONDON

GUILDS OF LONDON

DIE ZÜNFTE VON LONDON

Guilds of London use a mix of known mechanics to promote the players' representatives to the role of "Masters" of the Guilds in the medieval city of London. "Tiles" are used to set-up the board, "cards" will suggest the objectives and the possible actions and "workers" are placed in the right places to execute those actions. Being mainly a "card game" it is important to search for the better combinations (with the cards in hand) and to hope for

tory Points (VP). 105 "action" cards (in five basic colors, each of them bearing one or two colored standards) are the real heart of the game and each player receives 16 wooden meeples (the workers) with 8 black meeples to be assigned as a prize. A deck of "Mayor" cards provides the objectives of the game. All the components are of decent quality but, as usual, it is strongly suggested to protect the cards with transparent sleeves as they are very

allows the movement of workers on the board; green help to acquire extra cards at the end of turn; finally, pink cards are more flexible and have very different effects. Every action is explained with "icons" and the latter are the only real problem for the first game or two as you constantly need to refer to a summary chart to understand their meaning. This, of course, initially slows down the game, but after a couple of test the players will remember each of them and rarely must refer to the rules for their use.

The "Mayor" cards also are not easy to understand: but each of them has a letter (from A to U) printed on the bottom right and you need to check a grid where their effect is listed in alphabetical order. It is

some luck at the right moment.
Opening the box, we immediately note that no board is provided: it will be formed in various steps with 40 large tiles (70x70 mm) while a small board is used to host the "plantation" and to record Vic-

much used.

The color of the Action card shows their "special" use: yellow cards bring new workers on the board; blue transfer workers from the board to the "Plantation"; red

important to immediately check which bonus they offer because they are calculated only at the end of the game and therefore your "general strategy" should be addressed from the beginning. More "Mayor cards" are taken during play (usu-

ally you will pick up one or two of them to finally select one) so it is important to understand which ones are better suited for your game.

Game set-Up

The two "Guild Hall" tiles are placed on the board first, together with the special tile "Church of St. Lawrence Jewry". Then another 9 tiles, randomly selected from the complete deck, are wrapped around the first three. Each tile shows 1 or 2 colored standards on the top right side, a number on the top left, and a bonus that will be assigned to the player that will become the Master of that Guild. A circle is printed on the bottom left side and a "bonus" disk should be randomly sorted and placed on that position: it will be assigned to the player that arrive second.

Each player places 4 workers on the Town Hall and a special silver pawn (the Sacristan) is positioned on the lower numbered tile (we may see it on the bottom right tile on Picture 2). Then the players

take 6 Action cards and 3 Mayor cards, of which they select one only. The "planation" board, with the turn track, is placed beside the tiles on the table and it receives a plantation tile, the black meeples and the deck of Mayor cards.

The players now decide the initial turn order and place a disk of their color on the turn track. The game may start (Picture 3)

On his turn each player may do one of the following actions:

1 – Play one or more cards to bring new workers from the reserve to the Town Hall

2 – Play one or more cards to move workers from the Town Hall (or any tile) to a new tile with the standard of the same color of the played cards.

3 – Play one or more cards to use their "special effects", paying their cost (from 0 to 2 cards). Please note that there are no "coins" on the game as each card has a coin printed on is back and therefore any of them may be used to pay the cost.

Finally, the players will draw two cards from the deck, if they used at least one, or four cards, if he did not make any action. You make keep up to 7 cards in your hand.
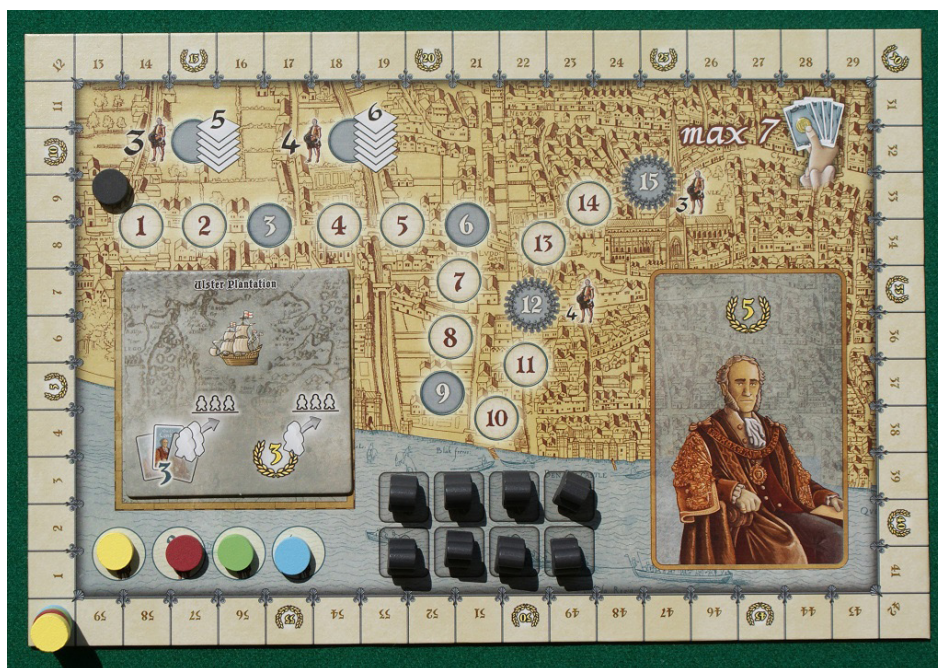
The main goal of the game, obviously, is to obtain "Guilds" and this is verified at the end of a complete turn. As you may see on Picture 4, each Guild tile is characterized by one or two colored standards (on its top right), a number (top left), a reward for the player who will get the majority (icons on the middle) and another reward for the player arriving second (using round tokens randomly placed on each tile and, sometimes, by an extra icon).
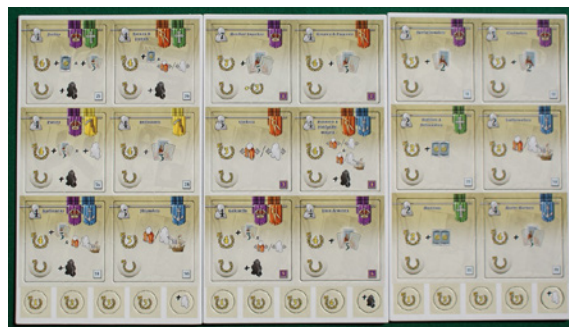
To obtain a Guild (and its reward) a player should have most workers of his color at the end of a turn while the total number of workers matches or is higher than the number on the tile. The Sacristan, if present, helps in getting the right number. Then the tile is turned over and all the workers are moved back to the Town Hall: only one of the winner's workers remain on that tile and his considered a "Master". Guilds are assigned one after the other, starting from the top left ang proceeding down to the last tile on the bottom right.

After that the turn token is advanced one case and the new playing order is determined: the first player of the next turn is the one with the lower VP total. If the turn token arrived on a "grey" case, there is a further phase where the Plantation is checked if there are workers there: more VP are assigned to the first and second players. Finally, new tiles are added to the board enlarging the town of London. In the last turn (the length of the game depends on the number of players) the "Mayor Cards" are revealed and their VP are assigned as well. Each couple of adjacent Guilds with Masters of the same color also adds 1 VP. The higher total wins the game and probably the player will become The Great Master of London's Guilds (see Picture 5 – A game in process)

The heart of the game is obviously finding the winning "combos" with

- Company Hall: take 1 or 2 neutral workers
- Lord Mayor Parade: you select which color is Master (for the final objectives)

Guilds of London is not a difficult game to learn, but it uses so many icons that casual players may be confused. Another problem may be the necessity to search for and to use "combos", because not all like this kind of mechanics. For the above reasons I cannot recommend this game to Families or causal gamers. But it is OK for regular and expert players, unless they do not like a good percentage of "luck" in their games.

A complete section of the Rules introduces also the "solo" game, where you play against "Boris" (who will always play second and will place 3 workers per turn in tiles determined by drawing action cards and looking at their standard's color). I tested it a couple of time and I think that you must play very competitively to win. I suggest all the owners to try it. ☑

Pietro Cremona

the cards: initially the players should be guided by the "objectives" of their Mayor cards and they will try to win the related Guilds as soon as possible. But during the game it is necessary to get extra objectives and possibly select the ones closest to the initial strategy: unfortunately, this often will not be possible, so the players should be prepared to change their tactical goals and adapt their play to the cards that they have in hand.

Pietro Cremona

Guilds were the base for commerce in Medieval London, but to get them really needed fierce fighting.

As it happens in all games guided by cards (particularly when you need to form "combos") if Lady Luck does not give her help it may be possible that your game becomes difficult as you see your "objectives" captured by your opponents because you cannot find the right cards to move your workers and to dispute the Guilds. Some pink cards may help but, again, you should be able (or lucky) to find them in time. Do not forget that if you feel a bad moment you may always skip a turn and get 4 cards: during our test this was sometimes the only way to adjust a very negative situation, even if precious turns were lost.

If you were patient enough and able to accumulate some good combinations you could also try to counter-attack, trying to take more than one Guild per turn, especially when you are the last player and you may distribute your workers

without fearing any reaction from your opponents. Of course, you probably already collected some "yellow" cards to bring 3-4 new workers on the Town Hall and immediately switch them to the selected Guilds (may be with the help of "red" cards) and win them all. This may happen 3-4 times in each game so, again, if you feel bad do not surrender, because you may take by surprise your opponents when they do not expect such a strong attack.

But there is another way to create "panic": the black workers! They are assigned as a reward during the game and are used during the Guild's assignment phase. Any player may send back to the Town Hall one colored worker in exchange for a black one. Let's make an example: A Guild numbered "5" already has 3 yellow, 2 blue and 1 red workers, so it will be assigned at the end of the turn. But BLUE owns two black workers while the others have none, so he may displace two yellows and win.

There are also 5 "Special Tiles" and each of them has a particular bonus:
- Church of St. Lawrence Jewry: is placed on the board at the set-up and let you draw four cards from the deck (a strong move in the first turns)
- University of London: you may keep 8 cards on your hand (instead of 7)
- Gog & Magog: if you have a Master on this tile you win all the following "draws"

BEWERTUNG

Majorities, worker placement
Users: With friends
Version: de
Rules: de en es fr it pl
In-game text: no

Comments:
Basically, easy to access * Plethora of symbols can be irritating * Good for experienced players * Nice solo version

Compares to:
Worker placement games using card combos

Other editions:
Tasty Minstrel / Surprised Stare (en), Czacha Games (pl), 2Tomatoes (es fr it)

My rating:

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36   www.gamesjournal.at

KARMA AND TACTICS

RAJAS OF THE GANGES

THAT'S HOW YOU GET RICH AND FAMOUS

Chips for victory points, a Kramer track, all water under the bridge, two Kramer tracks are the hype of today, one track for fame in clockwise direction, one track for money in counter-clockwise direction. The winner is not, who is furthest ahead one of those tracks, but the player who manages first that his markers on the track meet or even pass each other. As the game title already announces, we are Rajas or Ranis in India who try to acquire fame points in their provinces by - among other things - constructing of the maximum possible number of valuable buildings, and to earn money my multiple use of various markets.

Essentially, the game is a Worker Placement game, in which the placement of workers sometimes costs money - is marked on the money track - or must be paid for by placement of dice of a certain color, regardless of the value, or of dice of certain value, regardless of which color. By the way, we begin with three workers and can acquire a maximum of five in the basic game - one of them sits on each of the tracks, one on the River Ganges, and if you already own five, you must remove an eventual 6th from the game. And NO, workers need not to be fed or paid in whatever way. Furthermore, we begin with one dice in each of the four colors; dice that you receive are immediately rolled and placed on one of the maximum ten cases on your own Kali statue.

The large game board shows the river Ganges in the middle, complete with various

high-yield bonus cases; during the game we advance our ship on Ganges to acquire one or other of the bonuses in those cases. The rest of the board is divided into a Quarry, a Market place, a Harbor and the huge Palace. Even if not recognizable at first glance, I have counted 37 cases offering options to place my workers, 19 of them in the palace alone. This is getting near to "Ein Fest für Odin" or "Arler Erde". In addition, each player receives a province board, also featuring bonus cases at its edge (for new dice, fame points, money or similar things), for bonuses, provided those cases are connected by paths on province tiles, which we will acquire.

Exactly this, that is, acquiring those tiles, can be done, by the way, by placing a worker for money into the quarry. We select a tile and discard one or more dice of the required color to achieve or surpass the indicated value of 4 to 10. The tiles show either buildings - there are four different ones - or markets - there are three different ones. Of course, the tiles with more buildings and/or markets of higher value are more expensive. Especially important are the paths, the more of them lead to each edge of the tile the better, because there must always be a path leading to the residency in the middle on top. Money remuneration from markets are paid out immediately, and maybe several times later again due to the market action; buildings give you fame points according to the respective upgrade level of the player. Each building begins at upgrade level Two and the level can be raised due

to upgrade cases in several places, which is rather important as you definitely will end up with several buildings and thus fame points during the game.

As I have already mentioned, the market actions enable you to score markets again that you have already acquired and thus acquire some not altogether unimportant sources of income. On one of the "mixed goods" cases you score exactly one market - of course the most valuable one - of each type of good. With maybe three different markets Three, you accumulate a tidy sum with a revenue of 9 money units = advance on the money track, albeit achieving three different markets of value three money on your province board is a feat that is not easy to achieve. The other market cases allow you - for discarding any die, the number of pips is the deciding factor - to score the corresponding number of markets for one type of good, that is, maximum six markets.

To focus on all the possible action in the palace, would be too much of a good thing and to beyond the scope of this review. Let me say, that there are cases which allow you to re-roll a number of your dice, then there are of course cases to acquire additional dice and others to swap one die of a certain color, regardless of its value, for two dice of the same color in another color. But most important are the six placement cases of the palace chambers; they require

a die of a certain value, in any color. You are rewarded with such fantastic things lice scoring two fame points and be starting player of the next round; or you might receive two Karma points and a new die, or a building is upgraded, and you get three money units, or have the option to cover a province tile with a tile of higher value and only having to pay with dice for the cost difference

By the way, the board also shows a Karma track of 0 to Three, which enables you to shed a Karma point to turn a die to its opposite value. The chamber case with value 6 - unfortunately very expensive - lets you move your ship forward on the Ganges exactly by six free cases and cash the bonus of the arrival case; it is important to know that the river cases further back offer higher revenues than the cases at the beginning of the river.

This takes us to the last area of the board, the Harbor. Here the lower values of dice, from 1 to 3, are in demand. With a value 1 you can move forward by one empty case, for a 2 you can move one or two cases accordingly and a 3 gives you movement between one and three cases. As already mentioned, each river case awards you a certain bonus, for instance upgrades of buildings or various market scorings.

Gert Stöckl

A worker placement game with some luck of dice and a very interesting determination of the winner, which invites you to experiment

Again, the various bonus cases if you reach a certain position on the track and the bonus tile for each player on the money track, which is always moved on to the next bonus case when you reach it, and is turned over there, and all the other de-

tails must remain unmentioned in detail, as that would be beyond the scope of this review.

Conclusion:
Yes, there is, a bit of luck in the rolling of dice and higher dice values for buying the valuable province tiles are more in demand than the lower ones for the harbor, but, still, there is the option to use Karma points to turn dice over to their opposite side.

Unfortunately, there is no option to change the value of a die by exactly 1. It you urgently need a value of 5 (builder to build over a tile) and the dice, round after round, do neither show 5 or 2 (to turn them with Karma), you can talk about unlucky rolls. And this can leave you feeling rather frustrated. But if you can live with this and love Worker Placement games, as I do, then I can absolutely and warmly recommend *Rajas of the Ganges* to you, you can't go wrong here. The two scoring

tracks that run in opposite directions are a very interesting details and something new in a „big" game. I would also like to mention two variants - one of them enables you to improve bonus cases on the province board; the other version lets you change the pre-determined cases on Ganges randomly by placing tiles. ☑

Gert Stöckl

BEWERTUNG

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

Comments:
Challenging game * Enormous amount of options * Gaming experience necessary * Some element of chance due to dice

Compares to:
All worker placement games, e.g. Russian Railroads

Other editions:
999 Games (nl), Egmont Polska (pl)

My rating:

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

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27
RAISE THE TOWER!

9↑

In accordance with the name of the game you play with 27 discs and try, by stacking them, to achieve a higher tower than your opponent. Seven grey discs are laid out in a row between players; at each end, a red disc is placed. Each player has nine discs, black or white, and stacks them on the red disc at his end of the row.

Players alternate turns; the active player counts his towers, that is, stacks with a disc of his color on top, and then moves one of his stacks in total or any number of discs, even only one, from a stack as many steps forward, and never back; grey discs are the stepping stones and stay in place. Opposing discs can be taken along. You must move the exact number of steps and must arrive at the opposing red target disc, where you make your final stack, with an exact number of steps, too. There can be opposing discs in the stack, it is only the height that counts. When no-one can make a move anymore, you compare height of the end stacks, the player with the higher tower on the opposing red disc wins.

In a version, a grey disc is considered part of a stack and can be moved along, which of course shortens the path; grey discs count towards the tower height. If you want an even more difficult game, you consider the red discs as moveable, too, and can take them along; you then simply compare the end towers in the row.

An excellent start for a new, as yet nameless series of games from Steffen Spiele; they are meant to be quick, good filler games in boxes of the same size, and this goal was very well met with 28 - challenge, tactic, planning and no definite winning strategy. ☑

EVALUATION

Abstract, stacking
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Part of a series in the same box size * Abstract * No clear winning strategy

Compares to:
Stacking games for height

Other editions:
Currently none

ALI BABA
COLLECT MAGICAL TREASURES

8↑

Ali Baba collects treasures in the Robbers' Cave; but he is very particular and not only tries to collect as many treasures as possible, but also tries to collect as many treasures of the same kind as he can, and he uses the magic of treasures to best his opponents.

Treasure tiles are laid out on a 5x5 grid in four levels, the bottom three levels are laid out face-down, the top level openly, surplus tiles are set aside unseen.

The active player has a turn of three parts: 1. He takes one of the open tiles behind his screen. 2. He reveals all uncovered, face-down tiles in the levels. 3. He uses the magic of the taken tile according to its background color, resolving it immediately. When all tiles have been revealed, you score - at the end of the current round and then a final turn for all players - groups of treasures according to their size.

In the version Equal Treasures for a more tactical game you remove one type of treasure, so that the number of treasures of each kind is known. The version Smaller Cave for 2 players is played on a 4x4 grid with only seven types of treasures. In Aladdin's Lamp you set aside six random tiles and, whenever you take a Lamp tile, you can either use the magic of its background color or swap the lamp for one of the set-aside treasures and use the magic of this treasure.

Ali Baba is a very well-working and well-made family game, offering more tactics than expected despite a high factor of chance; magic of the tiles can give you solid advantages and sometimes you take a tile that is not so valuable for yourself, but avoids a high score for another player. ☑

EVALUATION

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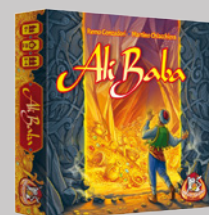Rules: de en fr nl
In-game text: no

Comments:
Good family game * Excellent mix of luck and tactics * Pretty component * Attractive variants

Compares to:
Collecting games with step-by-step revealing

Other editions:
Currently none

ALL YOU CAN EAT
FOOD CHAIN FROM WORM TO FLEA!

`7↑`

Cards show worms, birds, cats, dogs and fleas, with stars for the value of the card and with a little symbol for the animal that is directly below the animal in the food chain - a bird thus shows a bubble with a little worm. Each player has a set of nine cards, including 3 worms, 2 birds, 2 cats, 1 dog and 1 flea; the starting player hold the alpha animal card.

In every round, nine turns are played. In a turn, you play one card face-down on the table. Then all cards are revealed, and animals eat: If you played a worm, you do nothing. All who played a bird, take, starting with the alpha animal, one worm from the table and put it under their bird - it can happen that not everybody gets something. After the birds, cats eat birds,

dogs eat cats and, finally, fleas eat dogs, of course always including all cards previously eaten by an animal. When there is only one animal of a kind on the table, it eats all immediate food chain neighbors, thus, a flea can maybe eat two dogs. When all have eaten, animals who did not eat and were not eaten, are moved to the middle for the next turn; a flea, however, is taken out of play, because it cannot be eaten in the next turn.

After nine turns, all make a note of the sum of stars on the cards they could eat. Then, all get back their set and the alpha animal is passes to the next player. When everybody had the alpha animal once, you win with most stars.

A cute idea, with a mechanism that ideally suits the topic; the animals are prettily drawn, the rules are clear - even if you need to take care which animal eats what and when, and the game is good fun for all. ☑

EVALUATION

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

Comments:
Topic and mechanism are ideally suited * Nice graphics * Good rules with examples for eating

Compares to:
Card games resolving hierarchies

Other editions:
Food Chain, Mayfair (en)

BIG CITYZ
AROUND THE WORLD WITH 200 CITIES

Chihuahua is a dog, but also one of the cities that you need to assess based on template fact statements.

Four statement cards are laid out on the board; each player takes three markers and places one of them on the starting case on the track.

The active player draws a city card and names the city. Then he considers all four statements

on the board for application to the city, and then places the city card on a free case of one of the statement cards - onto a green case if he believes that the statement applies to the city, and on a red case if he believes that the statement does not apply to the city. Risk cases show two score values and relate to both adjacent statement cards; you place the city card on a risk case if you

believe that both statements apply to the city or that both statements do not apply to the city.

Then, the other players can use their markers to veto your decision by placing a marker on the city card. Then the city card is turned over and the active player scores as many steps on the track for a correct assessment as the case under the city card shows. Correct vetoes score three steps, but wrong vetoes score three penalty steps and a wrong risk assessment two penalty steps.

The city card remains on the board. Statement cards can be replaced, when they carry minimum three city cards, or two city cards on the statement card and two more on adjacent risk cases. Big Cityz uses a standard mechanism for new statements - for instance, number of time zones between the city and Berlin, or city established before 1700 - nice entertainment using facts that you might know but need not know! ☑

EVALUATION

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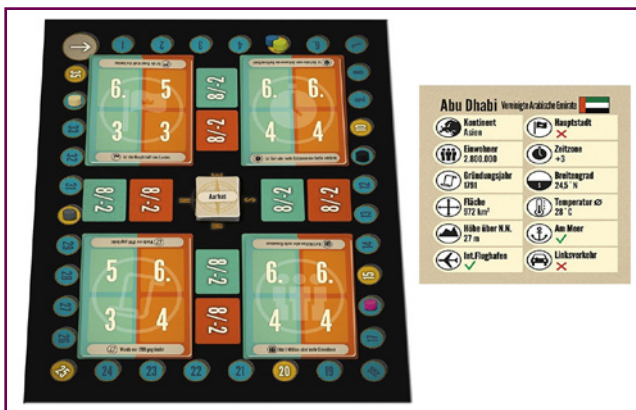Rules: de
In-game text: yes

Comments:
Well-chosen selection of cities * Interesting facts for assessment * Geography knowledge helpful, but not necessary

Compares to:
All assessment games using given facts

Other editions:
Currently none

BOOM, BANG, GOLD
GOLD, SNAKES AND GHOSTS

7↑

Competition for gold in the Ghost Mine! Besides experienced prospectors there are also amateurs who try, by all means, to blast gold out of the mountain.

The mine is set up and filled with tiles for rubble and gold tiles as well as special and action tiles, are must be placed rubble side up.

Each player takes a stick of dynamite, a deposit board and a character who is protected from one special tile effect - Hank Harris from bats, Alma Anderson from rats, Tombstone Tony from ghosts and Rattlesnake Ruby from snakes.

A round of the game comprises Blasting, Gold search, Action tiles and Securing gold. You throw your dynamite into the mine, this causes tiles to turn over; all players search and take - simultaneously, only with one hand and one by one - gold and action tiles for their deposit board; you can shift tiles but never turn them over. If you spot your special tile - rat, bat, snake or ghost - you call! Attention ..." and all others must briefly put their hands on their head and shout "Help" before they continue to search and take, while you can continue to take tiles.

Then action tiles are played and resolved in the order of Pick, Dynamite, Sheriff's Star and Revolver. If, after all action tiles are resolved, you have still some gold left, you secure it in your chest and the clock hand is advanced by one hour. When the clock shows 12, you win with most gold at the end of the round.

Super but hectic family fun - who spots and grabs gold quicker and - hopefully - has avoided to snatch illegal gold! A rat - quick. But your hands on the table and with "Help" down again, before Alma can grab lots of gold! ☑

EVALUATION

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

Comments:
Hectic and lots of fun * Dynamite works well * Action tiles change gold amount drastically

Compares to:
Action games including collecting

Other editions:
By Haba in various language editions, announced

BUMMELBAHN
TRAINS FOR DELIVERIES

Train drivers on a small island want to assemble the best train und deliver freight. Cards in the game have multiple functions as cars, buildings, money or freight.

Each player has a Simple Engine on display; Order cards are displayed showing First orders, cards can be arranged to show an island map. You receive five cards from the face-down draw pile.

The active player selects two actions from five options, event twice the same one: 1. Draw card. 2. Build - you display a card and discard cards for building costs. Cars are added to the engine; a building is placed next to the train. You can only have one building which cannot be upgraded, only replaced. A new car must be within the limit of pulling power of the engine, cars and engine can be upgraded by paying the cost difference. As an alternative, you can also discard cards with or without freight-. 3. Loading - within the capacity limit, by adding a card next to a suitable car. Loading a car of another player earns a bonus that must be resolved immediately; cards received for a bonus must be placed on your own cars. 4. Delivery from your own train to complete an order. When 4-6 orders are completed or both draw pile and discard pile are empty, you score engine and cards, completed orders, buildings and freight on your train.

Bummelbahn has more cards than a micro game, but otherwise all characteristics of one - limited components for lots of in-game depth and tactic, if you make clever use of bonuses for loading on opposing cards. The Dilemma sits in the details, the basic mechanism makes the game interesting also for families with lots of gaming experience. ☑

EVALUATION

Place, collect
Users: With friends
Version: de
Rules: de en
In-game text: no

Comments:
Cover graphic signals easy game * Lots of in-game depth and tactics * Limited components * Of interest for families with gaming experience

Compares to:
Games with train assembly, freight delivers and also multiple use of cards

Other editions:
Greater than Games / Dice Hate me (en)

BURG KLETTERFROSCH

CABBAGE FOR THE COOK, WOOL FOR THE MAID

5⬆

Francesco the Climbing Frog wants to give back to castle to residents the things they dropped into the pond - to the maid her ball of wool, to the magician his crystal ball and to the cook a head of cabbage - all represented by colored marbles. The castle with pond and castle tower is set up and marbles are set into the pond. Castle residents are depicted on the back side of the window pieces; nine of them are set face-down into the windows at the start. Francesco the Climbing Frog is attached to the tower by his strings.

The active player turns up the top card from the resident card stack and opens one of the windows. If he found the corresponding resident, he puts him back openly into the window, puts the respective marble on Francesco and then balances - while the timer runs - the frog with to the resident by pulling the strings to the left and right of the tower. If you succeed, you take the card and hide the resident again. If you found a wrong resident or failed to get the marble to a resident, your turn passes, in case of failure the card is set aside. When all cards have been claimed, you win with most of them

By opening additional gaps in the tower, you can make the game more difficult. In the cooperative version, residents are always visible, and two players cooperate to move Francesco. You can also play alone!

Simple enchanting - the equipment is sensational and the mechanism a very nice combination of memo and dexterity; not easy, but manageable. A new example from Haba for a children's game how it should be, all training and learning is happening unnoticed, for instance hand-eye-coordination. ☑

EVALUATION

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

Comments:
Beautiful and well-functioning components * Very nice combo of mechanisms * Good practice for hand-eye combination and teamwork

Compares to:
First game of its kind

Other editions:
Currently none

CRAZY CANDY

CANDY FOR ME OR FOR THE MONSTER

5⬆

Four fruit candies - all featuring two colors, that is, one basic color and a stripe decoration of a contrasting color - and the Crazy Candy Monster, all made from soft, nice-the-touch plastic, are set out next to the face-down stack of 60 well-shuffled candy cards. The candy cards show two, three or four pieces of candy, all monochromatic and with clearly distinguishable colors and shown on equally clearly contrasting background colors.

The starting player turns over the top card in a way that all can see it equally well, and all player try simultaneously to spot two candies on the card, corresponding in color to the colors of one of the four candies on the table, for instance one blue and one yellow candy for the yellow candy with blue stripes on the table. If you spot a pair, you grab the corresponding candy from the table. If you grabbed the correct candy, you get the card and put the candy back in the middle; all candies must always be easily reachable for all players.

If there is no correlation between candy colors on the card with the colors of one of the fruit candies on the table, the card is given to the player who is first to grab the Crazy Candy Monster and squeeze it so that it squeaks. When the last card has been played, you win with most cards.

For younger children you can set aside the cards featuring four pieces of candy for an easier game.

Simple, nice and explained within a minute - an ideal game for preschool children - color recognition, computing amounts and reacting at the right moment to grab candy or monster. ☑

EVALUATION

Spotting, reaction
Users: For children
Version: multi
Rules: de fr nl
In-game text: no

Comments:
Simplest possible rules * Straightforward design * Cute Crazy Candy Monster

Compares to:
Reaction games on characteristics

Other editions:
Currently none

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CRIME MASTER 2
TATORT: URLAUB

25 cases in holiday settings in Germany, Austria and Switzerland need to be solved - a break-in in the Black forest, a kidnapping in the Kitzbüheler Alpen or an unconscious man on Norderney.

One player is the Crime Master, the remaining players are detectives and decide on team work or individual investigation. One player draws a case and names all facts on the card and the details that need to be investigated; the back side of the card shows a sketch of the crime scene in which the relevant clues are marked. The Crime Master takes the card "Solution of the Case", on which the details that must be investigated and found out about culprit, motive, means employed and course of events are clearly marked in varying colors. The investigators in turn pose questions, which the Crime Master answers with yes or no only. Each detective can continue to ask until he gets a "no" for an answer. If you name a correct detail, you score a point. When the investigators cannot think of more questions or when 12 points – the maximum possible number of points for all clues stated correctly – have been awarded, you win with the most points.

In team mode, all detectives can ask questions in no given order and consult before asking more questions. There is only a score for the team – 12 points mean masterly investigation, true Crime Masters; 10-11 points is still excellent work; 7-9 points are solid work, 4-6 points indicate work that can be improved, and 0-3 points unmask absolute beginners.

In Crime Master 2, we find thrilling entertainment and deduction at its best; the game works well in all game modes and with all numbers of players. ☑

EVALUATION

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

Comments:
Again, thrilling cases * Lots of flair in the game * Works equally well in all modes

Compares to:
All deduction games with a maximum number of clues

Other editions:
Currently none

DACKEL DRAUF!
HOW MANY DUCKS, PIGS …. IN THE BOX?

8↑

There's a lot of animals about, and no, you do not put the beagle on the box, but the lid, and try to get rid of cards, but only if you remember, if there are ducks or dogs or pigs and how many of them were visible on dice in the box.

15 dice show six different animals per die, and each player holds a set of 18 cards including two cards for each of nine different animals - dog, duck, rabbit, cat, cow, mouse, horse, sheep and pig.

You shuffle your cards, stack them face-down and draw ten cards in hand, without sorting them. You look at them and then the starting player gives a signal, and all set their cards down, face-down. Now, the starting player rolls all dice into the box and gives all some time to memorize the results and then closes the lid. Then, in turn, players put one card from their hand into the row for an animal that they believe might still be available from the box, or pass their turn. When all players have passed, the dice in the box are resolved. Beginning with the first card, a die corresponding to the animal on the card is placed on it; if none is available, the card remains empty. When all dice are used, or no card is left for remaining dice, you are out of the round if you have an empty card in the row and put all your cards on the onto your draw pile; all others discard only cards in the row. Then all refill their hand to ten cards. If you have only a number of cards left as required by a summary card, you win.

A cute, witty and challenging memo variant; for which animal have I got cards, how many of those animals are there and how many will the others leave for me? Thrilling, very good and very good fun! ☑

EVALUATION

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

Comments:
Very easy rules * Plays quickly * Thrilling and lots of fun

Compares to:
Memo games on type and number of symbols

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

DAS SPIEL MIT DEM ESSEN
KNOW-HOW ON NUTRITION

`8↑`

The nutrition circle on the board shows comestibles which are sorted into six groups, surrounded by a movement track with task cases showing symbols for Meal, Fitness, Question Mark and Directional Arrow. If you are first to solve a minimum of twelve tasks and placing a "Thumbs up" chip in each of the six groups of food, you will win. The playing pieces begin on one of the directional arrows. The active player rolls two dice, moves the sum of pips on the track and then solves the task on the arrival case. If you roll a double, a fellow player might be able to solve the task, either the left neighbor, the right neighbor or a player of your choice. For a *Question Mark*, you answer a question; in case of a wrong answer and a double, the other player may answer. For *Meal*, you select tiles for comestibles suitable for the task; in case of a double, the active player and the fellow player both complete the task individually, the quicker and correct player wins the duel. For *Fitness*, you do the respective exercise for 10 seconds; in case of a double, the fellow player may do the same, and both have completed the task. For the *Directional Arrow*, you select a task.

Fora correct solution of the task, you may place a chip into the group of comestibles indicated on the card, or into a group of your choice. If you solved a second task for a specific group, you turn over the first chip to its „Thumbs up" side.

The placement of chips in the groups covers food in the group and this makes the solving of some tasks more difficult. Nice mechanism and a good game about an important topic that is of interest for adults, too. ☑

EVALUATION

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

Comments:
Important topic * Topic well implemented * Of interest for adult, too

Compares to:
Quiz games on nutrition

Other editions:
Currently none

DRAGON CASTLE
SHRINES UPGRADE YOUR CASTLE

`8↑`

The old Dragon Castle is crumbling, the Eldest Dragon has withdrawn his favor and the population is looking for new homes - players are tasked with building a new Dragon Castle, hoping to win the trust and support of Spirits and favor from the Eldest Dragon.

The old Dragon Castle is set up according to the selected template; a Dragon Card for a bonus task and a Spirit Card are laid out. Each player has a Realm Board and a Shrine. The active player implements one action option: Take a pair of stones - an available one from the top level of the Castle and then an available stone from any level, showing the same symbol; or take an available stone from the top level and a shrine from stock; or discard an available stone from the top level of the Castle and score a victory point. Available stones are stones with a free long edge. Stones that you took are placed open-faced on empty cases or on face-down stones in your realm. Adjacent identical stones are turned over for points and you can build shrines on such face-down stones.

At any time in your turn you can discard open-faced stones or shrines to activate the Spirit Card for its special ability. When the old Dragon Castle is down to one level, you add, after a final round, scores from victory point tokens, shrines, time tokens and completed dragon card.

The game is clearly inspired by Mahjong and the mechanism of taking stones from a given setup, but here the similarity ends; rules and aim of the game are completely different; Spirit and Dragon cards offer additional tactics, the chance element is negligible and the fun to play is huge, also due to the classy components. ☑

EVALUATION

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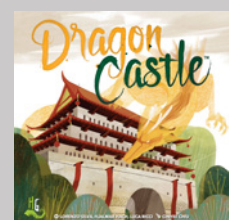Rules: de en it
In-game text: no

Comments:
Classy components * Good rules * Inspired by Mahjong * Lots of tactic from shrines, special abilities and tasks

Compares to:
Mahjong

Other editions:
Horrible Games (de), Rebel (pl), Edge Entertainment (es), all announced

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

DRAGORUN

DRAGON RACE WITH OWNERSHIP CHANGE

`8↑`

Five dragons are placed at the start in random order and each player selects a starting dragon by taking the corresponding marker, surplus dragon markers are set down as stock.

The active player can Roll Dice or Switch Dragons. If you Roll, you roll the color die and the movement die and can re-roll one or both dice once. Then you move the dragon indicated by the color die according to the movement die, white on the color die is a dragon joker. For a number the dragon moves as many cases, for -1 it goes back to the next empty case; for the cup, you place it on the case in front of the leading dragon; for the snail, you put it back behind the dragon in last place.

If you Switch dragons, you take a dragon egg and swap your dragon marker for that of another player or one from stock and set it down face-down, it is now secure. When it is your turn again, you turn the marker over and the dragon is available for movement or switching. The action of the dragon egg you took is resolved: A dragon is moved to the next free case. For the snail the newly select4ed dragon goes to the last position. If you took the toadstool egg, you cannot win the race while you hold it. If someone takes the last egg, all give back all their eggs; if the active player is last in the race, he alone gives back all his eggs.

When the first dragon crosses the finish, you win, if you own its marker, unless you have a toadstool egg. When its marker is in stock, nobody wins.

Nothing spectacularly new, but nice mix of good mechanisms; swapping dragons is a nice tactical detail and the toadstool egg is nicely nasty and a chance for the dragon in second place. ☑

EVALUATION

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

Comments:
Nice topic * Good mix of mechanisms * Switching dragons and toadstool egg are cute details

Compares to:
Race games with pawn switch

Other editions:
Currently none

FROGRIDERS

KEEP THEM FOR POINTS OR USE THEM?

`8↑`

Frogriders jump across others; with this jumping over you, as a tournament contestant, collect frogriders; and then you decide which to keep and which to put into the village to use their abilities. Two general tasks are on display and each player selects one of two face-down dealt personal tasks, which he keeps secret. Blue, red, yellow and brown frogriders, in amounts in relation to the number of players, are randomly distributed on the board.

In your turn you must do a jump - over an orthogonally adjacent frogrider on an empty case behind it - and may then place one of your frogriders into the village and use its special ability: A red frogrider gives you another jump; if you place a yellow frogrider, you take a frogrider of any color from the village - if the village is empty, you are not allowed to place a yellow frogrider there. For a blue frogrider you take a privilege card for advantages in jumping or for points at the end of the game. If, in your turn, you cannot jump, the game ends and you score completed task cards and privilege cards as well as brown frogriders. The general task cards, by the ways, have two sides of varying difficulty; you can use the option to turn one of them over to the more difficult side.

A very good and harmonious game - you can play it as it comes or find out about the more tactical and more complex hidden sides of the game; e.g. the effects of privilege cards, especially for the extended jump options. The components are cute and pretty and the simple rules give easy access to a game that is of interest for casual gamers as well as for experienced gamers. ☑

EVALUATION

Jump and take
Users: For families
Version: multi
Rules: de en es hu
In-game text: no

Comments:
Enchanting components * Simple rules * Lots of tactical depth

Compares to:
All jump over-and-take games, e.g. Solitaire

Other editions:
Stronghold (en), MasQueOca (es), Reflexshop (hu)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

GACK, GACK!
EXPLOSION IN THE HEN COOP

4↑

The hen is clacking already if you press its chest while it is still in its box, but before you can begin to play, you must assemble the hen coop and place the egg tiles into it, which were previously made ready with stickers. T Then the hen is put into the nest and the coop is clicked shut. Now you can begin to play, answering the permanent question of „will the hen lay an egg?"

The active player rolls the die and presses the chest of the hen as often as the die shows pips. The hen cackles for each pressing. If nothing else happens and you are done with the number of your pressures, the turn passes to the next player. But when the coop explodes when you press the hen's chest, the hen cackles and lays an egg. The egg rolls out of the coop

and - depending on how it falls - it is already open or must be "cracked". The tile in the egg determines the outcome: You drop it on the table - if it lands showing a fried egg, you were unlucky, your turn ends and passes to the next player. If, however, the tile lands chicken side up, you receive a chicken tile from the coop. When all chicken tiles have been handed out, you win with most of them.

Well, there were a few „other" games for children and families in the last few years, but there are still those games of plastic with action. *Gack, Gack!* Is a typical representative of that genre - it works well, assembly is easy, and the coop is easily dismantled for restorage. The fun in playing is huge, at least for the first few games - then it tends to get a bit monotonous, especially due to the clacking of the hen, with soon becomes irritating rather than funny. ☑

INFORMATION

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

Designer: not named
Artist: not named
Price: ca. 22 Euro
Publisher: Mattel 2017
mattel.com

EVALUATION

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

Comments:
Only chance-driven * Well-working components * Cackling noise can irritate

Compares to:
Action game with dice

Other editions:
Currently none

GRUSELGRÜTZE
HEX, SHAKE ... POOF!

👤 5↑

Gruselgrütze will be served at the Witch Feast, but it still needs twelve ingredients, which must be in the cauldron before Witch Hilde returns with the Stink Mushrooms for dessert.
Ingredients are in stock next to the test tubes; 40 colored chips for the ingredients are in the Magic Dispenser. The active player shakes the dispenser as often as he likes to let chips fall

out - his fellow players put the chips immediately on the corresponding test tubes. If you stop voluntarily, you can put an ingredient from stock into the cauldron, if there are exactly three chips in the corresponding test tube. But if you shake out a fourth chip of the same ingredient color, the test tube explodes - your turn ends without result and Hilde moves to the

next carpet of the chip color. If it happens that several test tubes explode at the same time, players decide the order in which Hilde moves to the respective carpet cases. Regardless of how the turn ends, you always place all chips back into the Magic Dispenser. If you manage to achieve a fourth ingredient of two different kinds, you can swap those two ingredients for one that is still missing in the cauldron. When all twelve ingredients are in the cauldron before Hilde arrives at the wooden stool, all players win together.

All ingredients for a felicitous game are in the cauldron, oh, sorry, in the box! The dilemma of continuing with risk or stopping, maybe without placing an ingredient into the cauldron is a thrilling challenge for children and the intensity of shaking is another one. The combination introduces tactic to the game, and results in much conferring and lots of fun for all! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-5	5+	15+

Designer: Kirsten Hiese
Artist: G. Silveira, A. Resch, K. Witt
Price: ca. 23 Euro
Publisher: Kosmos 2017
www.kosmos.de

EVALUATION

Dexterity, risk/stop
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Nice variant of stop/risk mechanisms * Suitable topic * Pretty design * Simple rules

Compares to:
Stop/Risk with dexterity

Other editions:
Currently none

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HANAMIKOJI
WIN FAVOR FROM GEISHAS

As a restaurant owner, you try to entice as many Geishas as possible to your restaurant; Geishas will favor whoever has more favorite items of a Geisha assembled on his side of the display. Seven Geishas are laid out in adjacent order of values, a favor tile is placed on each of them. Each player has four action markers laid out, active side up. For a round in the game, you shuffle 21 item cards and set one of them aside unseen; each player is dealt six cards. Then players alternate turns as active player and have three steps to resolve in a turn: Draw a card from the draw pile, select and resolve an active action marker and then turn it over to the inactive side. Action options are: *Secret* - one item card is placed face-down underneath the action marker, the card is revealed and placed with the respective Geisha at the end of the round. *Trade-off* - place two item cards face-down underneath the action marker to take them out of play. *Gift* - you lay out three cards open-faced, your opponent selects one card, you keep two, and both place the cards with the respective Geishas. *Competition*: You lay out four cards, split into two pairs, first your opponent and then you take one one pair and place it with the respective Geishas.

Who then has the majority with a Geisha, wins her favor - if you have eleven favor points or the favor of four or more Geishas, you win; otherwise, you play another round.

Tactical despite hidden information; clever use of actions is the key to winning but the decision on their use demands nerve-racking cogitation. Not a game for everybody, but definitely worth trying out. ☑

EVALUATION

Card comparison
Users: For families
Version: de
Rules: cn de en hu jp pl ro
In-game text: no

Comments:
Abstract despite topic * Very beautiful graphics * Tactical conflict game * Simple mechanism * Tough decisions about order of actions

Compares to:
Schotten Totten and other conflict games for two with card comparison

Other editions:
Emperor S4 / Colon Arc (cn, en, jp), Ludicus (ro), Nasza Ksiegarnia (pl), Reflexshop (hu) and others

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IUNU
DYNASTIES IN ANCIENT EGYPT!

Dynasties rise and fall in ancient Egypt; players are heads of those dynasties and want to gain influence over citizens and secure a place in Afterlife. Citizen cards from Pharao to Farmer give victory points at the end of the game.

Five Afterlife cards are stacked face-down, each player receives three Debens and four citizen cards, five citizen cards are displayed in the Forum.

At the start of a round you roll three dice for favor of the gods, determining the flow of the Nile and the wealth it carries.

Then the active player has one tern of two phases: In the *Dynasty Phase* you must play one card free of cost and can play a second card of the same type at the cost of one Deben. Then you can use the special ability of the card type; at this point the dice come into play; their value is reduced by 1 for each use and not re-rolled during the round. Then, in the *Rejuvenation Phase*, you put two cards from your hand into the Forum and take three of the cards previously present there in hand, if necessary, you refill your hand to four cards.

If the stack of Citizen cards is empty, you win at the end of the round with most victory points from citizens, Bread bonuses from cards carrying a Bread token and majorities in Citizens of a type. You also score victory points from completing an Afterlife card and one VP per three Debens.

The combination of card abilities with the exchange of at least half of your hand in each turn creates a fantastic and very tactical game that offers several strategies to win, from bakers and lots of bread to artisans for card rotation or soldiers to steal farmers. A must for fans of tactical card games offering lots of variants. ☑

EVALUATION

Set collecting, cards
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:
New edition, first edition 2013 * Interesting interaction of cards * Several strategies * Absolutely recommended

Compares to:
Set collecting with use of card abilities

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

KIKERIBUMM

LIKE CHICKEN ROOSTING

`4↑`

Chickens aren't sitting on their roost in the hen coop, but on bales of hay and wagon wheels, which in turn sit on a platform. Players are tasked with collecting as many chickens, hay bales and wagon wheels as possible without toppling the roost.

At the start of the game you place the platform on the table and arrange three big and three small chickens, seven discs rep-resenting hay bales and seven bigger disks representing wagon wheels at your discretion on the platform; the rules give an example.

Then the first feat of balance be-gins: The platform with all com-ponents on it must be balanced on the pedestal. When this has been achieved, players alternate their turns: You take a piece off the platform; there are no rules for this removal, you take what you think that you can take it without toppling the platform. If you notice the beginning of toppling when you lift a piece, you are allowed to put it back and decide to take another piece off.

When all pieces have been taken off the platform or if the platform topples, you score the pieces that you collected: A big chicken is worth three points, a small one gives you two points; for each hay bale you score three points and for each wagon wheel one point. IF you caused the plat form to topple, you must deduct five points from your score. In a version you do not score points at the end, the winner is whoever takes the last piece before the platform topples.

A beautiful game and a very good game; the pieces are very attractive and easy to handle by small hands; the rules are very easy, and assessment of size and weight is practiced on the go. ☑

INFORMATION

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

Designer: Thierry Denoual
Artist: not named
Price: ca. 24 Euro
Publ.: Blue Orange / Asmodee 2017
www.asmodee.de

EVALUATION

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

Comments:
Very attractive, beautiful components * Easy rules * Good practice for assessing size and weight

Compares to:
Billy Biber and other bal-ance games

Other editions:
Blue Orange EU (de es), Blue Orange Games (en)

KIMONO

NO FIRE, IF POSSIBLE!

`10↑`

You collect Japanese curios but should restrict yourself to the maximum number indicated for each curio. Five face-down stacks for five rounds, each holding 9 or 13 market cards, depending on the number of players, are prepared, surplus market cards are stacked for a draw pile. The first master takes a stack and displays the cards in unchanged sequence in a row.

Then he splits the row into two groups; you must not change their sequence, must include all cards and a group must have minimum one card. Finally, he inserts the Apprentice card into one of the groups, at any position of his choice. Now all players use their markers to se-lect one of the two groups and then simultaneously reveal their markers. Deals on group taking are allowed, but not binding. A group that was not chosen is trashed; if only one player wants a group, he gets it. If a group is selected by several players, there are several options: Such a group with one card is trashed and all involved take a kimono. If the group has several cards, it is split again, and all involved select again. If the Apprentice card is in a trashed group, it is set aside for the next master in turn. When all cards are assigned, and one player received the Appren-tice card with a group, he takes all trashed cards, displays them, resolves all actions and is the master of the next round.

After five rounds you sum your items, gold coins and Fire on your cards and deduct penalty points for too many items of a kind and Fire cards.

Lots of tactic and a lot of influ-ence with some bluffing for the master, and much clever out-guessing of others - who will be interested in which group? ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-6	10+	30+

Designer: Hisashi Hayashi
Artist: M. Menzel, O. Richtberg
Price: ca. 15 Euro
Publisher: Zoch Verlag 2017
www.zoch-verlag.com

EVALUATION

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

Comments:
Super family game * Beau-tiful graphics * Good rules * Very good mix of tactic and outguessing others

Compares to:
All games with "I split - you take" mechanism

Other editions:
Okazu Brand (jp), Tasty Minstrel Games (en)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

www.gamesjournal.at

KLONG!
DECK BUILDING IN THE DUNGEON

Thieves want to loot the dragon's lair, but with each Klong! and each nicked artifact the dragon gets angrier. You have two goals - steal an artifact and return to the start and collect most points.

The board is set up, all players hold identical decks of cards and markers in their color and have a pawn at the start.

With standard deck building mechanisms, you create resources - Skill, Swords and Boots - to buy new cards from the Dungeon Row or items from Market, to fight Monsters or move on the board. If a card causes Klong!, markers are placed on the Klong! case. If a card with dragon symbol is added to the Dungeon Row, the dragon attacks: all markers on Klong! are put in the bag and markers corresponding to the Dragon marker position on the Rage Track are drawn; colored markers cause damage to the owner. If you are knocked out thereby, you are either rescued by villagers - if you got out of the Dungeon or at least its Depths with an artifact - or you are out of the game.

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

A cute, witty and felicitous implementation of established mechanisms, and therefore a second presentation for the German edition! The dungeon is sophisticated, the Klong! mechanism is innovative and time pressure is a challenge - when the first player leaves the dungeon, you have exactly four rounds left to accomplish your goals! ☑

EVALUATION

Deck building, dungeon, adventure
Users: With friends
Version: de
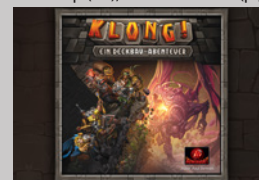Rules: de en fr hu it pl ru
In-game text: yes

Comments:
Innovative use of standard mechanisms * Sophisticated dungeon * Time frame as additional challenge * High replay value

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

Other editions:
Renegade Studios (en, fr), Raven Distribution (it), Lavka Games (ru), Reflexshop (hu), Lucrum Games (pl)

LAGERSTÄTTEN
LAYERS OF FOSSILS

You are a paleontologist and work to discover and dig up fossils. To acquire the necessary monies for research, you present your finds and results at conference, sell them to collectors or exhibit them in museums.

From round 2 on, at the start of each round, you replenish Fossil cards and Request cards in *Phase 1, Refill*, according to the set-up of the game. Then, in turn, in *Phase 2 Placing Assistants*, players place their four assistants into action cases, always only on free cases and, if necessary, to the furthest left or furthest top left of the respective action case area, and also several assistants of a player on an action, if cases are available for this. Action 0, Geological Survey, is resolved immediately when an assistant is played.

Placing assistance is followed by *Phase 3, Action Resolution* - all resolve the selected actions in sequence 1 to 6 - Planning, Excavation, Academic Conference, Fossil Restoration, Collector Requests and Museum Exhibition. The next phase is Phase 4 Research Funding - you resolve Request cards by discarding the card and the fossil depicted on the card, represented by fossil cards for the complete fossil - and receive monies in relation to the completed card and the current round. If you hold Exhibit cards, you receive research monies in relation to the number of Exhibit cards you own. After eight rounds, you win with most research monies.

A rare and interesting topic was implemented here very harmonious and consequently, the chance element in the face-down replenishing is mitigated by the mechanism of Geological Survey. Five players are the optimum and a good memory is an advantage. ☑

EVALUATION

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

Comments:
Interesting topic, very well implemented * Rather big memo component * Also, quite a bit of chance * Best with five players

Compares to:
Worker placement games

Other editions:
Currently none

MEMOARRR!
TREASURE HUNT ON A VOLCANO ISLAND

`8↑`

While you are looting the treasure of Captain Goldfish, the volcano on the island erupts, lava flows into the sea and causes clouds of steam all over the island, through which you must find your way to the ship.

25 location cards show unique combinations of one of five types of animals with one of five types of terrain, the backside shows clouds. Three volcanos carry 1, 3 and 7 birds and seven treasures show one to four rubies in front and a treasure chest on the back. Location cards are laid out in a 5 grid, the middle one is replaced by the stack of treasure cards, player minus 1 volcano cards are placed on top. Now, each player may look at the three middle cards in the first row on his side of the grid and put them back. The active player reveals a location and checks if it is connected to the previously revealed one by the same animal or the same terrain, the location remains open-faced. If the location is not connected, you take the top volcano and are out of the round; the last in play takes the top treasure card; all cards are turned over again, and volcanos randomly placed on the treasure stack. After seven such rounds, all treasures have been given out and you win with most rubies on your treasure cards. In a version, you activate the special ability of the newly revealed animal, if you turned up a connection.

A memo game with a learning curve, because the location cards remain in the same place for all seven rounds, so that you know more and more which card you must reveal so that it is will be connected to the previous card. A cute, nice memo game for families and casual gamers. ☑

EVALUATION

Memo
Users: For families
Version: multi
Rules: de en cn nl
In-game text: no

Comments:
Rather abstract despite the topic * Good mechanism * Interesting expert rules * Nice family game

Compares to:
Memo games with additional rules for uncovered tiles

Other editions:
Game Harbour (cn), White Goblin Games (nl)

MERLIN
WHO WILL SUCCEED KING ARTUS?

King Artus and Merlin are searching for a successor to the throne among the Knights of the Round Table. As one of the Knights of the Round Table, players try to win favor with King Artus and Merlin.

To prepare each of the six rounds, all players roll the three dice of their color and one white Merlin die and place all dice on their board. Then, each player in turn, selects one die at a time and moves Merlin or one of his knights accordingly, on the Action Rondel. The cases on which the movement ends, determine the action of the turn: place henchman in principality - receive influence - receive victory points - take Excalibur or Grail - swap shield, flag or commodities - relocate henchman - swap mission cards - build a manor. If you discard an apple or a flag token, you can change the value of a die; discarding of a Merlin staff token allows you to do one action twice.

Furthermore, you can resolve one mission card per round by meeting its requirement for victory points and discard it. When all dice have been used, the round ends and the next one is prepared. After Rounds Two, Four and Six you score manors you built, traitors you deflected, influence in principalities and henchmen as well as completed mission cards.

Well, the names of Feld and Rieneck mean good games, and Merlin is a good game too, with lots of interaction; but you have to use the many option of the Merlin dies - Merlin moves in any direction - and the more limited options four your knight - he only moves forward - in an optimum way and the element of chance in rolling die and drawing missions must behave itself, because dice modifiers are hard to come by. ☑

EVALUATION

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

Comments:
Good basic mechanisms * High element of chance * Dice modifiers are hard to acquire * Efficient use of Merlin is essential

Compares to:
Worker placement using dice

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

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MIDNIGHT BRUNCH

A MEAL FOR THE CHILDREN OF THE NIGHT

Ghosts, vampires, zombies, werewolves, mummies and other frightful creatures meet for a brunch at midnight! You hold three special Midnight cards and five Call cards of a backside color. Five Brunch decks of varying values are shuffled separately and stacked face-down in the middle.

The top card of all Brunch decks is revealed; each player is dealt one face-down monster from the monster deck. Now you try to invite more monsters to get as near as possible to a total value of 15 without topping this value; in turn, you can ask for one new openly displayed monster card. If you think that you have invited enough monsters, you say "Brunch" and put your face-down monster next to your open ones, then you can play a Midnight card to change the value of one card in the display, albeit only one per round. When all players have announced "Brunch", each player secretly selects one of his Call cards. Then it is revelation time: You turn up the face-down monster card, any midnight card you played and your Call card. If only one player has played a call card for a Brunch card, he takes this card. When several players have opted for the same Brunch card, the card goes to the player with a monster total nearest to 15. In case of a tie, a display without a Midnight card wins the Brunch card. If you do not get your intended card, you get - if available - a card of lower value. After six such rounds you win with most points on your Brunch cards.

Again, a very nice game in the "Brunch" series, with individual rules based on the mechanics of open and face-down cards - nice family entertainment for bigger groups. ☑

EVALUATION

Card collecting
Users: For families
Version: multi
Rules: en it
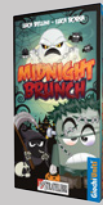In-game text: no

Comments:
Part of the "Brunch" series *
New topic and new mechanism * Felicitous family entertainment

Compares to:
Aqua Brunch, Jungle Brunch

Other editions:
Currently none

MUTABO

HONEY BEE TURNS PREDATOR DRAGONFLY

Chinese Whispers is a familiar mechanism, and we also at some point played Chinese Whispers using writing words and drawing pictures, but only using one word at a time. In Mutabo, the challenge for creativity and imagination is bigger, we use sentences instead of words determined by dice roll. Red cards for first halves of sentences and green cards for second halves of sentences yield 26.244 crazy little stories.

Each player draws one red and one green card from the respective face-down stacks and secretly selects one of the 36 possible combination of sentence halves. You write your sentence on the top of the sheet and fold the sheet at the first line to cover the sentence. Then cards are set aside, and you hand the folded sheet over to your neighbor. He now reads your sentence in a way that only he can see it and then draws an image that he believes to depict the sentence. Then all fold the sheets again and hand it on; the next player writes a sentence describing the drawing. You keep folding and handing on, until three sentences are written, and three drawings have been made. When the sheet is filled, the round ends, the sheets are opened, and you may laugh and enjoy the surprise of the beginning and the end!

THE party game, if you want to enjoy how - in six stages- a honey bee mutates to a predator dragonfly or an anthill turns into a pig. The fun and laughter should be enough, but if you want to do a scoring you can vote on the funniest drawing or the best sentence - usually the fun is sufficient incentive for the next round. What will „*The gold fish meets a mole in the garden*" turn into? ☑

EVALUATION

Draw, describe
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Special edition for 5 Years Drei Hasen Spiele * Familiar mechanism * 3x writing and drawing in a round

Compares to:
Stille Post extrem

Other editions:
Regular edition, Drei Hasen Spiele 2018

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

MY RUMMY 111
CARD SORTING WITH GAPS

8↑

Sorting cards in ascending or descending order! 110 cards with numbers from2 to 111 are well shuffled and each player is dealt 12 cards; you may not change the sequence of those cards when picking them up and fanning them out. From the remaining stack, three cards are laid out as a face-down display. As the active player, you take a card from this display and sort it into your cards, at any position of your choice. Then you take the card that now is at the left or right position of the newly placed card and put it open-faced on the table into the spot of the taken card. If you place the taken card at the right or left end position of your hand, you can also discard the card at the other end position. The next player can now the open card or one of the two face-down cards, etc. When three open-faced cards are on the table, the active player can either swap a card as usual or set all three open cards aside and lay out three face-down cards. Then you swap a card from your hand with one of the face-down cards.

If you have sorted your cards in ascending or descending order, whereby gaps are of no importance, you show your and and round ends. Your hand is controlled; when all is correct, you score the number of joker symbols on the cards. When there is a mistake in the row, all other players score for their longest or most valuable correct row. If someone scores 60 points, you win with most points. You can play with more cards and also with varying card numbers per player.

Nice, simple and not too easy and also tactical, it is better to keep consequently to one direction instead of changing it too often. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	8+	20+

Designer: Steffen Benndorf
Artist: Leon Schiffer
Price: ca. 9 Euro
Publisher: Schmidt Spiele 2017
www.schmidtspiele.de

EVALUATION

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

Comments:
God filler game * Quickly explained * Easy to play, but not that easy * Very good family game

Compares to:
The Game and other card sorting games

Other editions:
Currently none

NOMADS
LONGS AND LEGENDS

8↑

Part II in the series Legends of Luma. The adventurers from Part I, Oh Captain, are now travelling south with the Nomads and sitting around a camp fire with them. A drink provided by a Shaman leaves them confused and they must try to put together fragments of stories as legends of the Nomads.

Story tiles are randomly stacked in eight piles, Legend cards, sorted by visible numbers, and song cards are displayed. You have two discs and also cards of an adventurer of your choice, with special ability; first, you place the discs of adventurers not in play on cases around the camp fire, then all players place their discs, maximum four discs per case.

The active player selects one of two options. 1. *Move and listen to legends* - you take a stack of discs with minimum one of your discs and distribute discs on successive cases / stacks of discs, one disc per case or stack, and beginning with the bottom one. Then all players take the top tile of a stack adjacent to a disc pile with their own disc on top, and keep a story or joker tile. A moon tile is put on the moon area. 2. *Write down song or legend* - you discard collected story tiles; for a song you discard different tiles, for legends identical tiles; you can only have one song and one legend card, but legends can be upgraded. Four moon tiles for a full moon in the moon area trigger a scoring - song and legend values minus story or joker tiles.

Nomads is a well-working sequel to Oh Captain and a very nice, good independent game; especially interesting is the mechanism that adventurers that are not in play do collect tiles all the same. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	8+	40+

Designer: Gary Kim
Artist: Team
Price: ca. 26 Euro
Publ.: Ludonaute / Asmodee 2017
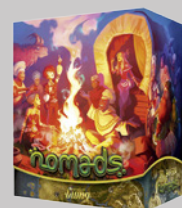www.asmodee.de

EVALUATION

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

Comments:
2nd part of the Legends of Luma series * Can be played as sequel to Oh Captain! * Special rules for this available on the web * Characters not in play collect tiles all the same

Compares to:
Set collecting games in general

Other editions:
Asterion (it), Ludonaute (de es fr)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

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ONE OF US
BECOMES AN EVIL GOD

Each player in the game represents one character, and one of them will become an Evil God, but who will it be? The game is played in several phases - Pre-Descent Phase, Evil God Revelation Phase, Evil God Descent Phase and Showdown Phase. At the start, players are dealt character cards featuring varying skills and characteristics as well as Insanity cards and keep them secret. In the *Pre-Descent Phase*, you use Search cards to glean information on Insanity level values of other players and use Action cards to place, move and destroy Item cards of your own and of other players. After three Time Flow cards, the player with the highest Insanity level value becomes the Evil God; all players with Insanity levels values above 100 are from now on part of the Evil God faction. All players discard cards that they own and that cannot be used for their faction - Evil God or Humans.

In the *Evil God Descent Phase* Insanity values, Items and Fate Cards determine which one of the seven possible Evil God manifestations will now appear. From now on, their character abilities are unavailable for players belonging to the Evil God faction. In the *Show Down Phase*, players in both factions add up the values of their Character, Item and Fate cards, the special ability of the Evil God is also resolved, as is the Elder Sign, if it was placed. The faction with the higher total value wins. This game offers an unusual mix of mechanisms in a game about cooperation to achieve the optimum cards for your faction, but which one it will be is a question of hidden identities and revelation after the collecting in the Pre-Descent Phase. ☑

EVALUATION

Secret identities, card values
Users: With friends
Version: en
Rules: en jp
In-game text: yes
Comments:
Cthulhu topic * Dark graphics * Well-formulated rules
Compares to:
Games on secret faction affiliation
Other editions:
Creative AHC (jp)

PIZZA MONSTERS
MONSTER LOVES PINEAPPLE

Each player has eight pizza slices of the same backside color and combines them into two pizzas, one with birds at the back and one with mice at the back, set out toppings side up. In turn, you draw an order from the bag and set it down or put it back; in case you but it back, you draw a second order and must set it out. Now, each player can feed the monster in the box with a slice from one of his pizzas with a topping matching the topping on the order. If you feed the monster with the last slice of one of your pizzas, you take a chef's hat and take any four pizza slices from the box for a new pizza. If you take the fourth chef's hat, you win; there might be more than one winner!

In versions, you may combine your pizzas as you like at the start or must draw face-down slices for a new pizza or need only two chef's hats to win - in this case you don't draw slices for a new pizza - or you can keep on playing till one player hast most chef's hat if there were several players having collected four chef's hats.

In a Bonus game, all pizza slices are heaped face-down on the table; the active player draws an order and puts it down. Then all search the heap simultaneously for a slice with an ingredient matching the order. If you found it, you quickly put your hand on the order - a correct slice wins you a chef's hat and you turn over all pizza slices to the backside again. Again, you win with four chef's hats. In all versions, there are joker orders for with special rules applying to them.

Pizza Monsters is a very nice shedding game, feeding the monster is child's play, but also a good family game, it is simply fun in all versions. ☑

EVALUATION

Shedding
Users: For families
Version: multi
Rules: de en
In-game text: no
Comments:
Works well both as game for children and for families * Attractive design * Very simple rules * Good versions * Includes bonus game
Compares to:
All shedding games
Other editions:
Currently none

PORT ROYAL
DAS ABENTEUER BEGINNT

In the core game, cards show ships, persons, etc., and also swords and influence points. Cards are also used for money. You turn up cards one by one and decide to stop or to continue. Expeditions are set aside separately. If you stop, you, and then all others, can take one of the revealed cards, if any are left. Ships bring money; for persons - they give advantages - you must pay. If you continue and an identical ship appears that you cannot fend off with swords on your cards on display, your turn ends. When you can discard the cards necessary for an expedition, you take it. Whoever has 10 influence points on cards and at least one expedition, wins.

In *Das Abenteuer beginnt*, a campaign mode is introduced for Port Royal. Each game represents an episode and is played with the rules of the core game. New features are Events and Ares ships, a new ship color that brings items for your use if you keep the ship. The active player reveals the top event card as his first action - events are resolved and placed underneath the stack; stories are read and are then displayed as tasks and give a clue for the next one. For resolving tasks, you discard cards for crossed-out symbols on the tasks, other symbols on it you only need to own, and completed tasks are marked. A competitive game is won with 12 seals and 12 goblets, a cooperative one when card 9 has been completed.

Thrilling and challenging elements like new character cards, events and stories provide fodder for those who thought Port Royal plays to straight and seemingly simple. The option to play cooperatively or competitively is yet another point in the expansion's favor. ☑

EVALUATION

Expansion, collect cards
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:
New game elements and mechanisms * Cooperative or competitive play * Game is a bit more complex now

Compares to:
Port Royal

Other editions:
Pegasus (en, announced)

ROB ´N RUN
MAKE A GOOD HAUL WHILE BEING ON THE RUN

As a gang of robbers, you want to reach the airport, and, on the way, you rob banks, casinos and museums and collect gold bullions; all players win together if you reach a terminal without the police catching up with you. You set up the game according to the chosen scenario; the rules recommend the „Training" scenario for a first game; later, you can also create your own scenarios.

In the Preparation phase, the boss selects a building and places the safes of the building behind his screen; then he displays as many clue cards as the yellow alarm system of the police station indicates. Crew members receive tools according to the green alarm system. One robbery spans several rounds of three phases each:

In the Clue Phase, the boss can play open clue cards free of charge or spend 3 gold to buy a secret clue and play it. In the Crew Phase, crew members play tools or bags until the demands of the white alarm system are met. When enough cards have been played, the Alarm Phase is resolved - the boss takes tools and sorts them; those that are not needed for safes are placed face-down into the alarm stack, crew members receive face-down tools for each bag that was played. When then all necessary tools for a safe are present or more tools in the alarm stack than the red alarm system allows, the robbery ends - crew and police advance accordingly, or new safes are displayed or cubes in the police station are adjusted.

Cooperation without verbal communication - a mechanism that works astonishingly well, once you have mastered the game flow - the fun in playing increases with each game, as does the loot! ☑

EVALUATION

Cooperation, deduction
Users: With friends
Version: multi
Rules: de en
In-game text: no

Comments:
Topic nicely implemented * Needs one or two introductory games * Self-created scenarios are possible * Fun with the game increases with each game * Good components

Compares to:
Cooperative games with hidden information

Other editions:
Rio Grande Games (en, announced)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

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RUDI RECK
A DIVE ON THE MAT

Fantastic Gymnastics is the original title of this game and this is exactly what Rudi is doing on the horizontal bar - that is, what Rudi is meant to do if the exercise is successful.

A horizontal bar is assembled, and Rudi is hanging from the bar by his hands, facing the scoring mat, which is divided into three segments; the one next to the unit is yellow for a score of 50 points, the middle section is green for 100 points and the outer segment is red for 25 points.

By controlled pressing of the yellow button on the unit, at first slowly and then faster and faster, the gymnast is swinging around the bar, also faster and faster. Then, at the right moment, you press the red button - Rudi lets go of the bar and drops down on the mat. If he manages a stand-up landing, you score the points according to the zone where Rudi landed - 25 points in the red zone, 50 in the yellow and 100 for the perfect landing in the green zone. If you manage this, you win. For a landing outside the mat or a fall on the mat, your score is zero. If you want to play with friends, you can form two teams and use the tournament mat - you enter player names in the bottom cases. Whoever has the higher score in a round, advances to the next round.

Sounds easy, and is easy in theory, that is. But the snags are in the use of the unit - the rhythmic, successful pressing of the yellow button needs a lot of practice, including pressing it to achieve more height when the legs of the Gymnast swing backwards. And for pressing the red button at exactly the right moment you need even more experience and practice, as the rules tell you - "Practice makes perfect!" ☑

EVALUATION

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

Comments:
Pure action game * Solitaire game

Compares to:
First game of this kind

Other editions:
Hasbro (en), Hasbro (nl)

SAFE BREAKER
CRACK THE CODE, LOOT THE SAFE

A safe full of diamonds and gold coins; to get your hands on that treasure, you must crack the code and win with four gold pieces or two diamonds.

The safe unit is filled with 15 coins, following detailed instructions; the stethoscope is added to the unit and number cards are displayed individually and number side up. The sliding switch on the safe is moved to "1" and the game can begin as soon as the red light blinks.

The active player takes a number card, sets the number wheel to this number and then puts his finger on the finger print scanner and his ear very firmly next to the stethoscope: If the number is wrong, the safe remains closed and you hear a noise for a clue: "Ping Ping" - high - the correct number is higher than the entered number; "Bum Bum" - low - the correct number is lower than the entered number. "Police klaxon" - you are unlucky and get no hint. If the entered number is correct, the safe opens and - randomly - up to three coins fall out. IF the coins show gold or diamonds you keep them. But if the alarm bell is among the coins, you put back all other coins and the alarm bell is set aside. For the next round, the safe is closed again, it will need a new code to open.

On variants, you put the card back into the middle and must memorize cards that were played, or you play entirely without cards, so that only the active player knows the number that he has entered.

A quantum of luck is necessary, and only if you press your ear very firmly to the stethoscope funnel, will the clues remain hidden. Very nice guessing fun with a well-working game unit, not only for children, especially in the variant without cards. ☑

EVALUATION

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

Comments:
Well-working game unit *
Nice mechanism * Hearing of the clues is difficult to avoid

Compares to:
First game with that kind of game unit

Other editions:
Currently none

www.gamesjournal.at
Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36
ISSUE 514 / JANUARY 2018 win 27

SCHUMMEL HUMMEL
CHEATING IS DESIRABLE!

`7↑`

Normally, cheating at games play is a total no-go; in this game, however, it is not only allowed, but is necessary, because only if you manage to cleverly cheat, you will manage to get rid of your cards first. You are dealt eight cards and grasshoppers sit between players.

The active player puts on of his cards on the discard pile, with at least one color correlation to the top card there, or draws a card. Sounds easy, but there are special rules for wasps, spiders, spider webs, butterflies, pollinator bees and grasshoppers: A wasp without sting must be hit, the slowest player gets cards; you need to watch the grasshoppers to your left and right; if one gets stolen, you draw two cards. You can always play a spider web; the next card must be a spider.

If you play a butterfly, a player of your choice draws a card from your hand. The pollinator bee wants you to throw a card, with penalty cards for the player you hit. The Cheating Bumblebee can never be played, you must cheat to get rid of it. Your card hand must always be above the table and can only make one card at a time disappear! The player with the Watchman Worm must play correctly! If he catches someone at cheating, this player must take back the card and gets one from the Watchman. In case of a false accusation, the Watchman Worm holder draws a card. If you are out of card, the others score penalties for cards in hand. After as many rounds as there are players, you win with fewest penalty points.

Cute, funny and fast, with an attractive action content and needing a lot of attention being paid! A new little master piece from the younger generation of the Brand family! ☑

EVALUATION

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

Comments:
Super mix of mechanisms *
Needs a lot of observation *
Sleight-of-hand is needed, too

Compares to:
Mogel Motte

Other editions:
Currently none

SCHÜTTEL'S
IT'S RAINING GNOMES!

`8↑`

The residents of Wonder Valley are not in favor of working; one day, wizards came to their aid and dropped gnomes down into Wonder Valley to do all the work. And, of course, the wizards also profit from the industrious gnomes.

15 gnomes are in the shakeup cup; one 40 Wonder Valley bill is placed on the marketplace and you take ten goods of a color and Wonder Valley bills worth 400. The active player takes the shake-up cup with 15 gnomes and the empty gnome catcher and then tilts gnomes from the cup for the *Shakeup Magic* in one fluent move; the number of gnomes dropping out determines the case four your *Gnome Action*. *Unlucky Gnome* spaces - on 1, 3 and 15 you pay Wonder Valley bills worth 40 to the marketplace; for 7 gnomes you must remove one of your goods from a building or your stock to the storage area. *Crafts Houses* are spaces 4, 5, 6, 8, 9, 11, and 12; here you can place a good and move goods already there to the next higher space; if you move one off, it goes to storage without payment to its owner. Or you can sell goods for the local price for placement on the storage area. On *Lucky Gnome* spaces 2, 10, 13 and 14 you can place a good, place a good and receive money, place a good and pay money or even receive all money from the marketplace.

When two players are out of goods or when all storage spaces are filled with goods, you win with the highest total in Wonder Valley bills.

Rolling dice by dropping gnomes - that's all? Yes! But how do you manage to shake exactly 14 gnomes out of the cup with one fluent movement, because you need the money from the marketplace? Cute, aggravating and lots of fun! And even some tactic! ☑

EVALUATION

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

Comments:
Cute graphics * Simple rules * Needs dexterity for shaking gnomes

Compares to:
All games with dice rolls for action cases

Other editions:
Currently none

SNEAKY CARDS

MISSION: PROVIDE FUN FOR OTHERS

Take a card with a mission - complete the task - hand on the card - and the mission is complete! 54 cards set mission tasks - Blue focuses on *Engage;* Red wants you to *Connect;* Yellow lets you *Surprise* people; Green wants you to *Care,* to do pleasant things for others; Purple means *Grow,* you should do interesting things; and Pink wants you to *Create* something.

You draw a mission card from your game - the order of missions is irrelevant. The mission could be "make a selfie with a stranger" or "give someone precedence" or "be a one-person flash mob". If you have completed the task, you leave the card; sometimes handing on the card to someone is the mission, for instance "hand to card to the person who was first to make

you smile today". With each completed mission the deck shrinks by one card, of course, and you are one step nearer to adhering to the only rule - get rid of all cards!

If you want to, you can register your deck on sneaky-cards.de; each card has its individual code, but not only the deck, each individual card has its own code. If the person with whom the card ends up next - be it by handing on or by finding it after you left it or by helping you to complete a mission - also registers the card before sending it further along, you can follow the path of your card via Internet.

Crazy, yes, and also funny, challenging, embarrassing and, always, interactive - if you do not want to be noticed, you should avoid playing Sneaky Cards. But if you like to cause open mouths and shaking of heads, you will have fun and experience some unexpected reaction, if you, for instance, pay for some stranger's coffee or bus ticket. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1	12+	1+

Designer: Cody Borst, Harry Lee
Artist: Serge Seidlitz
Price: ca. 10 Euro
Publisher: Amigo Spiele 2017
www.amigo-spiele.de

EVALUATION

Communication, task completing
Users: With friends
Version: de
Rules: cz de en
In-game text: yes
Comments:
Can only be played once
* When you completed the game, it is gone * Only honest play is fun!

Compares to:
Erwischt! and other complete-mission-in-public games

Other editions:
Mindok (cz), Gamewright (en)

SPEED COLORS

ROCKET WITH A YELLOW TIP!

5↑

Coloring images according to templates, made into a game. There is one color pen in yellow, green, orange, red, blue and purple, they are put into the box lid. Double-sided picture cards show in image in black & white on the front and colored on the back; the cards are stacked black & white side up. Each image is composed of six clearly distinguishable parts, the colored

image shows all six colors, once per image part.
In a round, you draw a card, turn it over and - as soon as you have memorized the color arrangement - back over again and begin to color the image: You may take any pen, must put it back before taking another one and may only use a pen once per image. Each part area can only have one color and you cannot

clean an area during the coloring. When all players are done, you score two points for each - within its boundaries - correctly colored area; a correctly colored area in a wrong color scores one point. You mark your scoring snake accordingly. For the next of four rounds you clean the card with the sponge, take a new one and the caps of two pens are swapped!

Experienced players determine their score with the flower side of the scoring card. For each completely correctly colored area you color in one small flower; for each correct area in the wrong color you color a leaf of the big flower; for a completely colored big flower you can color a small one, and you win at the end with most colored small flowers.

A cute idea and a lot of fun! The swapped caps make the game more and more difficult and it is fantastic practice for exact handling of the pen and for concentrating. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	5+	15+

Designer: Erwan Morin
Artist: Robin Rossigneux
Price: ca. 21 Euro
Publisher: Game Factory 2017
www.gamefactory-spiele.com

EVALUATION

Coloring, memo
Users: For children
Version: multi
Rules: de fr it cn jp kr nl ru
In-game text: no
Comments:

Compares to:
First game of this kind

Other editions:
dV Giochi (it), Hobby Japan (jp), Lifestyle (cn de en fr it jp kr nl ru),

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 35 and 36

STONE AGE JUNIOR DAS KARTENSPIEL
FIRST HUTS AND A MAMMOTH

`4↑`

Commodity cards and hut cards are shuffled face-down and stacked; then each player receives a hut card and displays it commodity side up; nine commodity cards are laid out in a circle, meadow side up. Martin the Mammoth begins next to any one of the commodity cards.

You want to set up a settlement of huts; to build a hut, you have to collect three different commodities. The active player first moves Martin by 1, 2, 3 or 4 commodity cards along the circle and turns over the card, next to which Martin is now standing. When the card shows a commodity depicted on your own hut, or Guff the dog for a joker, you take the card, set it down next to your hut card and put a new commodity card from the stack next to Martin. If you already own the commodity, you turn the card back over to the meadow side.

When you have collected all three commodities depicted on your hut card, or two commodities and Guff the Dog, you can build your hut. You put the commodity cards beneath the stack of commodity cards and turn over your hut card. Then you take a new hut card from the stack, commodity side up. If you have built your third hut, you win instantly.

Martin and the commodity cards can be also used as an expansion for *Stone Age Junior*. Martin begins on the Exchange case; if you move on his case, you can swap as usual or go with Martin to a case of your choice and take a commodity. If you move him to the Building Site and cannot build, you take any commodity of your choice.

A felicitous introduction to the universe of Stone Age, the basic mechanisms of collecting commodities and building have been nicely implemented with the memo mechanism. ☑

EVALUATION

Collect, build
Users: For children
Version: de
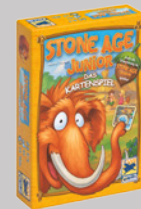Rules: de en fr
In-game text: no
Comments:
Basic mechanisms of Stone Age and Stone Age junior nicely simplified * Pretty components * Also provides an expansion for Stone Age junior

Compares to:
Stone Age junior

Other editions:
Z-Man Games (en, fr)

STOOPIDO
FAN EARS AND PINK HAIR

`6↑`

The individual mask parts are prepared as necessary, then you lay out Slap Cards, Squeaker and mask parts, sorted by categories - head parts, noses, eyes and ears - and each player puts on spectacles.

The active player rolls a die and all players try to react to the die result as fast as they can: If the die shows a nose, eyes, a hat or an ear, all players slap their hand on the respective Slap Card as fast as they can. Whoever reacts fastest to the result, wins the round and selects one part from the respective stack of mask parts. This part is fastened to the spectacles of a player of the winner's choice. Ears are only available in pairs, but they need not be the same. When the symbol for the Squeaker was rolled, all players again slap the squeaker

card as fast as they can - again the fastest player wins and may fasten any mask part to the spectacles of another player. But if the die result shows spectacles, the active player was unlucky - his left neighbor selects a mask part and fastens it to the spectacles of the active player. When the mask part is fastened, the round ends and the next player in clockwise direction rolls the die ...

When the mask of a player is complete, that is, a head piece, eyes, nose and ears are fastened to his spectacles, the game ends - this player has lost the game, receives the Stoopido Loser Sign and his fellow players may take a picture.

A fun game as good as it can be, very easily explained, all it needs are quick reactions to simply having a laugh about the resulting faces. Not only children, but players of all ages have fun with the crazy results. ☑

EVALUATION

Fun, dice, reaction
Users: For children
Version: multi
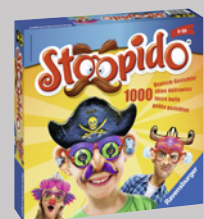Rules: de fr it nl
In-game text: no
Comments:
Pure fun game * Fun not only for children * Nice details in the mask parts

Compares to:
Juxgesicht and other games using face mask parts

Other editions:
Currently none

STRAWBERRY NINJA

KITTY SUCHT ICHIGO

Kitty the Cat and Strawberry Ninja, also called Ichigo, play hide & seek, and Kitty wants to find Strawberry Ninja in the strawberry fields before time runs out.

Cards for strawberry fields and one card for Strawberry Ninja are shuffled together and laid out facedown in a 3x4 grid; one case of your choice is kept clear. Kitty begins on any of the cards.

Movement cards are stacked, and the round marker begins on Position 1 of the round marker card.

You slide a card of your choice -adjacent to the gap into the gap - players can confer about which one to move; if Kitty sits on the card, she is taken along; if Kitty already sits in the gap, you put her on the card. Then you slide a second card in the same way;

this card is then revealed and, if it carries text, the text is resolved - card texts concern movements of cards or Kitty. Then you move Kitty according to the top movement card. If you believe that you know the position of Strawberry Ninja, you can - or of the round marker is at position 12, you must - let Kitty pounce at Ninja, that is, reveal the card beneath Kitty. If it shows Strawberry Ninja, he is found, otherwise he has escaped for the round. All win if Strawberry Ninja is caught twice. But all lose the game, if he escapes twice. In variants you select 10 cards for the strawberry field or you play only 10 rounds or combine both options.

Simpler and quicker is near to impossible! You slide cards, reveal, slide cards or move Kitty and, in a few minutes, you have found Ninja or not! Grrrh, where did I make a mistake? Fun for one and fun for all, even for more than four, because you co-operate! ☑

EVALUATION

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

Comments:
Unusual graphic design *
Cooperative game-play *
Quickly explained * Simple rules

Compares to:
Searching by positioning pieces on cards

Other editions:
Currently none

THE GAME FACE TO FACE

DUEL IN STACKS

Face to Face is the two-player version of *The Game*, as again you want to shed cards correctly into ascending or descending stacks.

You hold sixty cards of one color, be it silver or gold, and display the two row cards for ascending and descending. The remaining 58 number cards are shuffled and stacked face-down. You draw six cards from your stack

for your starting hand.

Then both players alternate turns. A turn of the active player comprises two steps: Place any number of cards, but minimum two cards, from your hand and then draw cards from your draw pile. You can place all cards on any or both of your stacks in any order, or one and only one with your opponent and the rest on your stacks.

If you place cards on your own stacks, the rules of *The Game* apply:

You place cards in ascending or descending order according to the row card, gaps are allowed. If you place a card that is exactly higher by 10 than the previously placed card in descending or lower by 10 in an ascending row, you can so to say go backwards in your stack. If you place only on your stacks, you draw two cards. A card placed on an opposing stack must improve this stack, so you must place lower on the ascending stack or higher on the descending stack. Then you refill your hand to six cards. If you cannot place minimum two cards in your turn, you have lost; if you are out of cards, you win!

Face to Face is even more sophisticated than *The Game*; placing a card with your opponent is good, having to help him is not so good, so you need to be careful about when to use this option. A highly recommendable game for two players. ☑

EVALUATION

Card shedding
Users: For families
Version: de
Rules: de fr it nl
In-game text: no

Comments:
Dilemma when to add to the opponent's stack *
Even more sophisticated than The Game * Very good game for two players

Compares to:
The Game

Other editions:
dV Giochi (it), Oya (fr), White Goblin Games (nl)
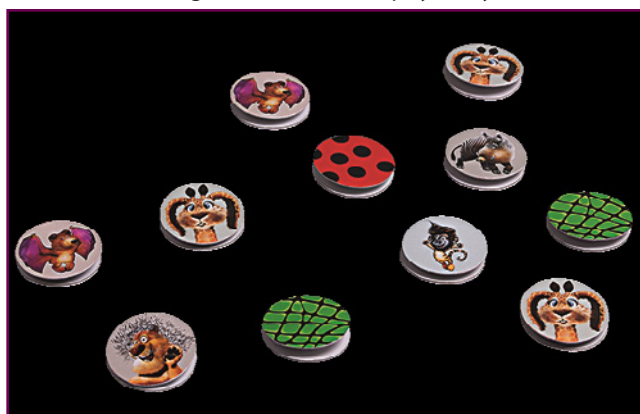
TIGERILLA
ANIMALS, PATTERNS AND MIRROR IMAGES

5↑

Tigerilla, Flederbär, Giraffinchen & Co are searching for two mirror images of themselves, so that you must find three tiles showing the same animal, but each one in combination with a different pattern. The game features 15 tiles for five different animals, each animal is present three times. 15 pattern tiles carry five different patterns, with three tiles showing the same pattern.

At the start, you combine one each animal tile with a pattern tile and must make sure that the same animal is combined with three different patterns; the tiles are attached to each other with Velcro dots. Then you lay out all tile duplexes showing the same type of image on top, animal or pattern, shuffle them well and then players try in turn to find a triplet; the active player turns over two tile duplexes - when the revealed images are different, his turn ends and passes to the next player. But if the two images are identical, you may turn over a third tile duplex. If all three images are identical, you have found a triplet and receive a chip; the tile duplexes remain in place as they are. When four triplets have been found, the round ends. The last triplet is turned over so that all tile duplexes now show animals or all show patterns, and you now search for triplets of the other type. If you want, you can shuffle the tile duplexes before beginning the search in the new round. Whoever owns five chips first, wins instantly.

The idea of a memo with triplets instead of pairs is familiar, but the implementation here is very felicitous - cute animals and well-working tile duplexes as attractive components - a very good memo version. ☑

EVALUATION

Memo
Users: For children
Version: multi
Rules: de en fr hu it pl
In-game text: no

Comments:
Standard mechanism * Very nicely varied with attractive components * Enchanting animal drawings

Compares to:
Memos featuring trios instead of pairs

Other editions:
Currently none

TORRES
BUILDING CASTLES FOR A THRONE

Once again, a king is looking for a successor; in Torres, he tasks his sons with building castles, the best castle will win the crown for the prince.

You use six knights and ten action cards. On an 8x8 board, you place eight building blocks on marked cases, as foundations of eight castles. In turn, each player places one knight into an empty castle, the last one also places the king pawn into an empty castle.

You play three phases, with four rounds in Phase I and three rounds each in Phases II and III. At the start of each phase, players receive stacks of building blocks according to the phase card - four players, e.g. receive eight blocks in four stacks in Phase I and six blocks in three stacks in Phases II and III. In each round, each player has one turn. In a turn, you can spend five action points for placing or moving knights, placing building blocks, buying or playing an action card or buying points for AP. After each phase, you score castles with your own knights, area of the castle times the level of the knight's position. A knight in the King's Castle scores bonus points, when the knight's level is the same as the scoring phase. At the end of the scoring, the King is relocated. The rules include a Master Version and a version with all action cards in one stack for all.

A new edition for the Game of the Year 2000 - contrary to this edition, the core game in the first edition used the joint stack of action cards, separate stacks for players were a version.

Torres is still a very good game, 18 years later, challenging in the Master Version, but also accessible to casual gamers; the rules are easy and the design very attractive. ☑

EVALUATION

Building, pawn position
Users: With friends
Version: multi
Rules: de en fr pl ca es it pt nl
In-game text: no

Comments:
New edition * First edition 1999, Ravensburger / FX * Game of the Year 2000 * Rules unchanged

Compares to:
Torres, Santorini and other building games with pawn levels

Other editions:
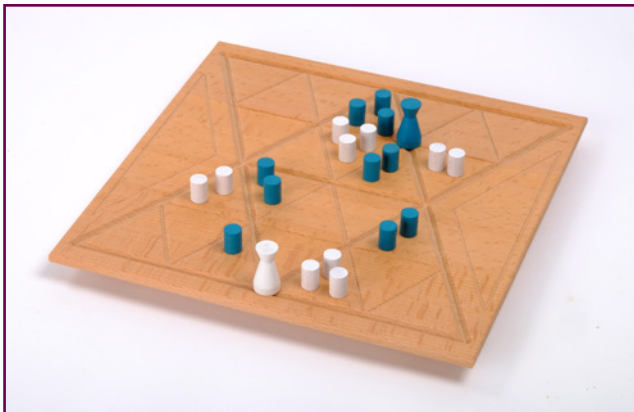Devir (ca it es pt), White Goblin (nl), IDW (en)

TRIANGOLI
MAJORITY IS ALL THAT MATTERS!

The name already gives a clue - Triangoli is a game about triangles. There are 24 small triangles on the board, forming six areas of four triangles each, the six areas do not overlap. They areas, however, share crossings of the lines that form the triangles.

Aim of the game is, to control as many areas as possible with more marker tokens than your opponent. You begin with one marker on the board and 18 marker tokens of your color in open stock.

In the *Movement* phase of your turn you move your pawn one, two or three steps on crossings straight along the lines; the target crossing must be adjacent to at least one free triangle, you cannot jump over the opposing pawn. In the *Placement* phase, you put as number of marker to-kens in an empty triangle adjacent to your pawn, equal to the number of steps that you took. You cannot distribute the marker tokens on several triangles. Finally, in the *Exchange* phase of your turn, you replace opposing marker tokens for your own, again as many as you took steps, and this time, you can take marker tokens from several triangles, albeit only those adjacent to your pawn. If there are not enough marker tokens, you must exchange the maximum possible number. If you cannot move, you must pass, but can never pass voluntarily. When no move is possible anymore, areas are scored one by one - if you have the majority of marker tokens in an area, you leave them there. When all areas are scored, you win with most marker tokens on the board.

Elegant and very good, a typical Gerhards game at that, deceivingly simple, but a rather a challenge, with majorities changing very quickly. ☑

EVALUATION

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

Comments:
Classy components *
Simple rules * Challenging gameplay

Compares to:
Abstract area control for majority

Other editions:
Currently none

WAS ´NE FRAGE!
ALL THE WORLD'S LANGUAGES OR ANIMALS' LANGUAGES?

You are a squirrel and ask questions of other squirrels while climbing up a mountain. Why? Well, that could be a question in the game, if we were not restricted to use given questions and answers.

You have a squirrel piece, an A and a B card, a Triple Kicker and a Tough Question Kicker. Squirrels are placed at the starting space on the board and you are dealt five answer cards and an acorn.

The active player must ask one of three questions on the question tableau - Whom would you consider worse? - which would you miss most? - which of these would you choose? - and places two of his five answers next to one of the questions, color correlation of question and answers is mandatory. Then you select a player with acorn, take the acorn, read answers and questions and hand them over. The Answerer answers honestly and places his A or B card; the other players guess his answer and use their A or B card. When all have guessed cards are revealed. IF you guessed correctly, you advance your squirrel one step, the answerer always moves one step. For each wrong guess the squirrel of the asker moves one step. Finally, the asker draws to cards. As a guesser, you can play a Kicker for additional steps with your guess, the kicker is then discarded. If you arrive at lake or meadow on the board, you may take back one of your kickers. If you are in first place on the track after a final round, you win.

A cute idea, which depends a bit on the luck of the draw - if I hold mountain and forest, the answer to the question what would be missed most, might be difficult, in case of mountains and pizza, less so, or? OR? ☑

EVALUATION

Questions and answers
Users: With friends
Version: de
Rules: cz de en fr it jp pl sk
In-game text: yes

Comments:
Good concept * Fun depends a bit on answers you draw * Wording of the rules is not everybody's cup of tea

Compares to:
Combinations of given questions and answers

Other editions:
Cranio Creations (it), Czech Games Edition (en), Hobby Japan (jp), Iello (fr), Mindok (cz, sk), Rebel (pl)

WÜRFELKÖNIG
ROLL FOR CITIZENS

👥 8↑

King at last! But the realm lacks population! So, you promote the merits of your kingdom in rich cities, in workshops of the gnomes and mines of the dwarves, and to Orcs, Fairies and Sorcerer's Apprentices as well, to win new residents for your realm. Village cards are - sorted by values - laid out in sequence - City - Mine - Workshop - Orc Village - Enchanted Forest, the

Penalty cards are stacked face-up and the Citizen cards face-down, one citizen card is laid out openly underneath each village card.

You *roll* the dice maximum three times. If you achieved the demand of a citizen card, you *acquired* them and take the card; if the result fits several cards, you choose one. When the Citizen card is beneath a village card of

the same color, you take it, too, and have *established* a new village. Elves, Apprentices, Fairies, Hypnotists and Dragons have immediate or end-of-game special effects.

If you could not achieve a result for any of the citizen cards, you must take a penalty card - village idiot or dragon - for penalty points at the end of the game and discard the citizen card at the right end of the row, move the remaining cards to the right und add a new card from stack. When one of the stacks is empty, the game ends instantly. You add the victory points on your collected cards, deduct the penalty points for village idiots and dragons and win with most cards, in case of a tie the fewer penalty points decide.

A nice dice do, everybody by himself, only the dragon gives penalty points to another player - a simple game, with a little anger about results, nice for beginners or a filler. ☑

EVALUATION

Roll dice for cards
Users: For families
Version: multi
Rules: de en
In-game text: no

Comments:
Simple mechanism * Attractive design * Good for beginners

Compares to:
Games with achieving template results

Other editions:
Currently none

ZOOLORETTO DUELL
RIVALRY FOR THE BEST ZOO

👥 8↑

In this version of Zooloretto, two zoo directors rival in direct confrontation for the best zoo, most visitors and best attractions.

Seven zoo parts are on display and you begin with one coin; the display of enclosures, vending stands and transport trucks is prepared, as are the animal and vending stand cards.

In several rounds players alternate turns. The active player

has one action out of three options: 1. Draw a card and place it openly next to a transport truck with at least one free slot. 2. Take a transport truck with at least one card next to it and quit for the current round; cards at the truck are placed immediately - animals in the corresponding enclosure at the player's side, vending stands next to the vending location. 3. Money ac-

tion - you can pay two coins and steal an animal from the opponent's enclosure for your own, or dispose of all penalty points. Symbols on animal cards or vending stands give special action: An animal with lightning causes a penalty point; an animal with a heart provides offspring, if available, with a second animal of the kind in the enclosure. A square gives you donations of new animals or vending stands. Symbols on vending stands give you money. Met parameters for animals and stands trigger intermediate scorings; after the last round - triggered by the special card - you score animals, coins and points on scoring and point markers. In the advanced game you may discard a card just drawn instantly, if you pay once coin.

Zooloretto, streamlined to the essentials, elegant and straightforward, but therefore somewhat abstract - an ideal introduction for newcomers to the zoos of Zooloretto! ☑

EVALUATION

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

Comments:
Streamlined, elegant version * Somewhat abstract * Essential mechanisms remain

Compares to:
All editions and versions of Zooloretto

Other editions:
Currently none

BRAINS ZAUBERTRANK
Publisher: Pegasus Spiele
Designer: Reiner Knizia

Potions are not easy to brew, especially if you need to adhere to parameters. The game comprises puzzles for 50 potions. You choose a puzzle and take the board and all seven potion tiles. Each empty case on the board must be covered with a tile in a way that complies with all parameters of the board. You can turn the tiles any which way before placing them. You are meant to play the 50 puzzles in the sequence of their numbers, as they get consecutively more difficult in five levels of difficulty. The rules contain a clue for each puzzle and a separate brochure holds all solutions.
*Version: multi * Rules: de en * In-game text: no*

Mental training for 1 player, ages 8+

CRISIS SPIES
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.
SPIES = 2 tiles, in Long Live the Queen Dieselpunk or Classic Edition. Each Spy is a special employee and is used in the production phase to receive money, resources or victory points from a company.
*Version: en * Rules: en * In-game text: yes*

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

DEUTSCHER SPIELEPREIS 2017 GOODIE BOX
Publisher: Frosted Games 2017
Designer: various

In 2017, too, the "little brother" of the Brettspiel Adventskalender, the Goodie Box for Deutscher Spielepreis 2017, is published as a tribute to one of the most important awards for games in the German-speaking countries. The Goodie Box features four expansions, for three of the Top Ten Games - Ein Fest für Odin, First Class and Great Western Trail - and for IceCool, Deutscher KinderspielePreis 2017.
*Version: multi * Rules: de en * In-game text: no*

Collection of expansions for four games

ICH PACKE MEINEN KOFFER
Publisher: Haba

The classic game in a travel edition, featuring 85 magnetic tiles for items, packed into a tin. A sheet representing an open suitcase is put into the tin lid. The first player takes the lid and selects an item from the tin. He says „I took a trip and on this trip I took with me „a". The next player repeats the sentence, takes the lid, adds a new item and says „I took a trip and on this trip I took with me „a" and „b". If you make a mistake, you are out of the game. The last player in the game wins. Series *Haba Reisespiele*
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Memo game for 2-4 players, ages 5+

MEINE KLEINE MÄRCHEN MEMO BOX
Publisher: moses. Verlag
Designer: Jürgen Heel

Three fairy tales - Hänsel und Gretel, Schneewittchen and Rotkäppchen - are represented by twelve images each. At the start, you read the story from the story book; then the twelve tiles are shuffled face-down and laid out in a 4 x 3 grid. Now players in turn try to turn up the tiles for the story in the correct consecutive order from #1 to #12. When a wrong card is turned up, your turn ends and you must turn down again all open cards. If you manage all twelve cards correctly, you win.
*Version: de * Rules: de * In-game text: no*

Memo game for 1-4 players, ages 4+ / 5+

SCHÖNE SCH#1?E
Publisher: Amigo Spiele
Designer: Thorsten Gimmler

33 cards of values 3 to 35 show bad luck situations, 24 of them are stacked and you hold some chips and keep them secret. The starting player reveals the top card and either takes it for penalty points or you refuse it and place a chip on it; the card then passes to your left neighbor, who decides to take or refuse it. If you take the card, you get all chips on it, too. Cards in front of you score their value, sequences of numbers score only the lowest value in the chain; chips at the end are positive points. When all cards are given out, you win with fewest penalty points.
*Version: de * Rules: de * In-game text: no*

Card collecting game for 3-7 players, ages 8+

SPEED DIE CHRISTLICHE VARIANTE
Publisher: Adlung Spiele
Designer: Reinhard Staupe

The 60 cards are distributed at normal speed, each player receives 30 cards and takes the top 3 into his hand. Then all players turn over their top card from the stack and then can as fast as possible throw their cards on both stacks, always symbol on symbol or colour on colour or amount on amount. If none of them has a corresponding card the top card of both stacks turned over again.
Series: Speed; Theme deck featuring Christian symbols; in cooperation with uljö
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Card shedding game for 2 players, ages 6+

TARGETS
Publisher: Zoch Verlag
Designer: Wilfried Fort

Dice are placed on targets to win win discs. Three discs are on display. You stack your three dice as a tower on your puck. In your turn, you snip the top die and leave it - with the exception for some particular cases - where it ends up. When a die touches the center of a target, you win the disc instantly. A die as part of a double can be taken back. When you hit opposing discs beneath pucks you get them. When all dice are played, discs under pucks turn into discs you won; discs with majorities of dice on them go beneath the puck of this player. If you own four discs that you did win you win the game. Includes variants.
*Version: multi * Rules: de en + fr nl * In-game text: no*

Dexterity game for 2-4 players, ages 7+

WELT DER 90ER JAHRE
Publisher: HUCH! & friends
Designer: not named

A new edition in the series of "Welt …." Games. The "Bet" tiles are arranged in ascending order around the board and you have a marker and three tip chips. Players decide together on the number of questions and thus the duration of the game. A question is read out with its four answers. The number of correct answers varies from from one to three. You place your chip on the "Bet" tile if you believe the answer to be correct and can bet on several answers. Should you have given one wrong guess, regardless of how many right ones, you do not score in this round. If all your tips were correct you advance accordingly on the board.
*Version: de * Rules: de * In-game text: yes*

Quiz with a special topic, for 2-5 players, ages 14+

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

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

ToyAward 2018

The ToyAward: Gold for toys
The novelties award is an internationally recognized prize of Spielwarenmesse® and is presented annually by an expert jury.

The criteria for the ToyAward are:
Play fun. Originality. Safety. Workmanship & quality. Comprehensibility of product concept. Prospects of success in the shop.

Baby & Infant 0-3 Jahre
Kullerbü – Spielbahn Parkhaus, Haba

This year saw HABA introduce a car park-play track of the special kind: Not only does it offer plenty of parking for the many different Kullerbü vehicles, it also includes a car wash, a lifting platform for vehicle repairs, and a petrol pump. The absolute highlight of this quality wooden toy, however, is the helicopter landing pad on the top level - and naturally, the play track on which cars can zoom up and down. This track can be easily combined with other Kullerbü play tracks, theme sets and accessories which offer a diverse playing landscape for children. This exciting toy concept, in combination with quality material and detailed design convinced the jury, too, who awarded the first prize in the Baby & Infant category to HABA's car park-play track

Preschool 3-6
Robo Chameleon, Silverlit

The cute little chameleon with the big wide eyes and the robot-like embellishments on the body will quickly become the favorite of all pre-school kids. Robo Chameleon can be remote controlled to move across the children's room and, at the touch of a button, it quickly unrolls its long tongue covered in magnets which help it snap for the metal food items, only to disappear in its mouth again. When moving, it wiggles its cute tail and the ridge on its head and its back is covered in LED lights that routinely change color! By maneuvring and targeting Robo Chameleon trains children's dexterity in a fun way. The combination of a technical robot with high play value was the decisive criteria for the jury to nominate Robo Chameleon as the winner in the PreSchool category.

Schoolkids 6-10
Pepper Mint und das Baumhaus-Abenteuer, Kosmos

In her treehouse adventure, Pepper Mint introduces girls to the fascinating world of science. She is the main protagonist of the new experimental kits, at the centre of which is a treehouse made of wood. Once set up, it is used as a testing station: For example, what to do if the luggage is too heavy to be carried into the treehouse? Right, you build a pulley. Young researchers examine with the help of many specific examples the technical and scientific phenomena nature has to offer in a beautifully-created playing environment. Together with snazzy Pepper Mint, they find access to the STEM (science, technology, engineering and mathematics) universe.

Teenager & Adults
1:87 VW T1 Samba Bus 2,4G 100% RTR, Tamiya Carson

Volkwagen's T1 Samba bus is an automotive classic which many old-timer fans restore with much love and which is now available as a remote-controlled miniature version. Collectors and connoisseurs of model railways - the 1:87 large replica fits perfectly in with H0 railway landscapes - are especially enthusiastic about the life-like details: The body and paintwork have been carefully replicated and the headlights and rear lights work just like they do on the real one! The steering for the VW T1 Samba is sensitive so that even maneuvring creates a highly realistic experience. Its great functionality and the much-loved vehicle model also triggered much enthusiasm among jury members. They named the RC-controlled VW T1 Samba bus by TAMIYA-CARSON Modellbau the winner in the Teenager & Adults category.

Jurors of ToyAward 2018

Andrew Dobbie, Gameplan Europe Ltd., Managing Director
Dr. Thomas Märtz, VEDES AG, Vorstandsvorsitzender
Nadine Müller, Premini GmbH, Geschäftsführerin
Thorsten Paedelt, duo schreib & spiel GmbH & Co.KG, Geschäftsführer
Jochen Pohle, EK/servicegroup, Bereichsleiter Geschäftsfeld family

Andreas Schäfer, idee+spiel GmbH, Geschäftsführer
Vincent Stozicky, JouéClub, Frankreich, Kaufmännischer Direktor
Marietheres Waschk, Akademie Remscheid, Sozial- und Spielepädagogin
Rainer Weiskirchen, TÜV Rheinland, Pressesprecher
Thomas Wodzicki, BAG Spielmobile e.V., Projektentwickler

Tony Boydell

Die Zünfte von London