PHOTOSYNTHESE

Ein Spiel um **Licht** und **Schatten**

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 62 GAMES

ZOMBIE SZENARIO

AFTER THE VIRUS

THIS IS WHEN YOU FIGHT FOR SURVIVAL

Jacob Fryxelius, designer of the much-hyped game Terraforming Mars, which is probably known to all board gamers out there, a maximum number of three players, which is very rare, a deck building mechanism, cooperative play and Zombies, all this counts in favor of the new game by published by FryxGames for Essen 2017, the German version has been published by Schwerkraft-Verlag.

Each player is dealt one of four character boards, which in turn determine 13 starting cards (in case of three players only), which are also sorted out from the deck of cards - among those starting cards there are also three Zombie cards of value 1. Furthermore, the character card offers room for up to three wound markers, which takes to the one and only condition for losing the game: In case one of the players must take his third wound marker, all players have instantly lost the game together. A mission summary offers 16 different missions with varying targets and slightly varying set-up of the game. All players win together as soon as the respective mission target has been achieved by all players; this achievement need not happen in the same round, all it takes is for all to survive until all players have achieved the target. All other cards - various weapons, survivors, cars and other items of equipment, all familiar from other Zombie games - form the so-called area deck, which must be explored during the game.

A player turn comprises the drawing of five cards from the players own draw pile - like the mechanisms in Dominion; should Zombie cards be among those five cards, they are placed openly in your area. Those cards should be discarded until the end of the round or all zombies depicted on them need to be killed - if not, they cause one wound each, regardless of the number of Zombies depicted on a card. If there are less than five cards in your face-down draw pile, you first raise the „wave" number by 1 - at the start of the mission this number is usually 1 - and then put a number of Zombies equal to your wave number on your discard pile; at this point, the number of Zombies can raise up to four per card - and believe this is not funny anymore! Then you shuffle your discard pile and put it at the bottom of the remaining draw pile.

In the Action phase of the game all players are active simultaneously, at least in theory, and they can do any one of seven action options as often as they want; some of those card actions build upon each other in consecutive order - for instance, you start with "exploring" and discard a card from your hand, without using it, to then tale the top card from the top card of the face-down area deck and place it into the area of "explored cards". This is followed by „collecting" to pay one of the cards in the „explored area" by discarding of cards in hand and to put it „unprepared", that is rotated by 90 degrees,
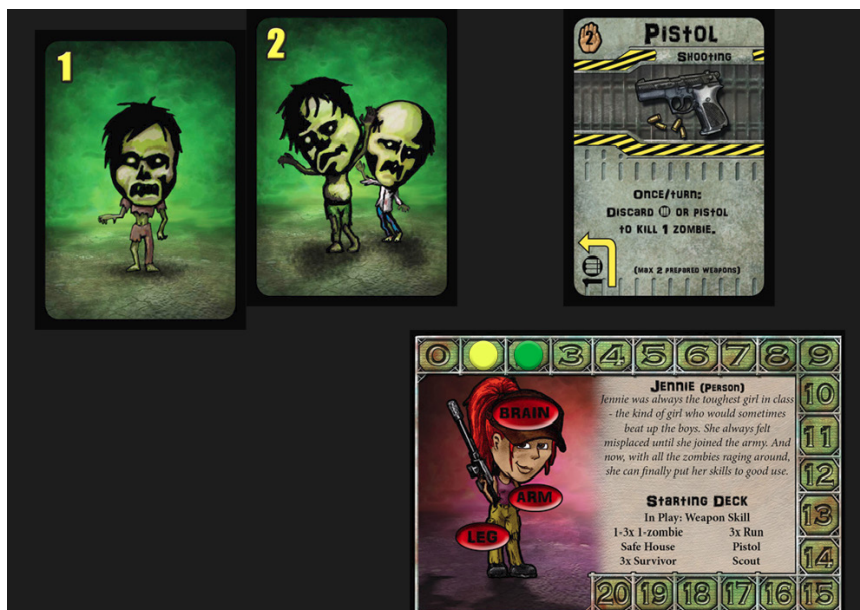
into your playing area. This is, of course, followed by „preparing", which means making an unprepared card available for use by paying its costs with discarding cards from your hand. And then, finally, you can „use" a prepared card, that is, resolving the text on the card: First and foremost, of course, killing Zombies - what else - which usually costs ammunition or causes the weapons card itself to be discard, but at least the Zombies go back to their own stack, always sorted in descending order. Equally important is the saving of a certain number of „surviving persons", which is often the mission target or at least a part of it, using the action card „sanctuary".

Gert Stöckl

A very "thematic" deck building game for maximum three players, which are quickly found, offering long-lasting fun to play due to varying mission targets.

What else can I do with my cards in hand other than discarding them unused for almost any any of the action options. Pink hand cards are "event" cards - for instance "turn heel" to discard one Zombie card - and are played and resolve instantly or placed directly "unprepared" into the playing area where they need to be made available with the "prepare" action. If, after all those action, you still have Zombie cards on display, each of these cards gives you exactly one wound and then the Zombie cards is put on the Zombie pile. If you take a wound in your arm, you can have only one prepared weapon instead of two; if you receive a would in a leg, you cannot play the "turn heel" card yourself, which really hurts especially, as this card instantly moves one Zombie cards, regardless of

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

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the number of Zombies depicted on it, to the discard pile.

And where is the cooperative aspect in all this, aside from the necessity of completing the mission target by all players? Well, basically it is restricted nearly exclusively to healing the wounds of other players and, of course, to the killing of Zombies or discarding of other players' Zombie cards and of course there is the permanent discussion how you can use those options in an optimum one - a chainsaw which kills six Zombies at the same time is suited better to a player in distress with six or more Zombies on the table than to yourself, if you are only threatened by one or two zombies, because those can also be taken care of with a pistol.

Conclusion: „After the Virus" will probably not stand out in the history of board games as Terraforming Mars does and will do, but Jacob Fryxelius has again created an excellent game, intense and outstanding on the thematic aspect, which is not always the case with Zombie games, and I know quite a lot of them. I must mention, however, that the missions are not that easy to complete, and it will take you a few games to find out how you can really cope with those Zombie hordes. Due to the multitude of cards - there are 40 cards in a player deck - you will have seen all cards only after a few games. If there is something to criticize it is that the player decks for all three players are completely identical; this, in itself, would not be a problem, but you cannot distinguish the individual decks by their backside. Which means, should they get accidentally mixed up,

it takes you ten minutes to sort them. Therefore, I recommend the use of card sleeves with backsides of assorted colors, for which the cards themselves will be grateful as well, because they are shuffled very often. ☑

Gert Stöckl

BEWERTUNG

Cooperation, Zombie, deckbuilding
Users: With friends
Version: en
Rules: de en es hu
In-game text: yes

Comments:
Topic excellently implemented * Player decks have identical backsides * Missions are hard to accomplish

Compares to:
All cooperative deckbuilding games

Other editions:
Schwerkraft-Verlag (de), Reflexshop (hu), Maldito Games (es)

My rating:

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

One month after Nuremberg - we are in Cannes at Festival International des Jeux, probably the second-biggest fair for non-professionals in Europe. A few years ago there very nearly exclusive French publishers showing their games, and nearly exclusively French visitors, too - now this has changed. Publishers from Finland, Germany, Italy, Spain and, of course, from France. The halls were rearranged a bit this year, the area for computer and consoles games was very much smaller, the area for games for children had been enlarged. The games, too, mirror the globalization, there were French editions of games from other countries, and original games in French which we will surely see in other editions later in the year. We can look forward to good games! Highlight of festival was again the As d'Or, look for the winners further back in this issue.

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http://www.gamesjournal.at

and our Games Companion Game by Game at
http://www.gamescompanion.at

KNIGHTS OF THE TABLE SQUARES

QUEENDOMINO

REMAIN A ROYAL SINGLE OR MARRY FOR A ROYAL COUPLE? 👥 8↑

Game of the Year 2017 in Germany has been, as we know, *Kingdomino*; Dominoes not in black & white, but featuring several colorful landscape tiles which need to be puzzled together forming areas for the optimum yield of victory points. Quickly understood, quickly played and yet - or even because of that - a long-lasting and entertaining pleasure for all; and in a game of two even featuring enhanced tactical depth based on the same simple rules concept. To avoid having the King becoming a sad and lonely one, all on his own, there now is also *Queendomino*: for use as a stand-alone game with more variety or for combination of both games to a royal couple, even playable for up to eight princes and princesses! This (first) sequel includes - besides the Queen, a Dragon, 32 building tiles, 15 towers and lots of coins - also 22 small Knight figurines, with which you can train your motor skills, by the way.

The purpose of those knights is primarily the collecting of taxes in your own kingdom, that is, the acquisition of coins. After you have placed a new „Domino" tile, you may place one or even two of your knights on it. This placement yields a number of coins equal to the size of this or those two current landscape areas. Coins in turn yield additional points at the end of the game, and during the game you need them to acquire/buy buildings. As a basis for the use of such building tiles, a new, seventh color is introduced to the

game, red. Buildings come in 18 versions and in this way enhance the tactical options in manifold ways; for instance, you are rewarded with the presence of the Queen if you construct sturdy, vertical towers, but only for viewing purposes, especially as the domino tiles again come with many lovingly-cutely designed graphic details that wait to be discovered. The Queen, on the one hand, officiates as a "Shopping Queen", offering a reduction of one coin for each future building acquisition and, on the other hand, serves as an additional crown in your own biggest landscape area.

Harald Schatzl

Queendomino is expansion as well as a stand-alone variant for the Spiel of (Last) Year 2017, the slightly tactical tile placement and puzzle game Kingdomino - and confirms a bit the cliché that women are more complicated than men. As a stand-alone, it has a few more rules and remains a game suitable for nearly all players; in a game for two or in combination with Kingdomino, brooders and ponderers are catered for, too, albeit at the price of losing the playful lightness.

Other buildings give you additional knights, or a potential for higher income or victory points for this and/or that. A disadvantage of some of the building effects, however, is that they might be thought to be not attr4active enough and thus become shelf warmers, clogging up the offering. This is caused by the fact that, contrary to what is usual in other games,

the "cheapest" building does not go back into stock from the display at the end of the round but remains in place. Especially the 14 landscape type buildings are not favorites for taking, at least in the first half of the game, as they score "only" two points for your own, unconnected areas of a certain landscape type - as a possible counter agent for a clogged-up building offer I recommend to provide those 14 landscape type buildings with two additional permanent points on the one hand and, on the other hand, to shuffle half of them into the bottom of the draw pile.

However, it is not mandatory or compelling to equip your own kingdom with buildings, it is still possible to win in the "classic, standard" way, Especially in case when the other players compete intensively for various buildings it can be more rewarding to restrict yourself to the "banal" acquisition of crowns, inasmuch as "domino" tiles with red building squares come with higher numbers on the back, so that you are or remain in a better position for turn order without buildings. However, nobody is spared the "scoring tangle" in the final scoring - there are double the amount of lines to fill in on the scoring block then there are in *Kingdomino*.

Furthermore, the Dragon can be hired once per round, to remove a building tile from the display - burning down the house! This destruction however comes with a price, one coin or 1/3 of a victory point in the end, so that, at least in a multiplayer game, there is a bit of hesitation over this investment option, especially as one can hope that someone else will feed the dragon. In a game for two players, which - due to the bigger kingdoms and the extended tactical options - take a good hour to play, the Dragon option works very well. The only player who cannot bribe the Dragon is the current host of the Queen, maybe because she is afraid of the Dragon; the game mechanics, however, give the reason for this as providing other players with a chance to construct towers in order to motivate the Queen to a change of location.

In case of five or more players, you simply use the „domino" tiles from both *Kingdomino* and *Queendomino*. With this combination, even games with seven or eight players seem possible; however, there seems to be such a big downtime that the rules recommend a team version for such a number of players. But you can also use all tiles in a game with three and four players; in this case, your kingdom can have a maximum size of seven x seven cases, the same size as in a game for two players. And, again as in a game for two, bigger kingdoms can lead to more intensive efforts in counting and calculating: How much can I score with this "domino" tile, how much with that one? How many crowns might appear in this color/landscape till the end of the game? Can I keep my Knights in reserve or should I use them instantly? Do I now buy a building expensively or will I maybe get it cheaper at the end of the round? And so on and so on .... the playful lightness of the game is somewhat diminished in favor of pondering orgies.

And already, this year, the (big) Jack is ready to follow King and Queen - the Giants from the most current expansion promise even more interaction due to the option to destroy crowns in landscape areas of other players as well as new challenges due to the option to score bonus points from constructing landscape according to task cards. Maybe all three together will, as the „Ace", trump the world of tile placement games. ☑

Harald Schatzl
Images (c) Henk Rolleman

INFORMATION

Designer: Bruno Cathala
Artist: Cyril Bouquet, Jens Wiese
Price: ca. 30 Euro
Publisher: Pegasus Spiele 2017
www.pegasus.de

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

BEWERTUNG

Tile placement
Users: For families
Version: de
Rules: de en es fr it jp kr nl pt ru
In-game text: no

Comments:
Again many cute graphic details * Stand-alone game or for combination with Kingdomino * The combination is a time-intensive puzzle for three and four * Extra star for the two-player game

Compares to:
Kingdomino

Other editions:
Blue Orange (de en es fr it pt ru), Ten Days Games (jp), Blackrock Games (fr), Happy Baobab (kr), White Goblin Games (nl)

My rating:

FOR ONCE, BUILD THE ETERNAL CITY

CHARTERSTONE

WORKER PLACEMENT IN A LEGACY GAME

Legacy games are an individual, separate and still rather new category of games. So far, I have kept away from those games, as - in my opinion - the high price is not justified in relation to the allure of the game and to its perishability. Usually, when the campaign has been played to its finish, the game is unusable. It would be different, when a Legacy game could be played again after the end of the campaign. Here is the answer: Charterstone.

Charterstone begins with very simple rules. During the campaign, which consists of twelve individual games, you get the feeling that you are contributing to the creation of the game, which in a way is true to a certain extent. You feel a bit like a game designer, somehow, and the allure to let the game evolve is rekindled from game to game again.

There are not that many preparations before the first game, the access is very easily achieved. The rules comprise a few pages, but those pages are still empty in part. So the game intensifies step by step during the campaign and the rulebook expands continuously.
However, even when the reading and understanding of the rules is quickly achieved, we cannot start to play immediately, as, at first, we must consult the Index box. This box comprises all cards in the game, which can be added permanently to the complete game, either during the campaign or afterwards; which cards are

added is up to the decision of players. Those cards are, on the one hand, cards that really become part of the game, but, on the other hand, also cards, that expand the rules or tell the meta story of the game. Thus, we begin our game with reading of the start of the story of the Eternal City and the first additional rules, which are instantly glued into the rule book.

The starting rules compare, in their basic mechanisms, to the basic game rules of a worker placement game, combined with explanations on how to use the various elements of the game and state the end-of-game conditions. We are informed that every player has two workers of equal worth; in his turn, you can either place one of your workers on an action case on the game board or take back the workers already placed in previous rounds. Work-

ers can also be placed on an action case where there is already another worker; in this case, the worker already present in the case goes back to its owner; you can do this also with one of your own workers. If you place a worker into an action case, you must always pay eventual costs stated in the case and then instantly resolve at least part of the actions. Costs are either resources at the beginning - there are six different ones in the game - or money or influence markers.

Bernhard Czermak

Due to the plethora of placement cases and the numerous different game elements Charterstone remains, even when the campaign is finished, a varied, not overly complex and entertaining worker placement game.

The information on those influence markers tells us that their deployment is a deciding element of the game, as every player has exactly twelve personal influence markers for a game which you can, as already mentioned, spend to pay for action or use to mark the completion of certain tasks. This limited number of twelve influence marker is a limiting factor in most games and, at the same time, the indirect trigger for the end of the game.

Those core rules of the game remain unchanged until the end of the last game in the campaign and also in any further games. However, during the campaign, new game elements are added which create a more and more varied and variable course of the game. I will not go into details over those new elements as this would take away too much of the surprises.

The starting rules of the game inform us also about the deployment of cards in the game. At the beginning, role cards, development cards and target cards are in play, which we take from the Index box according to card numbers. All cards in that Index box are consecutively numbered and unique.
For the first game, each player receives the role card of his player color, this card has

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no special function. Only the role cards, which a player will receive during the game, will offer him an individual bonus during the game, often linked to a certain action.

Development cards come in several types, and new types are continuously added during the campaign, so that the game starts with three distinct types and you end up with seven different development card types by the end of the campaign. The cards form a pile on their own board, five of them are always displayed openly. We begin with the types of building cards, empty building cards and assistant cards. Many types offer options to players to receive advantages during the game or the upgrade actions or to collect victory points. However, the building cards and empty building cards are of essential importance as those cards are the basis for the evolvement of the board during the campaign.

The board, too, shows a lot of white areas at the start of the game, as we are tasked with building the Eternal City of City of Forever, as the King is not happy with his current capital. The basic area of the city exists already, as does its division into seven boroughs, called Charters. The central Charter already holds five buildings, and one other building is situated at the periphery of the city; those buildings are the first placement cases for our workers. The remaining Charters are completely empty, each charter offers room for six buildings and each charter belongs to one player, which means that this player is the only one who can construct new buildings in this charter and only in this charter. The central buildings offer the option to build buildings there to all players, but no opportunity to receive one of the seven resources. Therefore, before the first game starts, each player receives a certain

individual building, which he constructs immediately, even in a Charter without a player in the game. Those six buildings are production buildings, each one offering one type of resource.

What does that mean for a player: He peals the building off the building card and sticks it onto the game board. For all other buildings but those first ones the rule is always that new buildings must either placed on an empty building site or must be placed to cover an already existing building. With those building actions, the game board is permanently changed, and the Eternal City evolves until it is complete at the end of the campaign.

To be only allowed to build in your own Charter seems very restrictive at first glance, as there are only six building sites in a Charter; there is, however, a solution for this in the course of the campaign, so that the construction of buildings remains an important action during the campaign and also afterwards. Each new building in turn represents a new action case with its own costs and its own actions, each of them unique and for use of all players.

Thus, each player has, among other things, an empty building card at his disposal. What for? Well, this is the moment when the crates enter the game. On many building cards, that is, on all of them at the start, a crate with an individual number is depicted, which remains visible even when the building has been built. This crate can be opened using an action available in the central Charter. The effect? New components for the game! The Index tells you which game elements are added to the game from the Index box as an effect of opening the crate; the components might go to the active player or might become part of general stock. The crate always provides a new role card, which the player keeps in his Charter Chest for further games. Other elements are new develop-

ment cards, maybe even cards of a new type, or completely new game elements, for instance the so-called assistants or helpers, which are used similar to workers. Only after the crate has been opened, the empty building card is taken out of play and placed into the archive.

Another action available from the central Charter is the completion of a target card, the third type of cards in the game. In each game, three target cards are displayed openly. The always carry a condition; if a player meets this condition, he uses the corresponding action case and marks the completed target card with one of his influence markers. This allows all players to complete all targets independently.

The action of completing a target card is, at the start of the game, one of four action cases which earn you victory points during the game. Three of those action cases have another characteristic - they advance the marker on the progress track. This progress track is a determining factor for the game end. Depending on the number of players, the marker starts in a different position and moves forward to the last position. If it has arrived there, the round is completed and then the game

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

ends. Towards the end of the game the marker usually advances faster, as the marker advances by one step towards the final position also for active players who are out of influence markers.

On the progress track there are also cases which trigger an action; this can be the case for all players for "income" or only for the active player in case of the "Prestige" track. The prestige track is a track which is scored in the final scoring. Players place influence markers there and whoever has the majority there at the end scores most victory points, etc.

After this final scoring, the game ends, and each player resolves his victory points by marking all his achievements on his Charter Chest. The winner may fill in a cup there, all other players can upgrade the capacity of their Charter Chest. This capacity determines, how much and which game components the player may carry over to the next game of the campaign. Finally, all players may fill in one Fame point on their Charter Chest for every ten victory points they scored. This might result in receiving additional game components at the start of the next game. The filled-in cups and Fame points are also a central part of the victory points which players are awarded at the end of the campaign to determine the overall winner of the campaign.

Charterstone can be played with maximum six players, indicated by the six Charters on the game board, however, you do not need six players to play the campaign. I have played the campaign with three players - the rules are written in a way that the Charters who are not owned by a player, are evolving parallel to the other Charters, which results in only minor restrictions, which are not key factors. The game also offers a set of rules for virtual players in case you want to use them. According to my experience, they are not necessary. I would, however, like to recommend that you do NOT change your Charter during the campaign; it is best to stick to your Charter and your color from Game One to Game Twelve, as you would lose the advantages that you have acquired during the campaign.

At the end of Game Twelve the campaign ends, and you determine the total score for each player for the complete campaign and the winner is the new ruler of the Eternal City.

Can the game be played again in a meaningful way? Yes, definitely! At the end of the campaign, you are left with a complete worker placement game with all the extensions that have been added during the campaign. All action cases, too, are available afterwards, even those for constructing buildings or opening of crates. Those crates can now be used without an empty building card. And as the Index box is not empty either at the end of the campaign, new buildings and new cards can be added after the campaign. The only thing lacking after the campaign is, of course, the integration of a game into the meta story of the Eternal City, but this has no influence on a game itself.

All in all, Charter Stone was an interesting contrast to a Non-Legacy game. Of course, you must take the time to play all twelve games of the campaign to experience it

properly. The individual games are rather short for playing time, so that you can easily manage to play two games during one evening, which is fun, too! And this is, for me, a bit of a disadvantage for games after the campaign, as the duration of games does not change and so you feel that the games are too short! But this can easily be remedied with a house rules, you only need to let the progress marker start further back on the track, and, lo and behold, you have a longer game. The player who is administrating the Index box is the one who is a bit to be pitied; despite the Index box being very sturdy and equipped with a magnetic closing mechanism, the searching and taking out of cards after every new crate is a bit tedious and causes an interruption in the game.

For fans of the campaign, there is now a Recharge Pack on offer, with which you can play the campaign a second time. ☑

Bernhard Czermak
Images (c) Henk Rolleman, Bernhard Czermak

INFORMATION

Designer: Jamey Stegmaier
Artist: Forest, Cossette, Studios
Price: ca. 70 Euro
Publisher: Feuerland Spiele 2017
www.feuerland-spiele.de

PLAYERS:
1-6

AGE:
14+

TIME:
60+

BEWERTUNG

Worker placement, Legacy
Users: For experts
Version: de
Rules: de cn en es fr it pt ru
In-game text: yes

Comments:
Legacy game * Can be played also after the campaign is finished * Recharge Pack available

Compares to:
Ein Fest für Odin, Russian Railroads

Other editions:
Stonemaier Games (en), Ghenos Games (it), Lavka Games (ru), Ludofiy Creative (pt), Maldito Games (es), Matagot (fr), Surfin'Meeple China (cn)

My rating:

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

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AMOEBAS OR DINOSAURS

DARWINNING

WHICH SPECIES WILL DOMINATE?

8↑

As a trained biochemist I am interested in evolution, and I also like puns, therefore I visited the booth of the Multamäki family at the fairs in Nuremberg and Cannes to playtest *Darwinning*, a trick taking game on developing various species, albeit not always in the way Darwin would expect it to work.

Each player selects one species out of a range of ten animals - the selection covers Amoeba, Fish, Mice as well as elephant and Tyrannosaurus Rex - and tries to give them the optimum chance to survive during four eras - with the biggest population, adapted to every kind of environment and sitting at the top of the food chain!

Each species begins with a given size of population - nine amoeba or one dinosaur, pre-set environments for food and two cards printed on the Species Board and, of course, their position in the food chain, marked on the food chain track.

3x14 cards carry values of 1 to 14, and are present twice each in three colors, marked by a symbol - acorn, flower and blueberry; a fourth color with a leaf symbol and a card of value 15 in all four colors are stretch goals and will make the game playable with six players. Cards can be used in four separate ways, dependent on the symbols they carry: With a symbol for food, the card can be placed above the species board and move your marker forward accordingly on the food chain track. If the card carries an egg symbol, you can place it to the right of the species board and raise your population accordingly. A card carrying an environment symbol can be placed to the left of your species board to improve environmental adaption; you cannot own an environment twice and cannot add a card for a symbol that is already printed on the species board. And, as the fourth option, you can place a card carrying an attribute symbol for its effect on one of the five cases provided on and at the bottom of he species board; you can cover cards already in place, also those printed on the board, but you cannot own the same attribute twice.

How do I get such cards? Well, at the start of the game, you are dealt 10 cards for you hand, and between three and five environment cards, depending on the era, are displayed openly. Then you play tricks; whoever is at the bottom of the food chain, leads for trick and plays one or several cards; the next player must top this with a better/stronger combination or, if he cannot do so, play a single card; card colors are of no importance. When everybody has played a combination, the strongest combination wins the trick.

Possible combinations are similar to Poker combinations:
One single card
Pair - two cards of the same value
Flush - three cards of the same color, regardless of value
Straight - A series of three consecutive values
Triple - three cards of the same value
Straight Flush: Three cards of consecutive values in the same color
Foursome - Four cards of the same value

In case of similar combinations - for instance, straights of 3-4-5 and 4-5-6 are played - the winner is the combination with the higher total, in case of an additional tie the winner is the combination that was played later.

The winner of the trick can now use one card from the combination that won the trick to upgrade his species in one of the ways described earlier - there is no limitation or restriction - you can give your fish a Carapace or Teeth to your mice that can eat a carapace, you can acquire Symbioses and therefore acquire food from another species in a given era, and so on and so on.

If someone is out of cards after a trick, the era ends, and this last trick is resolved differently - it is not the winner of the trick you may improve his species, but all other players can use one of the cards they played in this trick; all other remaining cards are discarded.

Then, in order of the position in the food chain - each species is checked for survival. Every species needs one food unit for each population unit; if there is not enough, the species loses one population; in case of surplus food, the species grows by one population; if there is exactly the right amount of food, nothing happens. Available food is gleaned from 1. correlation between an environment on display and an environment on your species board; 2. Eating of other species below you on the food chain - the eaten species receives a bite token, the eating one gets two food; some attributes enable you to eat upwards (e.g. Teeth), some block eating (Carapace, Camouflage), or make a species inedible (Poison), and 3. From some attributes directly.

After feeding has been resolved, each species with two or more bite tokens loses

one population. Then the next era is prepared by displaying the corresponding number of environment cards and dealing ten cards to each player.

After the fourth era, each species is scored: You win points corresponding to your position on the food chain track; each population below and up to equal the population count at the start of the game gives you one point; additional population units score two points each. Environments on your species board are worth one point, additionally acquired environment adaptations score two points. All additional attributes that were not placed in the 0 Point position score one point, if they carry numbers 1 to 9, and three points, if they carry numbers 10 to 15.

The winner is the species with the highest total score; in case of a tie, the species with more population unit wins, if there is another tie after that, the species higher up in the food chain wins.

Darwin has not won, he probably would develop the attribute of rotating instead! The winners this time were the Mice with Teeth and Communication, which protected them from species above them in the food chain, they could only be eaten by species below them. Mice even ate the dinosaur, whose Carapace was no help at all, as the Mice had those fearsome teeth that can crack a Carapace; furthermore,

dinosaurs are rare, and they did not manage to acquire the attribute Society, which would have let them eat Mice despite their Communication ability.

As you can easily imagine, Darwinning is fun! Logic is not on demand, and evolution theory not really, but you must make clever use of your cards and make full use of combinations of environments and attributes. Of course, you need a bit of luck of the draw, and a seemingly super combination is not always a guarantee for winning a trick. However, and in any case, Darwinning is a super family game with enough bite to fascinate experienced players.

The game is still in Kickstarter/prototype mode, but the rules are completed, polished and simple to explain and easily un-

derstood, there should not much be left to do on that account. The graphics are not final yet, I myself quite liked the comics design of the prototype; some people, however, tend to take the game for a children's game due to the graphics! But I am sure Timo will find a satisfactory solution and I look forward to the finished product .... and yes, I believe Darwinning will be the first project ever to receive my support on Kickstarter; not due to biochemistry and not due to the pun in the name of the game, but simply because I like it and because it is great fun! ☑

Dagmar de Cassan

INFORMATION

Designer: Tiinaliisa, Multamäki
Artist: Frier, Hulzebos, Munck
Price: Kickstarter
Publisher: Dragon Dawn Prod. 2018
Kickstarter

PLAYERS:	**2-6**
AGE:	**8+**
TIME:	**45+**

BEWERTUNG

Trick taking, develop species
Users: For families
Version: en
Rules: de en fr
In-game text: no

Comments:
Prototype on Kickstarter * Topic cutely and wittily interpreted * Standard mechanisms for unexpected results * Special rules for a two-player game

Compares to:
Games on evolution

Other editions:
Prototype

My rating:

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

www.gamesjournal.at

HOW TO GROW A FOREST

PHOTOSYNTHESIS

WOW! THE WOOD, THE TREES … WHAT A WONDERFUL TRIP!

The "artistic" touch of this game is the first thing that catch your eyes: a magnificent paint is printed on the box cover, and when you open it you find that most of the components are carton tiles to be assembled in order to form 56 small trees (in four different species and three different heights) for a truly 3D effect.

The box also includes four personal boards (that I will call "plant nursery" from now) with all the important indications to play the game, 24 round tokens (called "Seeds"), 24 bigger tokens (that show the Victory Points (VP) to assign during the game), a general board on which are printed 36 circles in 4 concentric rings and a "sun rays mobile section" (we will explain its use later).

Each player's set contain eight small, four medium and two tall trees, plus six seeds: most of those pieces should be placed on the plant nursery but two seeds, four small and one medium trees remain available for

immediate use. We recognize a set each of "Oaks" (colored in yellow), "Firs" (blue), "Limes" (green) and "Maples" (orange).
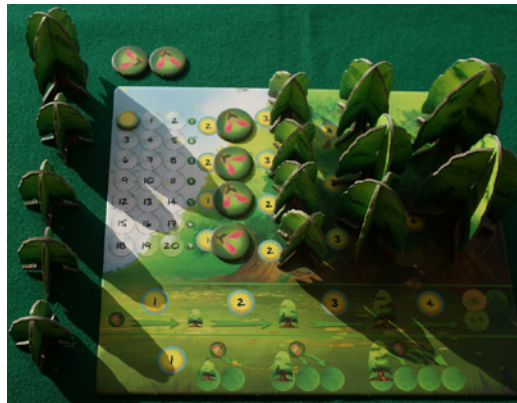
The set up of Photosynthesis is very quick: each player places four seeds, four small, three medium and two tall trees on his plant nursery and the "Light Points" token on the case "0" of the related track. Then each play-

er places two of his small trees on the external ring of the boards (18 circles with a tan color and just "one" printed leaf).

The VP tokens are divided in four different piles: one for nine "one leaf" tokens (that will assign between 14 and 12 VP), one for seven "two leaves" tokens (17-13 VP), one for five "three leaves" tokens (19-16 VP) and finally one for three "four leaves" tokens (22-20 VP).

Around the board is printed a thin hexagonal "green line" to be used for the yellow mobile section: at the beginning of each turn this section moves on the following vertex and the sun rays will spread their light over the forest. Each game lasts 18 turns; therefore, the sun section will make three complete rounds of the board.

The purpose of the game is to plant new trees inside the forest, grow them and when they are tall enough … well it is up to you to decide: ecologists will say that they die because they are too old, while IKEA wood traders will say that they are cut and sold. Whichever the selected solution the result is the same: for each "big" tree (dead or cut) the player receives the top most VP

token from the stack with the same number of leaves. If, for example, you are the first to cut a big tree grown in the central circle (four leaves) you get the 22 VP token, while the second will receive 21 VP, etc.

On his turn a player may: (a) plant a new seed; (b) grow one tree; (c) purchase new seeds or new trees from his plant nursery or (d) cut a big tree. The cost of every operation is printed on the personal board and is paid with Sun Light Point (SLP). At the beginning of each turn the Sun Section is moved on the following vertex of the forest and the players verify which trees are touched by the sun light: the small trees give one SLP, the medium two SLP and the big ones three SLP. But attention: the trees in the shadow will not gain sun points, therefore a careful check must be done, considering that a small tree projects its shadow only on the hex behind him, a medium on two hexes and a big one over three hexes. Of course, if a bigger tree is in the shadow of a smaller one the sun may reach it and therefore it always gains his SLP. Look at Picture 3 for an example of the above.

One of the basic rules of the game specify that each "circle" (case) may support only one operation: if you plant a seed in a case you cannot grow a tree in the same turn and in the same case, even if you have enough SLP; if you use a tree to seed you cannot cut it or grow it; if you have just grown a tree you cannot use it to seed, etc. Sometimes the players forget this important rule in the first game or two, but this is a mistake that may change the final result.

Another basilar rule says that each "object" taken from the board (a seed transformed in a tree, a tree transformed in a bigger one, etc.) must be placed again in the plant nursery: if there is no space it is eliminated forever: therefore, when you plan to transform a seed in small tree it is better to purchase first a new seed from the plant nursery and put the tree on the board AFTER this purchase, so the old seed will find a place on the personal board.

At the beginning of the game, with just two small threes on the board, the players

is no free place on the plant nursery at the beginning of the game.

Seeds "fall" from the trees that are already on the forest and may be placed at a distance of 1-2-3 circles from the "father", depending on its height (small, medium, big). All the necessary information is printed on the personal board and after a few turns the players do not need to go back to the rules for a clarification: everything will be clear and easy to understand. The cost to purchase a new tree, for example, is printed on the left side of its case and varies depending on the number of plants still remaining on the personal board. The cost to grow or cut a tree is printed in a row just below the trees while the last row shows the allowed distance to plant new seeds.

When a tree reaches its maximum height, we have to decide if it is better to cut it and get the highest VP token, or to wait until we will have also a second, high tree in order to gain more SLP. But if you already have two tall trees it is time to cut at least one of them. The VP tokens have different values:

As you see all the small trees on the foreground project their shadows on empty circles, therefore they do not penalize anyone. The medium yellow tree behind (the one on the "two leaves" circle) projects its shadow on the orange and blue and they will not get any SLP. And so on.

will receive only 2 SLP, so one of the actions could be to plant a seed (1 SLP) and to buy a new seed from the plant nursery, in order to transform a seed in a tree in the next turn. But if you wish to transform a small tree in a medium one (2 SLP) you know that the small tree will be discarded because there

those with just one leaf have the lowest one (14-14-13-13-13-12-12-12-12) but the points raise to the maximum of 20-21-22 for the 3 tokens with 4 leaves. Remember: the first player to cut gets the highest value token but lose a "generator" of SLP so look carefully at your trees and if you see that

one of them falls in the shadow of another tree … well, this is the best moment to cut it.

After 18 turns the players total the number of VP gained during the game and the highest value wins. Sometimes it happens that two players have the same total: in that eventuality the winner is the player with most cases with his trees and seeds on the board.

Photosynthesis can be played in TWO (a very tactical game, but I suggest using the advanced rules) or in FOUR (more strategic), but my favorite is the THREE players game. Whichever the number the game is always very tight.

At the beginning of the game it is suggested to plant new seeds in the "two leaves" cases in order to grow a small tree there, thereafter seed the "three leaves" cases, etc. The first to reach with a seed the unique Four-leaves case in the center of the board will have the opportunity to keep it until the last turn of the game, if he wishes, as his opponents will not be able to plant here and get the related VP tokens. Therefore, they will be obliged to grow and cut more trees and get VP from Two- and Three-leaves cases.

But one of my favorite "openings" is to use the initial two SLP to transform a small tree in a medium

one (losing forever the small) because in the following turn I can get 3 SLP to purchase one new seed (1 SLP) to be planted in a 3 leaves case (1 SLP) while a second seed is planted in a 2 leaves case (1 SLP). Occupying with a seed the best cases is always a good strategy, even if some of them will never grow: those cases are denied to your opponents.

In the advanced game you cannot plant or grow trees in the shadowed cases: I suggest using this rule only with expert players because the game becomes really very competitive. With this rule conquering the central case (4 leaves) becomes less important as it will be shadowed all the time by the opponents: the "2 leaves" cases will become the most used ones as they may receive the sun rays most of the time.

A second advanced rule allows for 6 extra turns (for a total of 24) and we suggest using it in the first games between new gamers: you add 10 minutes of playing time, but you reduce a little the competitive side. It is in effect very important to keep an eye on

the number of turns before the end of the game: thus, you may plan your growth in tie to cut a big tree and make points in the last turn. This seems a very "simple" suggestion but I can assure you that in every game I played some players were upset as they were unable to cut one of their trees.

Pietro Cremona

One of the best abstract games that I played in the last few years. The visual of the table after the set-up is also very very nice. And probably this kind of "green" games may suggest treating Mother Nature a little better.

Like many other abstract games, it is better to play Photosynthesis with players having more or less the same experience: the children (I tested the game with boys and girls 7 to 11 years old) will be delighted to plant and grow their trees and they will not pay much attention to the strategies, Expert players will play much more carefully and they will study every new "move" not only to gain more SLP in the next turn, but also (and mostly) to reduce the opponents' opportunities at the same time with their shadows. ☑

Pietro Cremona

INFORMATION

PLAYERS: 2-4

AGE: 8+

TIME: 40+

Designer: Hjalmar Hach
Artist: Sabrina Miramon
Price: ca. 45 Euro
Publisher: Blue Orange Games 2017
www.blueorangegames.eu

BEWERTUNG

Abstract, case occupation
Users: With friends
Version: multi
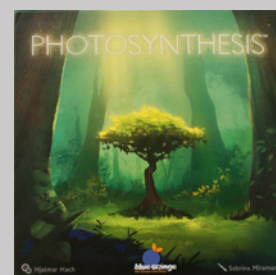Rules: de en es fr it nl pt ru cn kr pl
In-game text: no

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

Compares to:
Abstract placement games

Other editions:
Blue Orange (en), Broadway Toys (cn), Happy Baobab (kr), Mandala Jogos (pt), Portal Games (pt)

My rating:

3 SECRETS
COOPERATIVE DETECTING

A case of three secrets needs to be solved; you have five minutes for each secret. One of the players is the undercover investigator and can assist, as he knows the secrets. The cards in the game are illustrated in black & white and show the main character in a situation; three details of the picture are colored. Those details represent the secrets that must be solved; their color indicates the level of difficulty, from green for easy via yellow, orange, red, light blue and dark blue to purple for difficult.

An app for the game can be downloaded for free and works as a timer; you can, however, play with or without the app. One card is randomly drawn, and the investigator reads the back side. All play simultaneously and as a team. Players can ask any questions and discuss the case; the investigator can only speak if asked and his answers are restricted to "yes", "no", "not completely" and "this is irrelevant". The card carries one clue per secret, which the investigator can give anytime. This, however, halves the remaining time for solving the secret and no other clue can be given until the time for the secret runs out or another secret is solved. An example: The lady in the image has green lips - the clue for this is "She loves her job!" However, at least in my opinion, the image does not really give a clue or information on her job.

The basic concept is similar to Black Stories, the cases are rather macabre and already rother difficult in the green level; you need quite a lot of imagination and creativity to interpret the colored details, as the details usually are not connected, either. ☑

EVALUATION

Cooperative deduction
Users: With friends
Version: de
Rules: de en it
In-game text: yes

Comments:
Cases are brutal and macabre * Secrets usually not connected * Lots of creative imagination needed * Hints are also difficult to interpret

Compares to:
Black Stories

Other editions:
dV Giochi (en, it)

A HANDFUL OF STARS
FROM SNOW TO SPACE

This is not only a presentation of a game, but also an homage for a publisher - *A Handful of Stars* is the last game that was published by Treefrog games - Martin Wallace will in future only design games for other companies.
A Handful of Stars sit the third game of the "Deck building with a board" series, after *A Few Acres of Snow* and *Mythotopia*:

As one of seven races with individual powers and abilities you want to consolidate your empire in a spiral arm of the galaxy and conquer new worlds. After a complex game setup, you begin with cards for habitable and inhabitable starting systems ; habitable ones yield points and allow ship construction; inhabitable ones yield resources - energy, matter, population and research. Energy is used to move fleets; matter provides combat strength and is resource for building fleets and star bases. Population is also a resource for building and for colonization. Research pays for technology cards and for passage through worm holes. As active player, you have two actions and then refill your card to the hand limit, according to the mechanics of deck building games. Actions are Build, Movement and Combat, Colonize, Draft one technology card, Reserve cards, Discard cards, Remove one card from play, Card action or Pass. You win with most victory points from expanding into other systems - three VP per outpost and five SP per colony - as well as from technology cards and development counters.

A Handful of Stars is the best game of the trilogy and a fitting finale for Treefrog Games; as regards to topic and mechanism details it is an individual stand-alone part of the series. ☑

EVALUATION

Deck building, SciFi
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Last game from Treefrog Games * Part Three of the Deck Building Trilogy * For experienced players only

Compares to:
A few Acres of Snow, Mythotopia

Other editions:
Currently none

BLACK JACKY
AVOID 21!

`10↑`

Don't reach a total of 21, but get as near to this number as possible, using cat cards, heart cards and 36 mice cards of 1y value 1, 2x value 2 and so on up to 8x value 8.

You have one cat card, to indicate active or inactive status, as well as two or three heart cards, red heart up, on display and two mice card in hand, one mice card starts the discard pile.

The active player can trick and must then risk. To trick, you lay out an open mice card and use its trick on active players who are not out of the game or did not knock. Tricks influence end of round, card displays and cards in hand.

To Risk you draw a card from stack. Or you set aside a face-down card, take the top card from the stack or the discard pile and then put the set-aside card open-faced on the discard pile. Or you knock on the table and do nothing; the first to knock triggers the end of the round, all others have one more turn and can also knock; this protects against tricks!

Then you add the values of mice cards in hand and mice cards on the table - if your total is 21 or more, you lose one heart; if nobody reached 21 or more, you lose a heart if your total is the lowest. If you are out of hearts, you are inactive and may bet at the start of the turn on who will lose a heart. If you guess correctly, you receive one black heart! If you lose this as well, you are out of the game. The last one with a heart card wins.

The name tells it, this is the "little" brother of Black Jack with some easing additions, amusing and enchantingly illustrated. The chance to stay in play with a black heart is the final ingredient for a felicitous family game. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	10+	45+

Designer: Dynamo
Artist: ca. 10 Euro
Price:
Publisher: Ravensburger 2018
www.ravensburger.de

EVALUATION

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

Comments:
Very nice illustrations * Simple rules * Fast, one-heart version without black heart included * Good family game

Compares to:
Black Jack and other card games with result/sum limit

Other editions:
Currently none

BLACK STORIES INVESTIGATION
A RAVEN-HUED DEDUCTION GAME

You are a member of BSI - **B**lack **S**tories **I**nvestigation - and solve murder cases for your fellow players. 28 murder case cards carry two to four characteristics: Victim - man or woman; time - day or night; crime scene - indoors or outdoors; weapon - knife or pistol. The case cards have a double use - they provide murder cases and provide clues to solve the cases of others.

At the start, each player receives a random case card with four characteristics as a case for his investigation file; you set out a clue track, your investigator cards and four investigator chips. Finally, you draw three cards from the remaining case cards.

The active player plays a case card from hand at any player; this player checks his case for the number of clues corresponding to the card and puts the card at the respective slot of his track. Thus, you collect clues and can solve, if you believe that have enough information, by setting out the corresponding investigator chips and adding an investigator card. When your solution is correct, you receive chips according to the blood drops on your investigator card and to the number of cards at the clue track; your fellow player receives a new case card. If you want to end your turn, you draw a card. When someone has used all three of his investigator cards, you win with most chips at the end of the round.

First of all, accuracy is in demand when comparing clues, mistakes have dire consequences; otherwise use logic, because you can also glean information from wrong guesses of other players. In a game of two, some amount of luck comes into play. If you like that kind of games, BSI is highly recommended. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	12+	30+

Designer: Liesbeth Bos
Artist: Bernhard Skopnik
Price: ca. 15 Euro
Publisher: moses. Verlag 2017
www.moses-verlag.de

EVALUATION

Deduction, communication
Users: With friends
Version: de
Rules: de
In-game text: no

Comments:
Exquisite components * Chance in play in a game for two * Accuracy in clue comparison is mandatory

Compares to:
All deduction game on characteristics

Other editions:
Currently none

BLURBLE
CELLOTAPE OR TAPE?

👥 7↑

Two players in a duel for an image card! Those cards show everyday items on backgrounds in varying colors, always image only, without any text. The starting player duels his left neighbor and turns up the top image card from the face-down stack. Both players try to be first to name a word beginning with the same letter as the depicted item, for sun, for instance, you could say soup. Whoever is first to name a valid word, earns the card. But what is valid? As usual there are some restrictions - you cannot use names or abbreviations; words must be in German and have at least three letters, und a word cannot be part of the item term, you cannot say rain for rainbow. But there are images that allow for several interpretations - a half-peeled banana, should you say broom for banana or plumber for peel? Is the car a car or an automobile for clean or alphabet? Usually the quicker player wins the duel, if the interpretation is comprehensible, otherwise the other players decide the winner of the duel.

The winner always plays against the next player in seating order, until he loses a duel. The winner of this duel is the new blurbler. When the game-end condition, which is agreed on at the start of the game, is met, you win with most cards.

There are also versions, like *Everyone against everyone* or *Get rid of cards* or expert versions with restricting answers to substantives, for instance.

The mechanisms are standard, but nicely varied and fun to play, some expert versions are rather challenging, e.g. naming a word beginning with the letter that is immediately before or after the first letter of the depicted item in the alphabet. ☑

EVALUATION

Words, association
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Nicely varied standard mechanisms * Good images * Good, challenging versions

Compares to:
All word games using first letters

Other editions:
Currently none

BUNNY KINGDOM
BUNNY RABBITS CONQUER TERRITORIES

Bunny Lords conquer new territories for their king and collect Golden Carrots for founding cities, acquiring fiefdoms and complying with secret assignments.

The New World up for conquest is represented by a grid of 10x10 territories of four different terrains, to be controlled and husbanded by players.

For each area on the board there is one card, and the game starts with a city of Strength 1 in each city territory. A round comprises the phases of Exploration, Construction and Harvest, played simultaneously by all players. In the Exploration phase you select two of your cards - you begin with twelve (with three) or ten (with four players) and hand on the rest to your neighbor; then all in turn resolve their two cards. Parchments remain face-down, territories are marked with a bunny; a building card is displayed, and the respective building is placed on it. A Provision card is discarded, and you draw two new cards and resolve them.

In the Construction phase, you place buildings according rules into your territories - cities strengthen a fiefdom, farms enhance wealth, sky towers connect two fiefdoms and camps give you control over empty territories. In the Harvest phase, you score carrots = strength x wealth of your fiefdoms. After four such rounds, Parchments for secret assignments are revealed and checked for compliance, and you then win with most carrots.

A tidbit not only for fans of fluffy bunnies! Quickly set up, quickly explained and quickly played; in a game for two there is a higher element of chance, with three and four players there is solid, fun game play with exactly the right amount of strategy and tactics. ☑

EVALUATION

Card drafting, development
Users: With friends
Version: de
Rules: de en fr jp pl
In-game text: yes

Comments:
Simple set-up * Easy rules * Special rules for two players * More luck in a game for two

Compares to:
7 Wonders and other games using drafted cards

Other editions:
Iello (en, fr). Hobby Japan (jp), Egmont Polska (pl)

www.gamesjournal.at

CAFÉ MELANGE
HERR OBER, DIE RECHNUNG BITTE!

Rush hour at Café Central in Vienna, meeting point of celebrities from Art, Literature, Politics and Science. Clever seating for guests and celebrities earns you victory points, but before that you must reserve seats according to preferences, for instance shape or color of furniture. You place reservation cards and markers and additional means to reduce the selection, until only one seat remains which is possible and thus reserved. Now you can seat your guest or celebrity. Action cards influence seats or trigger additional scorings. When a total of 21 guests has been seated, the game ends with a final scoring of additional points for combinations of your own guest and celebrities.

In *Herr Ober, die Rechnung bitte!*, the first expansion for *Café Melange*, 36 new target cards are introduced. Those cards replace the cards from the core game, and have been revised and amended, the rules of the game have been adapted for the new target cards. Each player is dealt three target cards. If you play a celebrity, you mark him with a reservation marker. If you play a reservation card, you can play a second one and select any characteristics for it. In each section of the game you can play one target card. Possible target cards are, for instance "you score four points for each celebrity that you can seat alone at a table" or "if two of your own guests are seated at a table, you score 3 victory points"; however, the symbols of the cards are not necessarily self-explanatory; the summary with explanations must be consulted frequently.

But this is the only criticism, the expansion very felicitously enriches the tactical and yet simple core game. ☑

EVALUATION

Guest placement
Users: With friends
Version: multi
Rules: de en
In-game text: no
Comments:
1st expansion * Re3vised target cards * Adapted rules * Needs core game to play

Compares to:
Café Melange

Other editions:
Currently none

DARK MOON
SHADOW CORPORATION

Asymmetrical team play, again on a topic of Infected vs Uninfected, this time happening out in space; the Uninfected faction wins if they survive to the end and complete three events and the Final Event. The Infected faction wins if it eliminates the Uninfected, either by destroying shields and thereby destroying the station or irreparably damaging the station or destroying life support systems. You roll and play dice for actins, votes, tasks and events within the phases of a turn: Retrieve Dice, Perform an action, Choose a task Cards, Resolve a Task Card and – all conditional – Add an Event Cube, Complete the Event, Select a new Event, Advance the Suspicion Cube and Hold a vote.

Shadow Corporation is the first expansion for Dark Moon and introduces an unscrupulous corporation who wants to exploit the virus for profit. A roll of two or three Corporation dice will usually move the success marker backwards; amputation is now an action option; clearance for the evacuation ship and its take-off are voting options. When the evacuation ship takes off, the game ends with new winning conditions for the factions: The uninfected faction wins, if all on board are healthy; but if only one infected made it onto the ship, the corporation has achieved its goal and acquired a virus sample.

The expansion keeps up the the innovative character of the game with its unusual use of dice and the option for a player to declare himself as infected; to achieve a common goal with unknown team members is still the challenge of the game for experienced players, especially when using the two optional modules. ☑

EVALUATION

Asymmetric confrontation
Users: For experts
Version: en
Rules: en
In-game text: yes
Comments:
First expansion for Dark Moon * New characters, actions and events * For experienced players

Compares to:
Dark Moon, games with the goal of eliminating one faction

Other editions:
Currently none

DAS KUNTERBUNTE IGELRENNEN
BERRIES FOR MOVING

4↑

Hedgehogs carry colorful berries and want to win a race!
Berry bushes are assembled, and you place six berries on each of them, always three berries in two colors on each bush, if 3-4 are playing; for two players you put two blue and three red berries on one bush and two green and three yellow berries on the other bush. All players select a hedgehog and put him at the start.

Then, in turn, the active player rolls the die - if the result is one of the berry colors, you take a berry of this color from the respective bush and put it on the back of your hedgehog. When the berry is not available from the bush, you take it off the back of any hedgehog. When your own hedgehog carries a full load, you return any berry and take one of the die color result. Then you advance your hedgehog as many steps as it now carries berries of the die result on its back. If you carry three berries of the color already, you advance three steps. If your die result is a hedgehog, you may advance to the next hedgehog case. If you rolled a flower symbol, you lose your turn, the hedgehog is sniffing the flower. The first hedgehog to reach the finish, wins.

For players ages 5+, losing the turn in case of rolling a flower does not apply, there is another rule: You may take any berry off a bush or steal it from another hedgehog. Then you move as many cases as your hedgehog carries berries in the chosen color.

Simply enchanting, enchantingly simple and featuring very lovely components - players of ages 4+ can count to three, and the berries on the hedgehog backs are a very cute version of determining range of movement. ☑

EVALUATION

Roll & move
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Very nice components *
Simple, easy roles * Variant
for ages 5+

Compares to:
All roll & move games

Other editions:
Currently none

DEADLAND
SURVIVE THE VIRUS

The small town of Dearland is overrun by Zombies and you want to survive until help arrives. The town is laid out in six area boards, at the start they are color side up for available resources; a completely scavenged and overrun area is turned over. You begin as a Survivor in the basis and choose a character. Players are active in turn, beginning with most combative player, until a game-end condition is achieved.

The active player resolves phases: 1. Infection check; draw cards according to your infection status and add a card to your virus stack, if it shows the consecutive number to the number on your top card in the stack. If you draw a Radio Contact card, the marker is advanced one step and the virus deck is reshuffled with both Radio Contact cards. 2. Move your character into an adjacent area; optional move. 3. Use or exchange items; you can carry up to six Ammo or rations and up to three items. 4. Scavenging - an event card is drawn and resolved, in case of a Zombie Attack card an Infection Status check is done. 5. Discard markers or surplus items.

If you reach infection level 8, you are infected and turn Zombie, you play now according to different rules; for instance, you must move to an adjacent area and cannot use or exchange items. If a Zombie loses all his Toughness tokens, he is dead and out of the game. When the radio marker reaches the final position, all survivors win together. When all players have turned Zombies before that, the Virus has won.

If you love Zombie games, you will love this one; topic and basic mechanisms are standard, details have been cleverly varied. ☑

EVALUATION

Zombies, survival
Users: With friends
Version: multi
Rules: en it
In-game text: no

Comments:
Standard topic * Fitting graphics * Familiar basic mechanisms, nicely varied details

Compares to:
All games Survivors vs. Zombies

Other editions:
Currently none

DESTINATION X

MOZAMBIQUE, GEORGIA ODER CANADA?

A spy has escaped with a secret file, detectives are in hot pursuit, but there are six possible destinations for his flight. One player as spy holds the handbook, all others are detectives and receive three informant cards each. Six destination cards show flag and country name. For a round, the spy secretly selects a target and finds the country in the handbook. Detectives in turn play an informant card and receive the respective information out of the handbook: Area or population of the country, an agricultural product, religion, a branch of industry or the political status or the language(s) can be named. Some cards only yield the first letter, for instance for capital or currency. After receiving the information, the active detective draws, if still possible, a new informant card. Then, detectives can confer with each other and must then eliminate one destination card. At any time, detectives can make an arrest, that is, name the destination they believe to be the correct one. Detectives win, if they have named the correct destination. The Spy wins the round, if detectives eliminate the correct destination. The faction - Spy or Detectives - that wins three rounds first, wins the game. For two players or more than six players, you display four informant cards, the active detective selects one and then replaces it from stack. You can also play with eight or ten destinations or use the more difficult informant cards, marked with a red star.

Geographical knowledge is here tested very nicely; flags and country names are of course an immense help with elimination of destinations; the Spy will probably win not very often. ☑
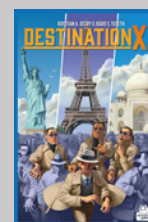
EVALUATION

Geography, deduction
Users: For families
Version: multi
Rules: en no kr
In-game text: yes
Comments:
Nice topic for using geography knowledge * Pretty components * Simple rules * Several versions * (c) image Suzanne
Compares to:
Games demanding geography knowledge
Other editions:
Summon Games (kr)

DIE BUNTE BANDE

FISCH AND WORM BETWEEN CIRCLES

You want to connect your own circles with varying shapes of varying colors.

Each player has four circles of a color - blue, pink, grey and light green. One circle per player is placed in the middle in a way that it touches the other player's circles, that is, making up a square. The remaining circles are laid out around the middle square, with about a hand's width distance; there should be room between circles and circles of a same color must not be adjacent and should not be too near to each other. 36 tiles of six different shapes - fish, mushroom, worm, starfish, duck and pawn - and have six colors - yellow, orange, blue, purple, dark green and red - and are laid out in a random heap; for each shape there is one copy in every color.

The active player rolls the die and takes any shape of the resulting color and puts it on the table to touch a circle - your own or that of another player - or another shape. When there is no suitable shape left in stock, you take any shape of the rolled color and put it another spot on the table. In this way, each player tries to be first to connect his own four circles with shape tiles. The player who manages to achieve this first, wins instantly.

Cheerful, colorful, simple and fun to play, and, at the same time, easy, unobtrusive practice for spatial thinking and position allocation; you can, for instance, put the fish and the starfish mouth to tip or put the head of the pawn into the hollow of the mushroom or the starfish - this can help to cover long distances or the avoid to give too much advantage to other players for connecting their own circles faster than you yourself. ☑

EVALUATION

Shape placement
Users: For children
Version: multi
Rules: de en fr it
In-game text: no
Comments:
Nice components * Simple rules * Good training for position allocation
Compares to:
Games with spatial arrangements
Other editions:
Currently none

DIE GEFÄHRTEN DES MARCO POLO
BACK IN VENICE

In *Auf den Spuren von Marco Polo*, you plan your route through lucrative cities to score points with them and with completing orders, and you also try to meet targets for the final scoring. Completed tasks give advantages; in cities you can use privileges. In each round you roll and place dice on action cases and implement the action - take money, visit the market, camels, Khan's favor, taking orders, use city cards or travel. Before or after an action you can do additional actions. After five rounds you score completed target cards, trade posts in Beijing and, with it, goods as well as the majority of completed orders.

Die Gefährten des Marco Polo, the 1st expansion for *Auf den Spuren von Marco Polo* offers two modules for separate or joint use, always in combination with the core game. *Die Stadt Venedig* provides components for a 5th player, and an additional board tile for Venice with an action case for trade posts, offering one case less than number of players for dice. The big palazzo case gives you city cards, the small one gives city bonus markers and the trade post itself scores points at the end of the game. There are five new characters and six new target cards. The module *Die Gefährten* is a set of cards, six of which are on display for a round. The backside of the Gefährten cards carries an action case; for a die placed there you take a commodity of your choice and one of the Gefährten on display; you can usually use him during one round, but sometime only for a once-only action.

Like core game, like expansion - challenging, demanding, with interesting details that deliver a sizable number of points when used cleverly. ☑

EVALUATION

Development, Worker Placement
Users: For experts
Version: de
Rules: de en es nl
In-game text: no

Comments:
Two modules * Can be used alone or together * Needs core game to play * Includes components for a 5th player * (c) Image Patrice Lebrun

Compares to:
Auf den Spuren von Marco Polo

Other editions:
Z-Man Games (en), 999 Games (nl), Devir (es)

DJINN
TAKE TRICKS, PLUNDER CAVES

10↑

Three rows of cave cards with three cards each are on display; the cards represent tasks that you must complete with treasure cards; you need 3, 4 or 5 treasure cards for such a cave card. You play phases of eight rounds = tricks. At the start of a phase you are dealt eight treasure cards from the draw pile and one Djinn card. Then the first row of cave cards is revealed, and one card is turned over from the draw pile to determine the trump color for the phase.

Then you play tricks of one card each, following suit is mandatory. Before or after your treasure card you can play a Djinn card to change the trick. The winner of the trick selects one card from it for his own display, the rest is discarded. If, after eight tricks, that is, at the end of the phase, can complete a task 3, you discard the necessary cards from your display and put your marker on the respective cave card.

All players can complete any cave card. When the first cave card 3 is completed, you reveal row 4, and so on. Finally, at the end of the phase, the players in last position on the cave cards draw one Djinn card each and all treasure cards are shuffled for a new phase. If you completed a task 3, you then complete a task 4 and finally a task 5. If you are first to do this, you win the game.

Basically, Djinn is a standard trick taking game, which is very tactical due to the selection of a card from a won trick, and the open display of collected cards - for instance in decisions about if, and when, you take a trick to take a card from another player so that he cannot complete a task. A good card memory can be helpful. ☑

EVALUATION

Trick taking, tasks
Users: For families
Version: multi
Rules: de en fr nl
In-game text: yes

Comments:
Attractive version * Good card memory is helpful * Manifold tactical decisions * Very beautiful design

Compares to:
Trick taking games in general

Other editions:
Currently none

DROPS
EIGHT DROPS DROWN THE OASIS

`10↑`

A surprising newcomer appeared at Spiel 17 at Essen - Game Key, the first publisher from Saudi Arabia at Spiel presented a card game on the topic of water in oases. The water, however is not life-saving, on the contrary, eight water drops drown / eliminate your oasis and you from the game. This gives you the aim of the game - be the last one in play to win.

Each player collects drops, represented by cards, in his oasis = display on the table. Those drops are then transferred into oases of other players. In your turn, you draw one card and may play maximum two cards, and there is a limit of eight cards in hand.
A card that you play has the effect of its symbols; the symbols cause changes for cards in

hand and in oases - Drop: place it to the left or right - Dropper: take a drop from an oasis - Ant: transfer a drop from one oasis to another - Ice block: Protects you against drops for one round or forces another player to pass his turn - Bubble: cancels any action card - Mirror: pick up the previously played card - Sun: put one drop each from the oasis of one player into the oasis of all other players - Bucket: discard half of your drops - Rain: take a drop from each oasis - Double: draw two cards or double the effects of Ants, Dropper, Rain or Sun - Stinky Drop: put this card to the left or right like a drop card, but it is worth four drops!
If you drown, you show your cards to the player who eliminated you; he selects one card and you then put one card into the oasis of each player still in the game.
A simple family game, quickly played and not always easily to keep track of, but nice! ☑

INFORMATION
PLAYERS: 3-5 **AGE:** 10+ **TIME:** 15+

Designer: Abdulaziz Balm
Artist: not named
Price: ca. 15 Euro
Publisher: Game Key 2017
https://twitter.com/drops_ar

EVALUATION
Cards, parameter limit
Users: For families
Version: en
Rules: ar en
In-game text: no
Comments:
First game from Saudi Arabia at Spiel Essen * Production quality not yet at optimum * Simple rules * Rules very concisely written
Compares to:
Card games with ousting at parameter maximum
Other editions:
Game Key (ar)

DRUIDS
APPRENTICES LEARN THEIR ART

`10↑`

Novices in the Druid Academy of Stonehenge collect cards in the domains of Healing, Divination, Shapeshifting, Astrology and Fine Arts. This is meant to help them control their arts and also to learn to restrict themselves, because only four domains will gibe points, the fifth can turn against the novice. 60 cards have five domain colors and values 1 to 12, the Gaia card can

take all colors and has value 0, two Mistletoes and two Golden Sickles are without domain and value.3-4-5 players are dealt 15-14-13 cards, the rest is set aside. A card is lead, you must follow suit, the highest card takes the trick; mistletoe and sickle can always be played instead of following suit. Taken tricks are sorted by color, lowest value of a color on top; cards in further

tricks go on top of the stack, this changes the visible value of the domain. Gaia in the trick is put on the stack of surplus cards; aside, a sickle in the trick destroys the domain with the highest visible value, it is discarded to the unused cards. During a round you may not look at the cards in your stacks. The round ends after the last card or if someone must put down his fifth color stack. This scores three penalty points; all others add the values of their top cards on their stacks. After five such rounds, you win with most points.
A game set in the Wizard universe; the graphic design is again very beautiful; the mechanisms are interesting and challenging. The lack of trump and the effects of the special cards in tricks demand their very well considered use. Tactic plays a big roll allover, as the points in a round come from low cards in tricks taken. ☑

INFORMATION
PLAYERS: 3-5 **AGE:** 10+ **TIME:** 45+

Designer: Burkhardt, Lehmann
Artist: Franz Vohwinkel
Price: ca. 8 Euro
Publisher: Amigo Spiele 2017
www.amigo-spiele.de

EVALUATION
Trick taking, card collecting
Users: For families
Version: de
Rules: de en
In-game text: no
Comments:
Marvelous graphics * Alluring mechanisms * No trump * 5th color causes penalty points
Compares to:
Trick-taking games with further using of tricks
Other editions:
Currently none

EMOJI TWIST
HOW MANY UNICORNS?

8↑

The little symbols for moods and emotions are manifold, not always easily distinguished at first glance and there are many of them. Emoji Twist plays with this small variation and the multitude of icons, albeit in a very special way.

21 emoji cards show a colorful multitude of many emoji icons on the front side and are placed into the box, front side up; 11 number cards of values 5 to 15 are arranged openly around the box.

One player turns the spinner, another one draws the bottom card from the stack and displays it, front side up, so that all can see it easily. The arrow of the spinner determines the emoji icon of the round, there are eight different icons on the spinner and on the cards. All players now count as quickly as they can how often this emoji icon is visible on the card and grab the number card for the result they arrived at. When all players have taken a card - you might have to take an unwanted one - the emoji card is turned over - the back side shows the correct number for all emoji icons depicted in front. If you hold the correct number card, you win the round and the emoji card. If nobody has the correct number card, the emoji card goes out of play. When two players simultaneously grab the same number card, you use the spinner to determine another emoji icon. When all cards have been given out, you win with most cards.

Of course it is simple, but not as simple as it sounds, because the emoji icons are mostly small, and it is easy to overlock a unicorn in the chaos, especially as the icons can be of different orientation and sometimes distorted or crowded into small areas. Great good family fun! ☑
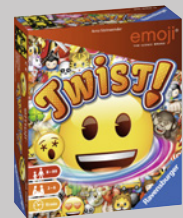
EVALUATION

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

Comments:
Actual topic * Eight different icons * Images vary in size, can be distorted

Compares to:
All spotting games

Other editions:
Currently none

ESCAPE ROOM DAS SPIEL
MURDER MYSTERY

16↑

As in any Escape scenario, you are „locked in" and must solve tasks and riddles to „escape" the "room", that is, achieve the conclusion of the task. Each adventure has three parts; each part is completed by entering a code into the decoding unit, using four out of 16 keys; you place them into the decoder from left to right. If you enter all three codes correctly within 60 minutes, you have all won together. You open the envelope for the current part of the adventure and use all information to find and solve the tasks and puzzles. *Murder Mystery* is the second expansion for *Escape Room Das Spiel* , and you need components from the basic game to play. In Murder Mystery you investigate a crime scene together with sherlock Holmes to solve a murder case. The boss of a steel company, Jones & Jones, was murdered in his study. Did he have enemies? Who hat evil designs? Who murdered him? In one hour, the killer will murder again - this puts the investigators under pressure to find the murder before that deadline to stop the serial killings - all they can do is search search Jones' study together. The expansion provides solution cards for Part 1 and Part 2, which you should only use according to instructions.

An Escape Game just as it should be - demanding team work, communication, creativity, an eye for details and the ability to think outside well-trodden paths to achieve the goal within the time frame, and all the while providing thrills, challenge and fun in playing. There is a free App for background music, and the homepage also provides the complete solution as well as a short supplementary story for a conclusion of the adventure. ☑

EVALUATION

Escape Room, puzzles
Users: With friends
Version: de
Rules: de en nl
In-game text: yes

Comments:
Version of the Exit Room Principle * Needs components from the base game * Provides one new case

Compares to:
All Exit Room Games

Other editions:
Identity Games (en nl)

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

FAST FORWARD: FLUCHT
COOPERATIVE ESCAPE FROM MONSTERS

Games in the *Fast Forward* series are Fable Games using pre-sorted stacks of cards which are used individually for each game and introduce cards and rules step by step. You can pause the game, continue anytime or start again from scratch with other players; you need not reed rules, but take the card stack - take care, you are NOT allowed to shuffle it - and begin the game with turning up the first card of the stack.

Fast Forward: Flucht uses the theme of cooperative flight from a monster; regardless of the number of players, there always four hunted characters in play, controlled in relation to the number of players.

Hand cards are displayed openly, and all can discuss how and when to play them. The active player plays a card and uses its action; if you do not have a card, you draw one from stack. If you hold the monster and become the active player, all have lost together; the monster is always displayed with one of the characters and can move between them but must never be discarded or put in the middle or put back on the stack. Cards that you receive during the game, are displayed openly and you can only use them when you play them. In three chapters, four monsters come into play, and of course new rules, for instance Permanent Cards, which provide their effect permanently for the owner, but can be discarded or change ownership.

Fast Forward: Flucht offers game play that needs some getting used to, with cooperative use of cards and a darned arduous task to meet; a game that needs clever thinking and planning so that the monster is not with the active-player-to-be. NOT a game for anybody and NOT a filler game! ☑

EVALUATION

Cooperative card use
Users: With friends
Version: de
Rules: de en es fr nl
In-game text: yes

Comments:
Very challenging * Needs clever planning * Not a filler game * Rules appear during the game * Can be re-played anytime

Compares to:
All Fable Games

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

FUNKELSCHATZ
JEWELS OUT OF AN ICE COLUMN

Dragon children find sparkling stones in a column of ice; to gain access to them, the column must be melted; but, unfortunately, the dragon children are too young and can only exhale warm air, which is not hot enough; they need Dad's help, he must exhale fire to melt the column.

Four dividers are fitted together and placed into the box as a grid for the caves. The board is placed on the grid; each player selects one of the dragon children and puts it into the corner of the board before him. Eight ice rings for two or four players, or all nine ice rings for three players, are stacked on the ice floe tile in the middle of the board. Now you carefully fill the column with sparkling stones, surplus ones are pushed through the holes into the cave beneath.

The active player takes the Dragon Dad. In turn, beginning with the left neighbor of the active player, each player selects a sparkling stone tile. Then, the active payer melts the top ice ring by taking it carefully away; this makes sparkling stones fall down onto the board or into the holes. In turn, beginning with the active player, you take all stones in the color of your sparkling stone tile and put them into your corner cave. Stones that have fallen into the middle cave, belong to Dragon Dad. When the last ring is taken away, you win at the end of the round with most sparkling stones. There are variants with only one tile for all the game or using face-down tiles.

An enchanting game idea, a challenge for dexterity and deft hand movement, and even tactic comes into play with the visible sparkling stones and the appropriate choice of sparkling stone your tile. ☑

EVALUATION

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

Comments:
Very pretty components * Simple Rules * Needs dexterity and some tactic

Compares to:
Collecting game with dexterity component

Other editions:
Currently none

GRIMAFFEN

ARM OVER YOUR HEAD, SHOW YOUR TEETH

4↑

In the Zoo, the monkey gang monkeys about! Players embody the funny little monkeys and try to imitate sounds and gestures and funny faces as exactly as possible, and in the correct order. The image discs are sorted according to their backside color and stacked face down; the colors also tell you which sort of monkeying about to expect.

Whoever ate a banana most recently, begins: You roll the die and turn up the top disc from the corresponding color stack. For a banana, choose any disc. Colors correspond to monkey business categories: Yellow - hand gestures; orange - make the noise, red - pull monkey faces, green - make the animal sound or blue - arm gestures. You mimic the monkey business on the disc you turned over and then turn it back over again. All other players in their turn roll the die and turn up a corresponding disc. You add the new disc face-up to the row of other discs already laid out and must now mimic all the monkey business on all face-down tiles in correct order, before you do the new one. If you manage all monkey business correctly, you turn the open-faced tile back over and pass the turn to the next player. If you make a mistake you are out of the game! The next player continues with the tile you turned over! The last player still in play wins the game and is crowned Monkey King.

In this new edition - the game was originally published by Selecta - Grimaffen is still a cute, fun game. All the monkey business is fun, images are self-explaining, and the correct mimicking is easily checked by the other players. Motor skills, observation and memory are the skills trained, so you can learn by monkeying about. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	4+	20+

Designer: Reiner Knizia
Artist: Anne Pätzke
Price: ca. 10 Euro
Publisher: Pegasus Spiele 2017
www.pegasus.de

EVALUATION

Memo, mimicking
Users: For children
Version: multi
Rules: de en
In-game text: no

Comments:
New edition * First edition 2010, Selecta * Lots of fun * Good training for motor skills and memory

Compares to:
Grimaffen, Selecta; Grimassimix

Other editions:
Pegasus (en)

GRUMPF

HUNT TOGETHER, SCORE SEPARATELY

8↑

Grumpfs go hunting! You control all Grumpfs of a clan, and the clans must hunt together to comply with the conditions of a hunting ground. Six boards are on display as hunting grounds, all 48 animals are placed in the bag. Joker tiles are set out. Depending on the number of players, there are 1, 2 or 3 huts in the middle.

Each round is played the same way: Twelve animals are drawn from the bag and put on the corresponding board. Then, Grumpfs go hunting - you take all your clan tokens in hand, drop them on the table on a signal and can then turn or rotate your Grumpfs any way you want, but only using one hand, or place them on the track on a board, always on the first free case.

Grumpf with a club beat Grumpfs without club and must be placed on top of a Grumpf already on the spot. If someone has placed Grumps as he desires, he puts the Elder tile on a hut and calls "his color + Grumpf" - those Grumpfs can now no longer be beaten by a club. When all huts are occupied, the round ends and you check the meeting of conditions for each hunting ground by adding the values of all not-clubbed Grumpfs. When the condition is not met, all take back their Grumpfs, animals stay on the board. When the condition is met, animals on the board are distributed according to clan strength. After four rounds, you win with most points from sets of various animals-

Amusing, hectic chaos with tactic in the background, albeit badly hindered by hectic and club-yielders, strategy is absent, but a lot of fun is in deciding if you want to put all on one board or have a finger in every pie ahhh hunting ground or ... ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	8+	15+

Designer: Pierre Compain
Artist: Pauline Détraz
Price: ca. 20 Euro
Publ.: La Boîte de Jeu / Blackrock G. 2017
www.laboitedejeu-fr

EVALUATION

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

Comments:
Very hectic * Little tactic, no strategy * Lots of fun to play * Marvelous family game

Compares to:
Placement games for majorities and sets

Other editions:
La Boîte de Jeu (fr)

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

IMHOTEP EINE NEUE DYNASTIE
NEW CONSTRUCTION PROJECTS

Stones must be delivered for building pyramids; as a builder you try to achieve an optimum score with those deliveries. In your turn you can either acquire stones – 3 stones from the quarry for your stock, place a stone on a boat – on any free spot on a boat still at anchor; move a boat – it must be loaded with the minimum amount and the target location must be free,

stones are then unloaded in order of their placement on the boat; or play market card. When all boats have been moved and unloaded, you score temples for stones visible from the top. After six such rounds you score burial chamber, obelisks and market cards and win with most points. *Eine Neue Dynastie* introduces new construction projects; you can use new supplements from

the market and receive rewards from the gods for correct predictions of building plans, but you can also be penalized for failure. New double-sided location boards expand the possible boards for Market, Pyramid, Temple, Burial Chamber and Obelisk to four boards for each location, which you can use in any combination of your choice; they introduce new features and rules like chariots in the Temple Arena or an Imhotep pawn in the Burial Chamber. 14 new Market cards expand the supply, red instant cards are displayed openly. Seven God Prophecies are a separate module which can include or not. Three prophecies are on display, and you can, twice in the game, use a scarab to predict that you will meet one of them.

Eine Neue Dynastie provides attractive and well-working supplements for Imhotep, the many new rules and features of the location boards offer high replay value- ☑

EVALUATION

Place, build, bet
Users: With friends
Version: de
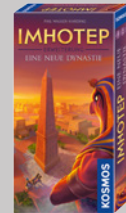Rules: de en
In-game text: yes
Comments:
Now four versions of each location * High replay value * Interesting new tactics
Compares to:
Imhotep
Other editions:
Kosmos (en)

JOHN COMPANY
RISE AND FALL OF THE BRITISH EAST INDIA COMPANY

You place your family members into positions, called offices, within the East India Company to enhance family wealth and prestige. The Company itself is operated by all players together and tries to trade with profit and to achieve a political foothold in India; the respective goals of the Company depend on player decisions. Players can negotiate, but agreements are not bind-

ing; you can exchange family money and family ships, also family members as promises as well as family-owned goods and shares of companies owned by the family.

For a game, you select one of six scenarios and play rounds comprising the phases Family, Company, Trade and Evening Post. In the *Family* phase you must make a Family action and do

this by placing family cubes into a resource case; after players have done their family actions, the Jones Family has an action based on the result of a die rule but does not place cubes. In the *Company* phase you do actions according to family positions in the Company; black and blue actions are voluntary actions; green actions are mandatory. In the *Trade* phase you generate personal revenue. Then the Company Chairman pays costs and allocates remaining Company revenue to Company offices and/or for dividends. In the phase *Evening Post* you draw a card and resolve it - event in India, Attrition for offices and Local News. After six or ten rounds you win with most victory points; in case the game ends because of Mutiny or Company Failure, certain offices lose victory points.

John Company is highly complex, absolutely interesting and a dense, challenging thrilling simulation for experienced players. ☑

EVALUATION

Economics, negotiation
Users: For experts
Version: en
Rules: en es
In-game text: yes
Comments:
Six scenarios * Complex rules * For experienced players * Some training games/rounds are recommended * (c) image Martí Cabré
Compares to:
Lords of ... series
Other editions:
Currently none

KARUBA DAS KARTENSPIEL
PATHS TO TEMPLES

👥 8↑

As a leader of an expedition you construct paths to temples and treasures for your adventurers. You use 16 cards, numbered from 1 to 16, showing adventurers, temples, paths and treasures. A card summary board depicting all available cards is laid out. You shuffle and stack your set of cards face down and draw three cards in hand.

For a round, you select two cards from your hand face-down, reveal them and sum their value. If you have the lowest total, you discard one of those two cards. Then, you lay out the selected card(s) in your personal treasure island. You must place them within a 4x4 grid; new cards must be placed adjacent to at least one card already in place and must be placed in the same orientation, number upright!

Paths can have dead ends. After placing the card(s), you refill your hand to three cards. After eight such rounds you score your treasure island: If there is an uninterrupted path - the shortest possible one and no tile can be entered twice - from an adventurer to the temple of the same color, you score three points. When this path contains crystals or gold nuggets, you score one point for a crystal and two points for a gold nugget. Adventurer without an uninterrupted path to their temple do not score! An adventurer in a path of another adventurer interrupts this path and renders it worthless, but adventurers can share a path and the treasures on it, too. If you achieve the highest score, you win

Karuba the Card Game means Karuba light; drawing your cards introduces an element of change and the penalty for the lowest total introduces some tactics, the summary board helps in planning. ☑

EVALUATION

Paths, connections
Users: For families
Version: multi
Rules: de en es fr nl
In-game text: no

Comments:
Simplified version of Karuba * Elements of change, little tactic * Card summary board helps in planning

Compares to:
Karuba

Other editions:
Haba (en fr nl)

KATARENGA
THE LOCATIONS DETERMINES THE MOVE

👥

Around 300 B.C., in the Persian Empire - two armies confront each other across a battlefield and want to conquer the opposing camps.

The four boards are placed at your discretion into a frame - each board is double-sided, and each side shows four cases in each of four colors, in varying arrangements.

The eight pieces of a player begin on the respective base line, the camps of a player are left and right of the base line, on the frame for the boards. The location of a piece determines the way it will move out of it: Blue - on case in any direction; Yellow - diagonally to maximum the next yellow case; Red - orthogonally to maximum the next red case; Green - one case orthogonally, one case diagonally, the Knight's move in Chess.

An opposing piece in the case that you have entered is defeated and taken out of play; you cannot, however, enter a case with one of your own pieces. A piece that has reached any case on the opposing base line needs one more turn to move from there into one of the camps on the frame. While on the base line, the piece is still in play and can be moved according to the rules, even backwards, and can defeat and be defeated. From the base line you can move the piece directly into a camp, where it remains safe and inactive. If you have two pieces in opposing camps or your opponent has only one piece left, you win.

A game using movements of Chess pieces, but not tied to the pieces, but their locations - an enticing idea which takes a while to get used to and to be able to plan ahead - I am on green, can he reach me from this red case? A thrilling challenge for friends of abstract placement games. ☑

EVALUATION

Abstract, piece movement
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Uses moves of Chess pieces * Very classy components * Difficult to predict due to case determination of moves * High replay value due to modular board

Compares to:
Kamisado, Chess

Other editions:
Gigamic (fr)

KIKKASAI
ROLL DICE TO GROW FLOWERS

`8↑`

Every year, there is a chrysanthemum competition, players try to make flowers grow in the most favored colors by combining three dice results. You have screen, and dice in relation to the number of players are put into the bag - 5/7/10 Chrysanthemum dice in white, orange and yellow plus 2/3/4 black dice, for 2/3/4 players. The starting players draws one random die, rolls it and thus determines the trend of the round, for a black die he names a color. Then all draw two dice each from the bag and roll them behind their screens.

Then the active player draws a die, rolls it openly and then has one of three actions: Swap the dice for one behind the screen or discard the newly drawn die or announce a flower: Three dice in one color or three dice in three distinct colors, either showing three consecutive numbers or three identical numbers. The same color or the same number score you one point, each correlation to the trend scores one point extra, maximum six points. With announcing of a flower or when the last die is drawn, the round ends and all dice go back into the bag. Another player can announce a flower using the discarded die of the active player. Black dice are wild dice or are used to mark scores, in this case they stay on the table. If you reach a score of six, you win, or if you have most points, when all were starting player twice.

Due to the forming of triplets and the drawing and using or discarding of a die as well as the chance to use a discarded die have caused the game to be likened to Mahjong; for me it is too simple for that, it is a nice, chance-driven filler game with simple rules. ☑

EVALUATION

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

Comments:
Very simple rules * Rules but the score marking are well worded * Nice filler game

Compares to:
Set formation games

Other editions:
Shinojo (de en fr jp)

KINGDOM BUILDER HARVEST
NEW TERRAIN FOR FARMERS

Each player creates his own kingdom by building settlements to gain most gold at the end. In your turn, you play a terrain card and build settlements in this terrain according to stringent building rules.

The 4th expansion, *Kingdom Builder Harvest*, introduces four new board tiles featuring the new terrain type Farmland and another new terrain type, Silo, which cannot be built on. You shuffle the new board tiles with those of the core game and then lay out four tiles for your board. Six new Kingdom Builder cards give you gold in several ways - for instance, for each settlement at the edge of the board, or for settlements adjacent to exactly two other of your settlements, or for each settlement in the quadrant where you have most settlements; you shuffle the cards with those of the core game and draw three cards for a game. There are also 16 new location tiles, two each of eight distinctive ones; they provide additional options to build and let you move settlements already built, too.

You can build on the new terrain type of Farmland; once per round you have a farm action to build a settlement on adjacent Farmland, before or after your mandatory action. Each of the new board tiles also features one Silo - at the end of the game, before the final scoring, you can either build three settlements or move up to three settlements, for each Silo that is adjacent to one or more of your settlements. The newly built or moved settlements must then be adjacent to other settlements of yours.

As do the other expansions, Harvest also enriches the core game with thrilling and challenging options, it is a must-have for each fan of the game. ☑

EVALUATION

Settlements building for gold
Users: With friends
Version: multi
Rules: de en es fr nl
In-game text: yes

Comments:
Expansion #4 * New board parts, terrain types and cards * Interesting new location tiles * Needs core game to play * (c) image Scott Payne

Compares to:
Kingdom Builder an all its extensions

Other editions:
Currently none

KRASS KARIERT
YOU CAN'T SORT YOUR CARDS!

`10↑`

Get rid of your cards as fast as you can! There are four cards each for values 1 to 12, and two cards each of X-Card, Redraw Card and Stop card. Two open reserve cards are placed in front of each player and all receive three chips (two in case of five players) and ten cards from the stack (seven for five players).

Hand cards can NEVER be sorted, you can only pick them up and fan them out. The starting player plays one to three - adjacent - cards from his hand for a turn, all others must top this with a higher number in case of an identical combination or with a combination of higher value - Solo < 2-straigt > Pair > 3-straigt > Trips = three cards of the same value. Cards for a combination must be next to each other in your hand, the sequence of cards within the combination does not matter. X-Cards are number jokers and can be played alone or within a combination; Stop immediately wins the round and the Redraw replaces the mandatory topping of a combination.

If you cannot top the combination, you take up one of the cards of your reserve at any place in your hand. When all have played or picked up a card from reserve, the turn ends and the player with the highest combination begins the next turn. If only one player holds cards, or a player can neither top or pick up a reserve card, the round ends and this player must discard a chip. If he has none left, he has lost the game and all others have won!

Krass kariert / Checkered Combos uses standard mechanisms for a nice variant of card shedding, determining one loser instead of a winner! Well-made family entertainment for a filler. ☑

EVALUATION

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

Comments:
Standard mechanisms, nicely varied * One loser, several winners * Nice filler game, or for beginners

Compares to:
Card shedding games

Other editions:
Currently none

MASSIVE DARKNESS
COOPERATION IN THE DUNGEON

`👤`

Massive Darkness uses mechanism from the series of *Zombicide* in combination with elements of classic dungeon crawl games, but without a game master. The team selects a quest and each player chooses his hero, selecting a class and two skills.

In the subterranean darkness you fight guardians and monsters, find weapons and treasures and gain experience for the title Lightbringer. Opponents - they range from minions, agents, roving monsters to bosses - are controlled by the game itself. Monsters can also cause a Guardian to appear, who uses a randomly selected piece of special equipment against the heroes. When the heroes master this encounter, they receive the equipment item.

Quests can be played as individual scenarios or in campaign mode; this allows a steady development of the heroes, you can keep skills and XPs for the next quest. Darkness is opponent, but also ally - light and shadow on the terrain tiles are a central element in the interplay of Good and Evil in four phases: 1. Hero phase - the activated hero has up to three actions - move, fight, find objects and treasures or exchange equipment; then attacked opponents counter-attack. 2. Opponent phase - movement, active search for heroes and attack. 3. Development - You can spend Experience points to acquire new skills. 4. Event phase - draw and resolve an event card. 5. End phase. A quest is won, when all quest goals have been achieved. If a hero needs to be survived and cannot be survived, all lose together.

Massive Darkness offers and intense experience with opulent components and attractive rules; a real treasure for fans of the genre! ☑

EVALUATION

Cooperation, dungeon crawl
Users: For experts
Version: de
Rules: de en es fr it
In-game text: yes

Comments:
Sensational, opulent components * Very good rules * Fantastic flair * Intense gaming experience

Compares to:
Cooperative dungeon crawls using miniatures

Other editions:
CMON (en, fr), Asmodee (it), Edge Entertainment (es)

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

MEMO-PALACE
TURTLE IN THE NURSERY

`5↑`

Once again, lots of various animals have gone into hiding, this time in the Memo Palace, and you will only be able to find them if you manage to remember their hiding places well.

The Memo Palace is laid out with 16 palace parts in any arrangement, so that it is different in each game; you need not use all tiles but should at least lay out ten palace tiles. Players then decide together on the number of animal pairs that they want to use and take that number from the supply of 25 pairs; then the pairs are sorted into a yellow and a blue stack, according to their back sides.

The active player draws any yellow tile, looks at it and then puts it face-down on a palace tile. Then he invents a little story to explain why, for instance, the penguin is standing on the hall staircase. When all yellow tiles have been placed, you shuffle the blue tiles face-down and then, again in turn, players turn up one of the blue tiles. Can you remember the story about the turtle and therefore know in which room it is hiding? If you manage to find a pair, you keep both tiles. But when the blue and yellow tile do not correspond, you put both tiles back. When all pairs have been found, you win with most pairs.

In a cooperative memo variant, you place three memo monsters face down into the palace. Then you play as usual, but all can talk and give advice on the monster location to avoid them, or the location of the wanted animal, because if you turn up a monster, the game is lost for all! Memo Palace is a very pretty, cute and well-working memo version which is also good practice for creativity and vocabulary. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	5+	25+

Designer: Don Ullman
Artist: M. K. Studios, xl-graphics
Price: ca. 23 Euro
Publisher: Piatnik 2017
www.piatnik.com

EVALUATION

Memory, narration
Users: For children
Version: multi
Rules: cz de fr hu it sk
In-game text: no

Comments:
Nice combination of mechanisms * Very nice design * Good practice for memory and creativity * Variable game set-up

Compares to:
All narrative memo games

Other editions:
Currently none

MISCH MASCH
PELIPHANT SEARCHES A TRUNK

`6↑`

Carnival in the jungle; all animals want to wear costumes, but somebody has mixed them up and now animals are running about trying to complement their costumes suitably. There are 60 cards with mixed animals, e.g. half dolphin, half crocodile, six chameleon cards for jokers, six cards with only half an animal and an empty half and six real animals.

All cards are shuffled together, and you are dealt seven cards, one card from the face-down draw pile begins the discard pile. If you are fastest to place a suitable card on the discard pile, you begin; to be suitable the card must, in combination with the top card on the discard pile, result in an animal that really exists. Then all continue to play in clock-wise direction and discard a suitable card to form an animal combining the top card from the stack and a card from their hand. If someone should hold a card that suits both halves of the top card, e.g. the Peliphant for the Elecan on top of the stack, he can discard it even if it is not his turn. If you cannot play a card, you must draw a card, but may discard it, if it suits.

If someone plays a real animal, this triggers a special action - either all draw one card or, whoever has fewest cards, must draw two cards, even if it is you yourself who must do this. If you play a suitable card with only one animal half, the next player must pass his turn. And, of course, a chameleon is always suitable. If you are out of cards, you win!

Cute, quick and simple as well as easy. And enchantingly illustrated, too, the animal combinations are adorable! Misch Masch is an excellent game for children and a fun family game as a filler game, too. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	6+	20+

Designer: Bettina Katzenberger
Artist: Tina Kothe
Price: ca. 8 Euro
Publisher: Zoch Verlag 2017
www.zoch-verlag.com

EVALUATION

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

Comments:
Enchanting illustrations * Simple, good rules * Very good game for children * Also, a nice family filler game

Compares to:
Mix Max and other games using different card halves

Other editions:
Currently none

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

NONAGA
DUEL IN LIMITED SPACE

19 monochrome wooden discs are used to form the game board, they are arranged in a hexagon shape. Each player has three pawns of a color, black or red, and tries to be first to arrange them on adjacent discs, At the start of the game players put their pawns in alternate sequence on the corner discs of the game board. Then the starting player is randomly determined.

The active player moves one of his pawns forward in a straight line until it reaches the edge of the board or another pawn, regardless if it is one of his own or one of the opponent. Then you remove an accessible disc from the edge of the board and place it elsewhere. The rules for this are: You can only relocate a disc if you can move it out of the board without moving any other disc. At its new location, the disc must touch at least two other discs. It is, however, allowed to move a disc and cause another, remaining disc to be only adjacent to one other disc in the board. By relocating a disc, you must not isolate another disc, that is, divide the game board in two! The opposing player must not relocate the disc relocated by the active player in his immediate next turn. The winning condition of arranging three pawns on three adjacent discs can be achieved in any arrangement, be it a triangle, a straight line or a "tick" shape.

Small, elegant, good - a game from Steffen Spiele! Nonaga is again an abstract placement game with most simple rules and lots of tactical in-game-depth, especially as relocating a disc can force a player into an unwanted "longer" move! Nonaga is an interesting, very good addition to the range of games for two players. ☑
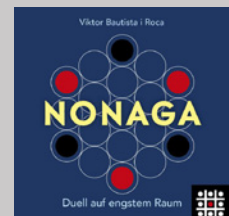
EVALUATION

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

Comments:
Very simple rules * Elegant components * Lots of tactical in-game depth

Compares to:
Abstract placement games for two with a changing board

Other editions:
Currently none

PIRATE 21
PIRATES PLAY BLACKJACK, TOO

24 gold coins are the loot that needs to be divided, fought over with six times each of Captain 2-2-4-4-6-6, Mate 3-3-5-5-7-7, Pirate 1-1-3-3-5-5 and Gunner 4-4-6-6-8-8, two Princesses 8-8 and two Kings 5-5 as well as one Black Spot 0: The Black Spot cannot win the round, but receives a coin for the lowest total at the end of the round or if eliminated; the Captain can discard any open card on the table including himself but not the Princess and replace it with a new one. The Gunner draws two cards, keeps one openly and discards the other. A Mate swaps two face-down cards between any two players, also his own. The Pirate attacks an opponent by guessing the value of one his face-down cards; if hi is correct the player is eliminated; the pirate wins a coin and knocks instantly. The Princess, face-up or face-down, deflects a Pirate attack and gets a coin from the Pirate. The King wins the game if he wins a round with the exact total of 21.

You are dealt two cards at the start of the round and display one of them openly, one is laid out face-down. The active player either draws a card and displays it or uses the effect of one of his open or face-down cards or passes or knocks to trigger the end of the round, which happens after his next turn. Whoever then has a total under 21 and nearest to 21, wins the round and gets a coin; if you did knock and win you get an additional coin. In case of a tie, all players in the tie get a coin. Whoever has four coins first, wins.

Well, pirates don't have Casinos or croupiers for Blackjack, but their version is lots more fun, it is cute and surprisingly tactical! ☑

EVALUATION

Cards, limit on value total
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:
Cute, funny Blackjack variant * Card memory helpful * Surprisingly tactical

Compares to:
Blackjack

Other editions:
Currently none

PIT
STOCK EXCHANGE, BULL & BEAR

Out of 72 cards for eight commodities - Cattle, Corn, Coffee, Gold, Oil, Oranges, Sugar and Wool - you use one set of 9 commodity cards per player, shuffle them and deal nine cards to each player. Now all simultaneously bid several identical cards by holding the cards up and naming the number - one to four - of cards, but NOT the commodity, and can swap their offer for the offer of another player with the same number of cards. In this way you try to gain control of a market by collecting all nine cards of a commodity. If you achieve it, you hit the bell and win the round. If you are first to win three rounds, you win the game.

The game is an evergreen, it was first published in 1903 and re-published again and again in countless versions; in the new edition 2018 there are new commodities and the rules provide versions for experienced players - using the Bull and Bear cards - for younger players. Bull and Bear are - in stock exchange jargon - the terms for Hausse and Baisse; in Pit, you can use the Bull as a Wild Card; if you hold all nine cards of a commodity and the Bull, you score double. If you hold the Bear, you cannot end the round, even if you have all nine cards of a kind. If someone else wins the round, you score -20 if you hold Bull or Bear. The winner scores the points of his commodity and you win with 500 or more points.

For younger players, you use only six cards of a commodity.

A classic game, a bestseller, an evergreen, and still the game that imitates the hectic of stock exchange most simply and most directly, using simple rules and providing lots of fun. Should be part of every game collection! ☑

INFORMATION

PLAYERS: 3-8 **AGE:** 6+ **TIME:** 30+

Designer: not named
Artist: not named
Price: ca. 15 Euro
Publisher: Hasbro 2018
www.hasbro.at

EVALUATION

Swapping, sets
Users: For families
Version: de
Rules: cn de dk en es fi fr gr is it jp nl no se
In-game text: no

Comments:
First edition 1903 * Edition with box-integrated bell * Simple rules * Several versions given

Compares to:
Set collecting games with swapping via card amounts

Other editions:
Numerous editions from many publishers

POT DE VIN
LOOKING FOR GUILD FAVORS

The coup has left a power vacuum and citizens vie for the favor of the guilds; you need to bribe, threaten and gain knowledge about the four most influential persons in town. 52 cards have values from 1 to 13 and show one of four persons - Aldo, Pietra, Enzo and Ugo; cards of values 4 to 12 carry guild symbols; guilds are Nobles, Artists, Trader, Workmen, Knights and Assas-sins; cards of values 1 to 3 - Ones are Jokers - and Pot-de-Vin cards of value 13 are guild-neutral. All cards are shuffled, and you set out 16-12-12 cards for 3-4-5 players (a game with six players is played in three teams!) as face-down trump stack; the current top card is revealed at the beginning of a trick to determine the trump person for the trick. The remaining cards are dealt to all players.

The starting player leads a card, others in turn must pass and discard a bribe jewel or play the same person as the starting player; if you cannot do this you play a trump person or any person. The winner of the trick takes all cards and jewels of the round and sorts them by guilds, neutral in their own column. When all tricks have been played, you must assign jokers to guilds, one per guild only, and then you score points for sets of identical guild symbols, neutral cards of positive value and for bribe jewels, minus penalties for Pot-de-Vin cards and from neutral cards of negative value

Basically, a standard trick-taking game, but for the guild symbols! You need to collect them very cleverly, as you score penalty points for 4, 5 or 6 identical symbols instead of bonus points. A very interesting variant for the genre! ☑

INFORMATION

PLAYERS: 3-6 **AGE:** 14+ **TIME:** 30+

Designer: W. Marcano, Fel Barros
Artist: W. Santiago, L. Francisco
Price: 15 Euro
Publ.: Thundergryph Games 2017
www.thundergryph.com

EVALUATION

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

Comments:
Unusual graphics * Standard trick-taking mechanism * Interesting scoring mechanism * (c) Image Ivan Karmarov

Compares to:
Trick-taking games with collecting mechanism

Other editions:
Mandala Jogos (pt), GateOnGames (it)

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

PROBIEREN ODER VERLIEREN
ORANGE JUICE AND COFFEE

8↑

You want to win four chips, and you receive those chips if you drink! But you cannot choose what you will drink!
The selection of your drink happens by a game unit, which is assembled at the start of the game into a vertical wheel. In front of the wheel sit the cups and a mat with markings for six cups.
Then all players together select six kinds of drinks for the game -

all players must agree on the selection and must know exactly which drinks are involved - and do not forget to ask about allergies!
The containers with the various drinks sit behind the corresponding cup and you fill each cup with "its" drink to the first marking on the cup. Then the active player spins the wheel and resolves the indicated ac-

tion: Drink the content of the indicated cup - Pour the content of one cup into another cup - Select another player and a cup for him, he then selects a cup for you, and you drink to each other's health - You select another player who has to drink - Steal a chip - Lose all chips to stock.
If you have to drink and you drink, you receive a chip from stock; if you have to drink and don't trust the content of the cup, you discard a chip into stock. If you are out of chips and do not drink, you are out of the game.
This is a cute idea for a game, which of course can and must be adapted to the age of players and to the occasion; for the indicated minimum age of 8, the rules clearly ask for adult supervision. Cocoa plus Coca Cola or milk with orange juice, or whatever else was selected - if you are lucky, your cup comes with water and apple juice! Great fun for birthday parties and other such occasions. ☑

EVALUATION

Drink, dare
Users: For families
Version: de
Rules: de en
In-game text: no
Comments:
Cute idea * Nice party game * Simple rules * Spilling can happen
Compares to:
First game of this kind
Other editions:
Hasbro USA (en)

PUMMELEINHORN
DER KEKFE MARATHON

6↑

Pummel the Unicorn wants to run and needs cookies for sustenance. 29 cookie cards are used, in case of 2, 3, 4 or 5 players you deal 8, 7, 6 or 5 cards to each player, remaining cards are placed openly in the middle. Each player takes a Pummel friend, and all lay out their cards openly as part of a circle, with a gap after each player's line to mark his portion of the track; all

place their Pummel friend into the gap at the end of their line. The friends are only markers and are not moved!
Then you check who has the most cookies on his cards with a Pummel symbol - this card is put face-down into the middle and the Pummel pawn is put into the gap. You are the active player if you have the Pummel pawn in your line of cards. You roll

the die, and, for a number, you move Pummel as many cards in the direction that he faces. The card Pummel reaches is placed in the middle and Pummel is placed into the resulting gap. If you rolled an arrow, you turn Pummel to face the other direction, and roll again. If you rolled the card symbol, you take a face-down card from the middle, put it openly into your line of cards, and roll again. If someone must place the last card in his line into the middle, the game ends, and you win with most cookies on the cards in your line. If you play with younger children, you can also select to just count the cards remaining in the line of each player instead of counting cookies.
Simple rules and a very nice implementation of the memo mechanism - who remembers which face-down card in the middle shows most cookies? Eight cookies found! I hope Pummel does not stop on this card! ☑

EVALUATION

Move, memo
Users: For families
Version: multi
Rules: de en
In-game text: no
Comments:
Nicely implemented license topic * Good memo version * Simple rules * Adaptation of Sabrina Stachelschwein
Compares to:
Sabrina Stachelschwein
Other editions:
Currently none

www.gamesjournal.at

SCHOLLEN ROLLEN
SECURE YOUR CATCH OR RISK IT?

Catching fish by rolling dice! You use four dice, 40 yellow plaice of value 1, 24 red plaice of value 5 - you can swap five yellow plaice at any time for one red plaice, or vice versa - and the box bottom for your net. You always use all yellow plaice in a game and between 8 and 24 red plaice, depending on the number of players. The symbols on all dice are either one or two plaice, a fish hook, a doubling symbol or water.

The active player rolls all four dice - no plaice symbols in the result is a failed roll and the turn passes to the next player. Plaice symbols in the result give you as many plaice for your net. Each doubling symbol doubles the number of plaice; so, two doubling symbols give you four times the number of plaice symbols in your result. A fish hook allows you to take your catch either from stock or from another player - but if the selected player has not enough of them, the rest of your catch is forfeit. Water in the result has no effect. Plaice in your net are not yet secure, because you must now decide if you roll again or stop and take all plaice from the net. If you roll again and in the new result - for which you first MUST set aside and not use all dice that showed water or doubling in the previous result - you have no plaice, you lose all; otherwise, you take the resulting plaice and decide again. When the last plaice is taken from stock, you win with most points from your catch.

Well, this is a typical Knizia of the simple variety, solid craftsmanship for a nice mix of standard mechanism in an attractive, quick game that thrives on the dilemma of risk vs. safety. ☑

EVALUATION

Dice, risk/safety
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Good mix of mechanisms *
Nice family game * Simple
rules

Compares to:
All "Risk vs Safety" games

Other editions:
Currently none

STACK-A-BIDDI
STACK TO FORM LINES

Build a stack, guided by dice, to form continuous lines! The game features eight blocks each in yellow, orange, blue and purple; each player uses one color and one BIDDI block each in red, blue, white and grey. Aim of the game for each player is to stack his blocks and BIDDIs to achieve a continuous line at the front of the stack. In the first round, the stack must have six levels; in each of six additional rounds, one level is added, so that in Round 7 the stack has twelve levels, made up of eight colored blocks and four BIDDIs, one block represents one level.

At the start of a round, four dice in the four BIDDI colors are rolled; their results indicate, for all players, the level in which the BIDDI of this color must be placed. If a die result is higher than the number of levels for the current round, this BIDDI is not placed. The dice must be re-rolled until at least three different results are achieved. In Round 7, dice must be re-rolled until there are four different results; you only reroll dice with the same result.

Then you build your stack of levels according to the round, using BIDDIs as indicated by the dice plus additional colored blocks; all blocks and BIDDIs can be rotated or turned any way. Whoever is done first, ends the round for all; stacks now score 1 point per correct level, the fastest player scores one additional point for each BIDDI facing him in correct orientation.

Simple, but definitely not easy - you must choose your colored blocks cleverly to avoid too risky balancing - better no BIDDI points for being fastest than scoring no points at all. Super family fun! ☑

EVALUATION

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

Comments:
Simple rules * Good spatial
thinking necessary * Speed
can be risky

Compares to:
Stacking games with
formation tasks

Other editions:
Broadway Toys (cn)

TERRAFORMER
ECOSYSTEMS AND CREATURES

All players terraform a planet together; if you contribute most, you may give it a name. You hold one of three decks - Continental, Cool and Contrast - including Biomes (= habitats), creatures and actions, and draw five cards in hand; the planet can have five to eight ecosystems, with zero to maximum three identical ones. In your turn you have two actions - draw a card or play a card on the table, also twice the same one - and in addition you can play any number of action cards.

First you play a Biome into one of the five to eight columns for ecosystems and thus determine the temperature range and humidity range of the ecosystem - Arctic, Tropical Rainforest, Savannah, etc. With the fourth Biome in a column, the ecosystem is stable.

If you play a creature into a Biome/ecosystem, you place the card beneath it, the creature must suit the Biome in characteristics; each Biome in an ecosystem can carry two creatures. Creatures have different tasks - Decomposer, producer, Primary Consumer (Herbivore) or Secondary/Tertiary Consumer (Predator).

For secondary and tertiary consumers to be played, prey must be available in the biome. Due to effects of action cards, creatures can migrate into other ecosystems.

When all systems are stable, the food chains are balanced from left to right for each biome: One Decomposer, surplus ones migrate or turn Consumers; one Producer, surplus ones become extinct. Then you score for cards from your deck in all ecosystems.

Simpler than Evolution, but with the opportunity to create your own deck of 42 cards - a well-working simulation with lots of information on the cards. ☑

EVALUATION

Development, card combos
Users: With friends
Version: en
Rules: en ru
In-game text: yes

Comments:
Very beautiful graphics *
Lots of information on the cards * Basically set/combo formation

Compares to:
Evolution

Other editions:
Mosaicum (ru)

THE COUSIN'S WAR
WAR OF THE ROSES

Conflict between the houses of York and Lancaster in 15th century England; this war was originally named The Cousin's War, as both houses were branches of the Royal Family.

At the start, each region on the board is equipped with one cube for York and for Lancaster; then players select a faction and take two markers of their color into their reserve and receive six action cards for the round; there are battle cards and event cards. You play five rounds; each round represents between five and ten years of the war and comprises seven phases: 1. Deal Action cards; 2. Swap an action card with your opponent; 3. Determine Battlefield; both play a face-down battle card; the earlier date on the card determines the Battlefield; 4. Players alternate to play four action cards each, resolving either the Primary event in the top half of the card or use the command points of the card for actions - gain Troops in Reserve, add Troops to Battlefield, move influence, place influence or remove opponent's influence; you must do one of both, you cannot simply discard a card; then you check if the Secondary event of the card is available for the opponent; 5. Resolve battle; 6. Victory check; 7. Clean-up.

If you control all regions of England at the end of a round or control most regions after five rounds or - in case both players control an equal number of regions - have won most battles, you win the game.

This is an excellent microgame, card actions and command points balance the luck of the battle dice nicely. ☑
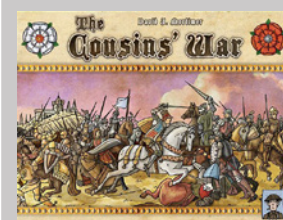
EVALUATION

Conflict simulation
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Excellent micro game *
Fantastic graphics * Lots of game play with very few components

Compares to:
Historic conflict simulations

Other editions:
Currently none

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

TIME ARENA
DUEL FOR THE SOURCE OF IMMORTALITY

The Lords of Time fight for control over the source of immortality in the Time Arena; the winner earns access to the source. You have five minutes to destroy the totem of your opponent or to reduce his time to Zero; you use an app for time management.

The game is set up as stated, the sand timers have varying run times, red 90 seconds, blue 50, green 45 and yellow 30 seconds.

You select one fighter of three options in each color, they all have distinct characteristics and abilities, and put them on the gate of the corresponding color. In your turn, you activate fighters - each one only once per turn - to summon him from the gate, to move according to his ability or for an attack that is resolved by dice roll. Exhausted fighters regenerate at their gate

for the run time of their timer and can then be summoned again. When a fighter stands on the edge cases of the board on the side of the opposing totem, you can attack this totem.

The expert version is played on the backside of the game board and introduces two new rules/features - transporter and an additional end-of-game condition. A fighter can use a movement point move from one transporter square to the other one of his color. The expert board also has fewer summoning cases, so that blocking of the opponent's summoning cases becomes a tactical option.

Time is the central element of this game, not only due to the limited total playing time, but mainly due to the regeneration time for fighters; here, planning despite hectic is essential, even in selecting your fighters at the start of the game. This game definitely comes with a steep learning curve on possible tactics. ☑

INFORMATION

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

Designer: Fabrice Lamouille
Artist: Shanshan Zhu
Price: ca. 27 Euro
Publisher: Blam! 2017
www.blam-editions.com

EVALUATION

Conflict, time limit
Users: With friends
Version: multi
Rules: de fr
In-game text: no

Comments:
Best with two players *
Time component can be stressful * Not for every type of gamer * Basic version rather chance-driven

Compares to:
All games using timers as central element

Other editions:
Currently none

TYBOR DER BAUMEISTER
BUILDER IN LONGSDALE

Workers and citizens build in Longsdale! At the start of the game you select a scenario card and then a chapter card; if you want to learn the prequel of *Oh my Goods! Longsdale in Aufruhr*, you can play the chapter in sequence.

In four stages you implement the steps of dealing cards, selecting and using cards and end of stage.

For the phase of *dealing cards* you receive character cards for your hand and a number of cards equal to number of players x 2 plus 2 buildings are laid out with their "small side" up. Then all players put down a face-down card at the same time; afterwards, players *resolve their card* in turn order: you either add it as a *Citizen* to your display on top of your summary card

for building advantages and victory points at the game end, or as *Worker* to the right of your summary card for work force, or you discard it as a builder for the right to take any building from the display; the building is put to the left of your summary card and you pay its costs by discarding workers from your display. Then you hand your remaining hand cards to your neighbor. When all cards in hand have been played, you resolve *end-of-stage* conditions.

After the forth stage, the player displays are scored; a card can score in several categories; points are awarded for buildings, card symbols, achieved scenario and chapter goals and completing of the secret task on your own player aid card.

A good mix of multiple use of cards with drafting cards; to tell the story of Longsdale in the chapters is a nice bonus and the scenario and chapter cards offer a total of 32 set-ups for a fun and fast game in the Longsdale universe! ☑

INFORMATION

PLAYERS: 2-4 **AGE:** 10+ **TIME:** 90+

Designer: A. Pfister, D. Rappel
Artist: Klemens Franz
Price: ca. 10 Euro
Publisher: Lookout Spiele 2017
www.lookout-spiele.de

EVALUATION

Cards, drafting
Users: With friends
Version: multi
Rules: de en
In-game text: yes

Comments:
Coproduction with Mayfair Games * Tells the events before Oh my Goods! Longsdale in Aufruhr * Good mechanism mix * 32 possible set-ups

Compares to:
Oh my Goods!

Other editions:
Österreichisches Spielemuseum (de, en)

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

UBONGO SOLO
546 PUZZLES

1 player - 45 tiles - 546 levels on 100 pages for the solitaire version of Ubongo. 50 double-sided sheets offer 546 puzzles in ascending levels of difficulty; the 45 tiles are divided into three groups - one group features tiles composed of squares, one tiles composed of triangles and one tiles composed of hexagons. Tiles have assorted colors, in each group there is one tile per color and tiles within a group are numbered from 1 to 15.

You begin with sheet 1, side a, and take the parts depicted for the first puzzle from the respective group and place them on the area, without gaps or protruding parts of tiles - you may rotate or turn the tiles any way you want. If you have filled the area correctly, you have solved the puzzle. Aim of the game is, to solve all 546 puzzles without any given time frame.

Some pages on the sheets state special rules which are valid for each level on the page. Some examples: Put two of the depicted parts into one part of the area, and the other two in the second part; or use only tiles #3 to #9 from a group and you must find the necessary ones yourself; or a place for one tile is given; or you must place the depicted tile and find the other two that you need yourself; or there are four tile pairs for a puzzle and each pair must be placed in the same area part and you need additional, not depicted tiles to fill the area which you must find yourself, or you only need two of the depicted tiles to fill the area.

Ubongo as a thrilling, attractive solitaire challenge without a time factor, using new shapes and rules. Solutions are available from a website. ☑

EVALUATION

Area filling
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:
Very good version of Ubongo * Ascending curve of difficulty * Solutions available from a website

Compares to:
All other editions of Ubongo

Other editions:
Currently none

VIRAL
VIRUSES ATTACK!

You are a virus strain attacking a body and must mutate to spread into additional organs. You score points for collapsed organs or for controlling body zones; your strain is attacked by the body's immune system and other virus strains. The organs of the patient are divided into Zones, each zone comprises between one and three organs. At the start, players in turn put one virus, shield side down, into an empty organ until each organ carries one virus; you hold zone cards and mutation cards for your virus.

For a round, all players simultaneously put down a zone and a mutation card face down and then resolve the cards in turn order - each action once per symbol, but not mandatory: Infect, attack, magnet, absorb, collapse. Then all repeat this for a second pair of zone card plus mutation card. Zones that you control give you victory points and advance on the research track. When the zones have been scored, an event card is drawn and resolved. Then, organs carrying a collapse marker do collapse, you score for majorities in these organs and then viruses without shield are removed from the organ. If you achieve maximum research status, you must remove all your viruses without shield from the board and your research status goes back to minimum. After the Tie-Breaker Table has been updated according to the current points status of players, you release absorbed viruses. After six such rounds a final scoring is resolved.

A game with an unusual topic, implemented with a touch of satire; the basic mechanisms of majorities and area control is modified by elegant control mechanisms; luck of the draw and tactic are nicely balanced! Lots of fun to play! ☑

EVALUATION

Area control
Users: With friends
Version: de
Rules: de en es it pt ru
In-game text: yes

Comments:
Cute, unusual topic * Topic very well implemented * Good mix of mechanisms * Lots of fun to play

Compares to:
Games using area control via majorities

Other editions:
Mesaboardgames/Mebo Games (en pt), Lavka (ru), MasQueOca (es), Move the Game (it)

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

WILD SHOTS
AVOID BEING HIT!

`8↑`

No, you do not want to avoid being hit by a bullet, you want to avoid certain symbols in the cards of the tricks you take! But the hit symbols change! And the symbols for trump also change with each trick!

There are 40 Wild Shots cards, ten each in green, blue, black and red and showing numbers 1 to 10; some of the cards show a cowboy hat (7), Sheriff Star (5),

Revolver (10) or a Wanted Poster (4). 14 Snake Oil cards show one of the symbols and indicate the trump symbol for the next trick. In each of the four rounds each player is dealt 10 Wild Shots cards - in case of two and three players, surplus cards go out of play for the round - and you try to avoid Revolvers in Round I, Hats in Round II, Stars and Wanted Posters in Round III and all

symbols in Round IV (!!!). Revolvers score 2 penalty points, hats 3, stars 4 and wanted posters 5. For each trick you turn over the top Snake Oil card from the stack, it determines the trump symbol. You must follow suit in color but need not trick - so you need not trump with a revolver if you cannot follow suit in green and the revolver gives you penalty points but may play red with a star.

After ten tricks you count the penalty symbols of the round in your tricks and multiply them by the penalty points for this symbol in the round. After four rounds, you win with the lowest total of penalty points.

Basically, rather simply, once you get used to the duality of the symbols and to the fact that trump is not a color, but a symbol, but that you must follow suit in color, if you can and thereby maybe take a trick despite a lower card value, but because the card has a trump symbol. ☑

EVALUATION

Trick taking
Users: For families
Version: multi
Rules: cz de fr hu it pl sk
In-game text: no

Comments:
Cute topic * Interesting mechanisms * Nice graphics

Compares to:
Trick-taking games scoring penalty points

Other editions:
Currently none

WÜRFELLAND
REACH THE TREASURE STEP BY STEP

`8↑`

All boards show several regions in each of four colors, there are also twelve treasure cases and several obstacle cases; you are tasked which reaching the treasure cases as fast as possible. Each board is double-sided, and the arrangement of the colored regions is different on each board. You take one of the boards and select one of the sides. The active player takes all

six dice, rolls them and selects one of the colors he rolled. You then set aside all dice showing the chosen color and then you can re-roll remaining dice and repeat this setting-aside and re-rolling until either all six dice show the same color, or you cannot set aside a die in your chosen color. Then you mark, beginning on the white space on your board, one case of the

chosen color for each of the dice showing this color. Each newly marked case must be adjacent to minimum one case already marked. Obstacle cases cannot be marked. All other players can use dice in a non-chosen color from the active player's first roll. If you have more dice of the chosen color than you can mark cases according to the rules, you cannot mark any case in this turn. A color area must be completely marked before you can begin to mark another area of this color. If you are first to have marked nine out of twelve treasure cases and all cases of one color of your choice, you win.

A sophisticated and yet simple game without any scoring or calculating; you always see the game situation of all players; using the dice in other players' rolls is a highly tactical option to minimize the risk of "overachieving" in a color and losing the turn completely. ☑

EVALUATION

Dice, race
Users: For families
Version: de
Rules: de dk en es fr it
In-game text: no

Comments:
Very attractive race mechanism via dice * Good tactical options due to use of other players' rolls * No scoring mechanism

Compares to:
Race/collect games using dice results

Other editions:
nsv World Versions - dk en es it fr

BLACK STORIES JUNIOR CHRISTMAS STORIES
Publisher: moses. Verlag
Designer: Andrea Köhrsen

Another junior edition of Black Stories, this time the theme is Christmas Eve - it is this time of the year, but before Santa Claus comes down the chimney to fill stockings, there are some scintillating puzzles to tide you over the waiting. The game master reads out the puzzle and answers questions; the copious text with the solution helps him with answers, but sometimes he must improvise if the text does not provide an answer. Players can confer. If you want a more difficult game, you can only ask questions resulting in a yes/no-answer and you may ask until you get No.
*Version: de * Rules: de * In-game text: no*

Guessing and communication game for 2 or more players, ages 8+

EXIT - DER TOTE IM ORIENTEXPRESS
Publisher: Kosmos
Designers: Inka and Markus Brand

Live Escape Games – A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks. With a decoder disc, a book and an image of a room as well as the components of the game - which can only be used for one game - you need to find the solution. Now a difficulty grading has been introduced for the series. „Der Tote im Orientexpress" is the first game created for the „Level Profis", you must solve the case and find the murderer bevor the train reaches Constantinople.
*Version: de * Rules: de * In-game text: yes*

Live Escape Room Game for 1-4 players, ages 12+

HOL'S DER GEIER
Publisher: Amigo Spiele
Designer: Alex Randolph

The vulture is flying in again! And once again, it is up to players to catch mice and to avoid the vultures and to have fun at the same time, again! In each round a number card with positive (mice) or negative (vulture) value is up for auction. Each player makes a bid placing one of his cards - of values between 1 and 15 - face-down. A mouse card goes the highest bidder, a vulture card is won by the lowest bid. Identical values bid in the same round cancel each other and are discarded; the card goes to the next highest-or lowest bid in turn. At the end you win with the highest total from cards won. New edition with new graphic design. *Version: de * Rules: de en fr it nl and others * In-game text: no*

Auction game with cards for 2-5 players, ages 8+

KING OF TOKYO MONSTER PACK 01 CTHULHU
Publisher: Iello
Designer: Richard Garfield

The first monster supplement for both King of Tokyo and King of New York introduces eight evolution cards for each game, but you also need the respective Power Up! supplement to play. New symbols on the cards: You have an extra roll - Draw an Evolution card - You have an extra turn. In King of Tokyo you use the Cultist side of the tiles; in King of New York the temples are buildings; if you destroy one, you turn it over to the Cultist side for units. If you hold Madness markers, you roll as many dice which you then cannot reroll. A heart on a die can destroy a Madness token instead of giving you a life point.
*Version: de * Rules: de en es fr * In-game text: yes*

Supplement for King of Tokyo / New York, for 2-6 players, ages 10+

LUCKY LACHS BLUE
**Publisher:** Kosmos
Designers: Ken Gruhl, Quentin Weir

12 action cards per person, a table or so to discard cards on and a lot of room around that spot - all is ready to play. You shuffle your action card, hold the stack face down and keep turning over the top card, shout the action and try to find another player with the same action. If you do so, both implement the action, and both discard the card. If there is no partner, you put the card at the bottom of your stack. If there are several players with the same action, any two and two can do it, any surplus player must search for another partner. Whoever is out of cards first, wins. Blue edition, can be combined with Lucky Lachs, for up to 12 players. *Version: de * Rules: de en * In-game text: no*

Speed and reaction game for 3-6 players, ages 8+

NMBR9 STARTPLÄTTCHEN
**Publisher:** Abacusspiele
Designer: Peter Wichmann
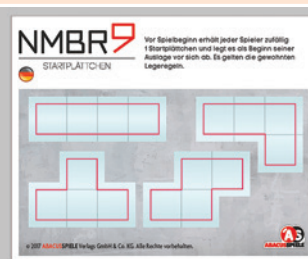
Number tiles 0 to 9 must be placed for points, adjacent or on top of each other; you play with your own display. In a turn one number card 0ö9 is revealed. You take this tile and add it to the display: In the lowest level, with at least one side of a square adjacent to another tile; in higher levels, always across two tiles of the lower level, without covering of gaps or overreaching the lower level. You can place tiles at any time in any level. After 20 rounds, you score number x level - numbers in level 0 are always worth zero points! - and win with most points. *Starting tiles* - each player one randomly assigned tile, size four squares, as begin of his display.
*Version: multi * Rules: de en * In-game text: no*

Supplement for NMBR9 for 1-4 players, ages 8+

QWIXX CHARACTERS
Publisher: nsv
Designer: Steffen Benndorf
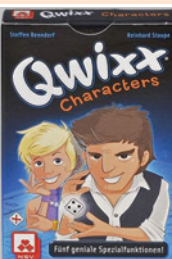
In four colored rows you mark numbers from left to right; gaps can happen and stay! After you roll all dice, all can cross out the total of all white dice in any row, then you can cross out a combo of white and color die in the color row. No mark in a row means marking "failure". Five marks close and lock a row. The fourth failure or the closing of two rows, regardless by whom, end the game and you add the values of your rows.
Qwixx Characters introduces five special characters; for a game, you have one of those characters with a special ability - roll twice, change dice value, fill a gap, mark up to three cases, do not mark a failed roll *Version: de * Rules: de * In-game text: no*

Supplement for Qwixx for 2-5 players, ages 8+

SCHWARZ ROT GELB EXTREME
Publisher: Amigo Spiele
Designer: Günter Burkhardt

Cards have criteria - number of colors, number of shapes and number of symbols. Symbol cards are spread out face-down, one points card per player is displayed. You draw a start card and then all play simultaneously - take a card and add to the row, if it fits, that is, does not correspond to the previous card in ANY of the criteria. Useless cards are put back open-faced. Whoever has a row of seven cards, stops the round - all check all rows; all cards after a mistake including the wrong card are removed and then you take a points card in relation to the length of your row - the shorter the fewer points. After five rounds you win with most points. *Version: de * Rules: de en * In-game text: no*

Card placing game for 2-6 players, ages 8+

STAU-MAU MAU
Publisher: Haba

You draw six cars for your parking lot from the face-down stock in the tin; one car is placed next to the obstacle on the road. In turn you add a suitable car - same color or same kind as the previous car in line - and thus expands the traffic jam. If you have no suitable car, you draw a car. The effect of some cars is resolved when the car is placed: Draw two cards - pass your turn - add the rainbow bus to the line and determine a color for the next car or place a second car. You announce your last car on the parking lot and win, if you are first to be out of cars. Series: Reisespiele.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Tile shedding game for 2- or 3 players, ages 5+

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

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

As d' Or
Jeu de l'Annee 2018

Winner of the category
Tout Public: Azul
Winner of the category
Children: Verfuxt!
Winner of the category
Expert: Terraforming
Mars

Azul

Ceramic tiles for the Royal palace. Tiles are laid out on factories. In the Pattern phase, you take all tiles of a color from a factory - the rest goes on the table - or all tiles of one color from the table and assign them to a pattern row on your player board, surplus ones go into a bottom row, for penalty points. In the tile phase, all - simultaneously - shift the rightmost tile in a completed row on their board to the wall side of the board, the rest of the row is set aside, and you score points for this tile and newly formed groups with it. If someone has a complete row on their wall, you score completed rows, columns and color groups on the wall board.
Set collecting game for 2-4 players, ages 8+, by Michael Kiesling with graphics by Chris Quilliams at Plan B Games, ca. 45 min

Verfuxt! / Nom d'un renard!

The golden egg was stolen from the hen coop! The fox thief must be identified before he disappears in his burrow. A thief card is placed secretly and unchecked into the decoder. Then you name the desired dice result - all eyes or all paws; if you manage it, you can look for clues using clue tiles and the decoder or reveal one of the suspects and check him for items according to decoder clues. When the fox reaches his burrow or an accusation is wrong - the card in the decoder shows another fox - all lose the game together; when the correct suspect is the only one left next to the board or is guessed correctly before that, all win together.
Deduction game for 2-4 players, ages 5+, by Marisa Peña, Shanon Lyon and Colt Tipton-Johnson with graphics by Melaine Grandgirard at Game Factory, ca. 20 min

Terraforming Mars

Your corporation is involved in terraforming Mars. You play generations of 1. Turn order, 2. Research, including acquisition of one of four cards. 3. Action: play a card; use standard project - patents, power station, asteroid, water, greenery, city; Claim a milestone; fund an award; convert plants to greenery to enhance oxygen; convert heat into rise of temperature. 4. Production – Energy turns into heat and you receive resources. When the goal levels for water, temperature and oxygen have been achieved, you add your terraforming Rating to victory points from awards, milestones, status of the board and cards.
Development game for 1-5 players, ages 12+, by Jacob Fryxelius with graphics by Isaac Fryxelius at Stronghold Games, ca. 120 min

Charterstone

JAMEY STEGMAIER

EINE NEUE WELT WARTET AUF DICH

FEUERLAND