

win

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dlp games

SPIELW '20

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 11 GAMES

DEMOLITION PARTY IN SPACE

2491

PLANETSHIPS

After the natural resources of Earth had been depleted, so-called Planetships were constructed to ensure survival and travel across galaxies. When the mother-ship, Planetship Alpha, gets into trouble and is destroyed, players, embodying commanders of other planetships, want to take the opportunity to win DNA from the wreck. Who will be the most successful looter?

Based on the same mechanism that was used in the game *City of Spies: Estoril 1942* (Mesaboardgames, 2015) - the title of the game subtly and elegantly gives a hint on this re-use by the play on numbers in the title - you need, in each of four rounds, to place four out of your six character cards

in six, eight or nine sectors (depending on the number of players), or you might rather call it docking. Only at docking stations, of course, but with rewards. For instance, "place space probe", which enables me to take a look at face-down cards and thereby be able to assess better if a majority at that sector is worthwhile - a tactical advantage, as is the rather often selected face-down placement of the character card.

Yes, majorities are the main aim of the game, majorities in each of the sectors, whereby each of the sectors only has room for three characters. The winner in a sector, the player achieving majority there, that is, receives the DNA treasure, which sometimes is visible, sometimes face-down, represented by an additional

character card which you can either integrate into your team or place - as a victory point - on your own discard pile.

Usually, you keep your DNA booty in your team, as the card rather often offers several of the thrilling traits - as there are teleporting, hacking, scanning, wireless

Thomas Bareder

Interactive, highly tactical, and richly varied - a recommendable game to chew!

contact, shield or tractor beam or even higher values for combat strength or victory points, which only kicks in at the end, when the card remains in your action team - usually quite same dilemma on which of the surplus cards shall "only" be end up as one victory point. Hacking, wireless, tractor beam? We interact with those character traits at the point of majority determination when the card has been placed and thereby remove opponents from the sector, receive a strength bonus in relation to adjacent companions





or even transport some in from adjacent sectors. In this way, a success imagined as sure and safe can change into cleverly conjured debacle, which, however, must be cleverly planned or, cleverly tuned and timed that is, because sectors are scored in adjacent sequence of sector numbers - an important, sometimes all-deciding factor.

If you want to act independently, you should assemble your team prominently from characters with Shield symbol; if you want to surprise, Teleporting might be of interest. The Scanning trait enables gamblers or players shy of conflict a chance to upgrade unalluring booty. Really thrilling-entertaining fun which maybe causes you to overlook one or several of minor details in your first game. Even at the end of that first game, undecided or hesitating players will have something to ponder, as the various sectors themselves have a few special traits - which do a lot of good to the game. Who wins the marvelously futuristically designed plundering? Sometimes a surprise winner, because the „stronger“ characters, which maybe provide two or three majority successes usually yield less victory points than “weaker” ones; the scoring of the mission cards, which provide orientation in your strategy and nicely round out the game, are of some importance. Well-made!

2491 is- contrary to the graphic design, which perhaps lets one expect more wham-bam than ponder-ponder - is not a bellicose or conflict dominated game but an intensely tactically-intricate, highly interactive majority game for friends

and experts. The plethora of variants will please experienced players, as will the clever mechanism; the moderate chance element in combination with the interaction element will exasperate hard-core planners - but that should not deter them and the four rounds of the game do not take too long, so that a second game can easily follow. ☑

Thomas Bareder

INFORMATION

Designer:

Artist: Manuel Morgado

Price: ca. 44 Euro

Publisher: MEBO 2020

www.mebo.pt

PLAYERS:
2-4

AGE:
14+

TIME:
90+

EVALUATION

Placement, majorities

Users: With friends

Version: multi

Rules: de en es pt

In-game text: no

Comments:

Uses mechanism from City of Spies: Estoril 1942 * Cards are victory points or characters for their traits * Team of characters can be adapted * More interactive/tactical than confrontational * (c) Image Timofey Bokarev

Compares to:

City of Spies: Estoril 1942

Other editions:

Currently none



My rating:



My lines for WIN

Dagmar de Cassan, Editor-in-Chief

Thank you!

This is not only the end of a year, it is - for me and WIN - the end of an era. This issue is the last one that will appear independently and is time for me to say thank you to all - to the designers and publishers for the games with which we filled the issues, to all the reviewers who contributed their opinions and especially to you, our readers!

But WIN will continue - it will merge with FRISCH GESPIELT, the Austrian games journal that is published by Thomas Bareder. I am sure you will enjoy reading the new editions and enjoy playing the games they present.

Have fun reading and playing and stay safe and well! And, once again, thank you all!

Editions of WIN can be found at <http://www.gamesjournal.at> and www.frisch-gespielt.at

CELEBRATORY FIRE OR FLASH IN THE PAN?

BONFIRE

CRYSTALS, PORTALS AND GUARDIANS



We are gnomes living in the forest. All the same, we have been given the responsible task to rekindle the bonfires. Those bonfires ones blazed on the towers of the city, before they retreated, together with the Guardians of the Light, to the Holy Islands. There are rumors that the bonfires are still smolder on those islands - if you make a sacrifice, you receive a flame and may carry it with you for later use.

Jörg Domberger

A nicely plannable, visually extremely attractive placement and position game, which works well despite minor rules questions.

Strictly speaking, we only receive the construction set for a bonfire on the island, in exchange for resources. A bonfire only lights up when the task connected to it has been resolved and thus, one might say, the bonfire kindling mechanisms has been activated. If this is done, a bonfire burns in



yellow, red, or blue in your own city and yields a few points. At the same time, a novice, who so far has been a placeholder for the fire, is promoted, placed into the High Council, and accrues a small bonus for you. You gain more points in the final



scoring when a crystal of corresponding color is assigned to a bonfire. Even more points are accrued when a Guardian is watching over a bonfire. However, the connection between a crystal and a bonfire must beforehand be made accessible by placement of the respective portal and the procession of the guardians must have advanced accordingly. And for this advancing you need, of course, paths, and, also of course, they are not free of charge; to the contrary, their price doubles in the course of the game.

Fate Tiles are used as the engine of the game. The grid main square of your own city board is filled with fate tiles over the course of the game. For laying down fate tiles in the grid, you receive action markers which come in six colors, with the colors identifying the activities. The bigger the connected area of laid-down fate tiles is in one color the more marker you receive for the area. Those markers are then used to sail and make a sacrifice on an island or



recruit a guardian, or you build paths, recruit gnomes, or visit the "Great Bonfire" in the middle of the central common board. This great bonfire rotates - not by itself, but driven by markers - in clockwise direction and provides the important portals and minor bonus awards. Fate is connected to a variety of options, gnomes need to be especially mentioned in this context, and among them not the "Elders" who only yield victory points and should be recruited as late as possible, but the specialists who really can do something and remain permanently available.

A turn is resolved quickly, as the interaction is reduced to a few minor details (grab task or gnome or turn bonfire) and therefore the next turn is rather easily planned and also, once you have mastered things, relatively easy. Problems, however, are caused by a few rule passages, which are unfortunately illustrated by rather useless examples; this goes especially for the procession of guardians which wander along the half-circle path along the city and turn off to their final working space for a lighted bonfire. Once more the innocent word of "may" results in doubts as regards the movement of the guardians. This has been discussed also in various groups on the web and has as of yet not been clarified by the designer, at least to my knowledge.

The story of the extinguished bonfires is told with attractive, beautiful components. The mechanisms interact very well and due to the very scarce interaction

your own turn is easily planned. The symbols are, in some parts, rather hard to understand, so it is not easy to memorize the abilities of the available gnomes. Fact is, if you have once tiled a floor or lit a cozy fire, you will have a clear advantage. ☑

Jörg Domberger

INFORMATION

Designer: Stefan Feld
Artist: Dennis Lohausen
Price: ca. 50 Euro
Publ.: H@ll Games / Pegasus 2020
www.pegasus.de

PLAYERS:
1-4

AGE:
12+

TIME:
100+

EVALUATION

Placement
 Users: With friends
 Version: multi
 Rules: de en es fr it jp kr nl
 In-game text: no

Comments:
 Beautiful components * Nice background story * A few unclear rules * Solo version available * (c) Image Wouter Debisschop, Pavel Sebesta

Compares to:
 Area filling games

Other editions:
 999 Games (nl), Hobby Japan (jp), Maldito Games (es), Matagot (fr), sternenschimmermeer (kr), Tesla Games (it),



My rating:



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

USER GROUP

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

Kinder:

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

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

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

FEATURES

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

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

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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

ANNO 1602, ANNO 1701....

ANNO 1800

FROM SCREEN TO BOARD

Anno is one of the most successful range of computer games, beginning with the publication of *Anno 1602* in 1998. The range was continued with several other games on the topic, for instance *Anno 1503* and *Anno 1701*. Both have been successfully transposed into good board games by Kosmos.

When the latest game in the computer games series, *Anno 1800*, was published in 2019, and was a big success immediately, the development of a board game version was a given. With this intent, the computer games company Ubisoft approached Kosmos and offered the rights on the transposition to them. Kosmos in turn asked the well-known and greatly successful games designer Martin Wallace to develop a board game version - the result of the co-production by Kosmos, Ubisoft and Martin Wallace is now on the table and is exceptionally good.

1800 was the time when industrialization was beginning in a big way and the topic of this strategic development game is exactly this industrialization. Players continuously develop and expand their own industries on their home island.

Fleets of ships are used by players to extend their area of influence by accessing and exploring new islands, islands that are located in the New World as well as in the Old World.

As in the computer game, players must cleverly plan their production chains and to take into account the special effects and abilities of their population and their factories and production buildings.

But enough of those general remarks. When we open the box, we find a large number of components, which leads one to expect an extremely complicated and complex game.

When we take a look at the rules, we find many different action options, however, each player can only implement one action in his turn. Therefore, after a few turns, the implementation of the individual action is no longer difficult and has been mastered. The complexity of the game obviously is in the planning and in the selection of your production building, as you can always build or acquire only one of the building tiles in your current turn. Another difficulty with that is, that each of the building tiles is only available twice.

Maria Schranz

Complex, highly strategic and, as I said, a felicitous transposition of the PC game, which should be in the collection of all expert games players.

Therefore, again, it needs clever and exact planning of when to choose which action option.

The fact that only certain groups of population can build certain types of buildings or make use of the building abilities, is remarkably close to the computer game and demands that you also plan your population very carefully.

The set-up of the game takes some time, especially the distribution of the building tiles on the respective slots on the board.

Each player receives one home island, two trading plates which he puts on his pre-printed trade ships, and one exploration tile which is placed on the exploration ship.

There are five different groups of population in the game:

Farmers
Workers
Craftsmen
Engineers
Investors

Each player begins with four farmers, three workers and two craftsmen whom he places into the corresponding housing districts of his home island. Furthermore, each player receives seven farmer/worker cards and two craftsmen/engineer/investor cards as his starting hand.

All other components are sorted by type and set out for later use.

On the board, you place the shuffled population cards face-down into their respective slots. You also shuffle the cards for New



World and the expedition cards and place them face-down on the board.

Finally, you shuffle the task cards and display five of them openly next to the board, the remaining task cards are set aside unchecked, they are not in play for the current game.

In his game, each player can now implement one of the following action options:

Expand
Play and activate population card
Interchange population cards
Enhance work power
Upgrade
Expand Old World
Explore New World
Take expedition cards
Celebrate a City Festival

Within each of those action options, you can, in addition - even multiple times - resolve the actions of trading and end-of-shift, which are not deemed to be separate actions and can be used with nearly all of the action options.

Expand

This action is used to build production buildings, shipyards and/or ships.

Players can build over pre-printed or already built production buildings or place buildings on empty building slots.

Please note: You can only own one production building of a kind. Building tiles, you need a different population group for the production of the same item, are NOT a building of the same kind.

Each player can have and build as many ships and shipyards of the same capacity or type as he wants.

If you acquire new ships, you receive new trading tiles for trading ships and new exploration tiles for exploration ships.

In this game, payment is always done by producing the necessary resources.

At the start of the game and during the game, the various population cubes are situated in the respective housing districts of the home island. You can only use population cubes from housing districts for producing resources. To produce a resource, you place one of your population cubes on the respective production building.

Please note: Goods cannot be stored, goods that are produced are used immediately.

Play and activate a population card

By playing a population card, you receive various once-only effects of the cards; the playing and resulting immediate activation of the cards also always yields victory points.

There are two types of population cards - Farmer/Worker cards and Craftsmen/Engineer/Investor cards.

To play a card, you must pay the price stated in the top line of the card.

Interchange population cards

You can swap up to three population cards from your hand for population cards of the same type from the stack. The cards that you discard are placed underneath the respective stack of cards.

Enhance work power

If you produce the necessary costs, you can acquire up to three population cubes.

You draw one population card for each of the new population cubes.

At this point I want to mention that the symbols for costs, abilities, resources etc. are really well-placed on the board, the home islands, on cards and on building tiles, and offer excellent support for players.

Upgrade

You can upgrade up to three population cubes and thus move them up into the next group of higher value. You can distribute the upgrade between one and three population cubes and can also upgrade population cubes already placed on a production building and thus being already in use.

Please note: It can happen, therefore, that there are population cubes of a higher-value group on a production building than would be necessary

Expand Old World

With this action option, you expand your home island and need exploration tiles to do so. For your first new Old World Island, you need one exploration tile. For each additional Old World Island, you need as many exploration tiles as you will own Old World Islands after the expansion. You cannot own more than four Old World Islands.

Explore New World

To explore a New World Island, you also need exploration tiles, again as many exploration tiles as you will own New World Islands at the end of the current turn. For exploring a New World Island, you receive also three additional New World cards. The

Immer wieder neue Aufträge



New World Islands provide three special types of resources which you can now produce; to produce such a resource, you place a trade tile into your exhaustion stock. Those resources cannot be acquired by other players. Again, the rule is that nobody can own more than four New World islands.

Take Expedition Cards

By discarding two exploration tiles, a player can acquire three expedition cards. Expedition cards show an animal symbol on the left side and an artifact on the right side and yield victory points at the end of the game if you can place population cubes on them of the same color as is shown at the background of the card symbols. This does not require a separate game turn at the end of the game; when the game has ended and the standard scoring has been resolved, each player can place all his population cubes on those expedition cards and then the resulting victory points are scored.

Celebrate a City Festival

By celebrating a city festival, you take back all your population cubes placed into production buildings and put them back into the housing districts and you also take back all your trade tiles and exploration tiles and all your population cubes from the exhaustion stock.

Trading:

Instead of producing a resource yourself, you can let the resource be produced by another player who owns the respective production building; you discard a trade tile for this option. The owner of the production building cannot refuse the trade, he receives, however, one gold from general stock for this trade action. Depending on the population group who produces the respective resource, the active player wishing to trade must discard one trade tile for farmers and workers, two trade tiles for craftsmen and three trade tiles for engineers into his exhaustion stock. Trade tiles, exploration tiles or population cubes that are sitting in the exhaustion stock are not available for use in action while in the exhaustion stock.

End of Shift

Population cubes on production build-

ings use for production are not available to a player while there. Two population cubes on any production building block the building and the resource cannot be produced at the moment.

Anytime in your turn, any player can spend gold to put used population cubes back into their respective housing districts.

This taking back from production buildings costs one gold for each farmer, and for any other population group always one gold more than you would have to pay for the next-lower group - for instance, two gold for a craftsman, five gold for an investor.

Population cubes thus returned to housing districts can be used immediately again.

Martin Wallace and Kosmos have produced an outstanding transposition of the computer game. The board game has been excellently matched to the computer game as regards to the main game principle - lively trade and development of new technologies and industries. Contrary to the games of Anno 1503 and 1701, which both have been good board game, but, in my opinion, had a lot less in common with their computer game predecessors.

The individual game turns in themselves are not complicated, but due to the many action options the game is rather complex, whereby the complexity is not in the individual actions, but comes from the limitation of only being able to resolve one action per turn and therefore one is forced to select actions in order to achieve certain situations or possibilities over several rounds.

The setting-up of production chains, first and foremost, and the decision about which resources, goods, and items I will have produced by other players, are different in every game and demand strategic decisions and exact planning, spanning several rounds.

To master the individual elements of the game is surely possible for less experienced or gifted players, but due to the many action options and the fine-tuning of those options over several rounds would make it rather hard for them to win against more experienced players.

I would also like to mention that the five task cards randomly determined at the start of the game can sometimes have an

interesting and unexpected influence on your planning of the game.

Task cards yield different amounts of additional victory points at the end of the game for different achievements - for instance, for the explored New Worlds, farmer/worker cards or expedition cards.

The game has been implemented very atmospheric and harmonious and simulates the period of around 1800 very nicely. The graphic design is excellent and the symbols used on board, cards and other items are nicely helpful for understanding and resolving the individual actions.

Anno 1800 is a marvelous game for experts, due to its complex strategy options. Martin Wallace has previously developed many good games, but Anno 1800 could have the potential to be one of his outstanding game designs.

Conclusion:

A felicitous game design and an excellent transformation of the computer game into a board game, which should be one of the games that a games expert should own. ✓

Maria Schranz

INFORMATION

Designer: Martin Wallace

Artist: Fiore GmbH

Price: ca. 49 Euro

Publisher: Kosmos Verlag 2020

www.kosmos.de

PLAYERS:
2-4

AGE:
12+

TIME:
120+

EVALUATION

Development
Users: For experts
Version: de
Rules: de en
In-game text: no

Comments:

Complex strategy options * Thorough planning is necessary * Implementation of turns is quickly mastered * Lots of components * Good rules

Compares to:

NEOM, Lookout Games

Other editions:

Kosmos (en)



FIGHT THE CLOUD MILITIA ...

CLOUDAGE

... FOR A BETTER FUTURE!



Fifteen years have passed since the mysterious secret CLOUD group has burnt oil plants and forests and maneuvered the whole planet into a dreadful environmental catastrophe with devastating consequences. Few are left, landscapes are dry and desiccated and all hope rests on the captains of the airships.

Thomas Bareder

A clever mix of optional legacy mode and story elements, albeit not easy to access - your first game will be an introductory get-to-know game!

The post-apocalyptic situation at the beginning can be handled either as a campaign in seven chapters, or independently, in three scenarios. After the slightly varied set-up for our selection, we start our airships which, in each round, carry us into one, or better said, over one of the cloud-covered cities, from where we collect resources and project cards, and also, as an option, but one that is usually chosen, fight cloud militia. Water, metal, and energy, which can also be generated during flight movement via photovoltaic installations on our airship

(very commendable) must be collected by using drones in an innovative, nice, chance-reducing mechanism which projects a flair of Entdecker: One of three city cards is selected and you define the resource of your choice. The available amount of that resource is shown on the card, which, however, is for the best covered in a transparent sleeve, carrying cloud images - a very atmospheric and impressive detail. Players are also involved in the collecting action, in which each player receives something different. Metal is first and foremost needed for upgrading and expanding your airship - more propellers provide a greater range which is important on the one hand because of the seemingly more interesting cities further away from the starting point, and, on the other hand, due to the opportunity to better be able to access and thereby use alternate sources of resources. Furthermore, there is the limitation that each city can only be accessed one by every player - movement on the board is therefore predetermined. Energy is only necessary indirectly in this case, as you need it mostly for producing water and resolving

of conflicts, but only when your ship's armament is not sufficient. You can achieve suitable armament by constructing on-board cannons or by implementing weapon project cards, for instance EMP blasters. Both options provide - besides a plus in combat strength which enables us to accrue city bonuses more easily - also victory points, which are the intrinsic purpose here.



Project cards are the bee's knees

Other project cards, like cooling systems, solar panels, or secret tunnels, should be installed, too - needing varying amounts of water and use of a building action, which can only be resolved as an alternative to a city action, but can be resolved twice. A dilemma, as building costs resources which then cannot be collected. At least, you can also build in building actions of the opponents and - at the end of the game - two-fold, which should definitely be considered



in your plans. The range of available cards awaiting us changes with the chapters - for instance, there are capacitors, parrots, and, from chapter three, a biology textbook, a green market, or rare plants. The planting of seedlings expands the game by a thrilling and challenging facet, which is also provided by the replacement or, better, covering up of some cases by special tiles in the legacy mode.

Thus, rebellion against the cloud militia remains alluring in the long run and the harmonious, felicitous mechanisms create a positive all-over impression, even if one does not win at the end! Congratulations!

CloudAge is a challenging development and collecting game game with little interaction, intended for well-versed gaming expert from teenage age on, but rather for adults, featuring a moderate element of chance. The design is very appealing and has a convincing flair; the many scenarios and story elements, together with the optional legacy mode, guarantee long-lasting fun to play. You will need an introductory game, but that will prove to be worthwhile. ☑

Thomas Bareder

INFORMATION

Designer: A. Pfister, A. Steinwender

Artist: Christian Opperer

Price: ca. 50 Euro

Publ.: Nanox Games / dlp games 2020

www.dlp-games.de

PLAYERS:
1-4

AGE:
10+

TIME:
100

EVALUATION

dystopic, development

Users: For experts

Version: de

Rules: de en

In-game text: yes

Comments:

Harmonious design * Not much interaction

* Little chance * Optional legacy mode * (c)

Image maeddes maeddison

Compares to:

Dystopic development games

Other editions:

Capstone Games (en), dlp (en)



My rating:



HOW TO GET MONEY AND GLORY BUILDING WALLS

WALLS OF YORK

WHEN AN ABSTRACT GAME BECOMES HISTORY

8+

Walls of York is a simple game of area control and optimization where two to four players work to create a perimetral wall around their medieval village, trying to include inside a certain number of "special buildings".

market), coins and Vikings warriors. In the middle of each of the four tiles is printed a different symbol with a small arrow. We will call "village" this personal board (with a total grid of 8x8 cases) from now on.



Opening the box, we will find some "strange" tiles and a few pre-cut cartons that should be mounted to create a 3D tower used to launch the dice. Remember to add some glue drops, once the tower is assembled, so it will be fixed forever and, yes, it can be stored in the original box without problems.

This tower is used to show the three "D6" dice necessities to decide how many buildings must be included inside the walls and they are all different:

- The first has in effect 0-0-1-1-2-2 dots;
- The second has : 2-2-3-3-4-4 dots;
- The third has 3-3-4-4-5-5 dots.

Each player has his own board, to be prepared assembling four square tiles and each tile has a grid of 4x4 cases: 4-5 of those cases are empty while the others show buildings (church, well and

The other components are 50 coins and 19 "Viking tokens" (to be punched from a cardboard), one big red die (with symbols on all its faces) and 150 wall sections in grey plastic. There are also four carton frames to keep together the four tiles of each board,



but I do not suggest to use them, as they are too "thin" and do not work properly.

Now the First Player has to start the construction of his village: he selects one of the four tiles and place it on the table, with all

shape: please note that he "cut" the Viking case but included the well and two coins.

There are FOUR different shapes (with 2 or 3 sections), but each player may decide to ignore the die roll and to place just ONE

will take the coins printed on the red die, instead of adding new sections.

When the last player finally closes his village, everyone takes the number of coins



the other players that do exactly the same (same tile, with the same symbol, placed in the same direction). The second players do a similar action and so on until all the players have their complete village ready: of course, all the villages are exactly the same.

The First Player takes the red die and throw it on the table: all the players look at the face on top of the die to know how many wall sections they have to take and in which geometric shape they have to be built. Everybody picks up the requested sections and decides where to place them inside their village, with the only obligation to reproduce the "shape" shown on the die. Let's look at Picture 4 to see an example.



As you see the player satisfied the request and placed three sections of wall in a "Z"

section of wall where he likes (this usually happens to close a "hole" on the walls or when it is impossible to place the walls in the requested shape).

The second symbol on the die explain how many coins the player will receive when this die is thrown once he completes the walls around his village. As soon as this happens the game stops for a few second, just to verify if the village contains all the requested

printed inside his walls and add it to his total: they also take as many tokens (negatives) as there are Vikings inside the village. Let's look at Picture 5.

That players satisfied the minimal request of the dice and included also in his village 10 coins and only one Viking.

The player who included the highest number of Vikings on his village must turn one of those tokens on the back (red side) and discard all the others: this means that he got a penalty of -5 VP.

A second round is then played, which is handled exactly as the first, throwing all three blue dice, placing walls, etc. The only difference is that the player with LESS Viking tokens at the end of the round takes the bonus tile "King's Shield".

buildings: if the answer is positive the game starts again, but that player from now on

Looking at the tiles we may notice that each "icon" is printed 6 times in each "village tile":



6 churches, 6 markets, 6 coins, etc. and only the Vikings are different: 3 in each for a total of 12 in the complete board.

It is a good thing to avoid as many Vikings as possible, but if we consider that the maximum penalty is only -5 VP in each Era probably it is still possible to try to close as fast as possible the city walls to get 3-4 turns of red die: this should be more than enough to "cover" the penalty, therefore, I suggest to study the initial situation and the position of the requested building and try to figure if there is an opportunity to close the walls as fast as possible without considering the Vikings. If you are fast enough to leave some players back you will be able to spend 2-3 turns getting the bonus coins from the red die and thus "cover" the penalty.

Of course, the danger is... that the other players may do exactly the same and therefore it is possible to lose the red die bonus. Usually the second Era is the one where everybody will take a prudent approach, but they will ALL try to close as fast as possible, and this will

be good for the player that got the Vikings' penalty on the first one.

As Lady Luck will decide what to show on the red die it is almost impossible to know how many turns will be necessary to close the walls: therefore I suggest to place the sections that appear on the "bad" results in a way that they can be connected quickly as soon as (or "if", as you prefer) a "good" die will appear



The rules also suggest two extra optional rules and I suggest to use them only after having played at least a couple of games with the standard ones:

Rule 1 - You get 2 VP extra if you completed your walls without placing any extra section;

Rule 2 - You get 3 VP extra for the longest straight section of wall

Pietro Cremona

A simple game to be used as a filler before a heavier one, or to be used with younger players and in family. It is of little interest for expert ones.

The game is really for everybody and only needs some attention at the beginning of each Era, in order to find the best possible path for your walls, and some considerations when placing the single sections of wall in order to optimize the "combinations" of the red die.

Mainly for families and friends: expert players will rarely come back to it after the first test. ☑

Pietro Cremona

INFORMATION

Designer: Emiliano Venturini

Artist: Sabrina Miramon

Price: ca. ca. 25 Euro

Publisher: Cranio Creations

www.craniocreationsinternational.com

PLAYERS:
2-4

AGE:
8+

TIME:
30+

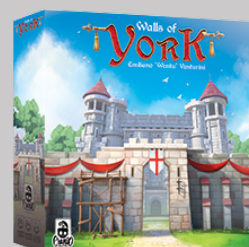
EVALUATION

Placement
Users: For families
Version: it
Rules: en it
In-game text: no

Comments:
Short playing time * Easy rules for everybody * No interaction between players

Compares to:
Encircling and area-filling games

Other editions:
CMON (en), Gigamic (fr)



My rating:



ROLLING KNIGHTS ...

SLIDE QUEST

... IN FOUR ENVIRONMENTS



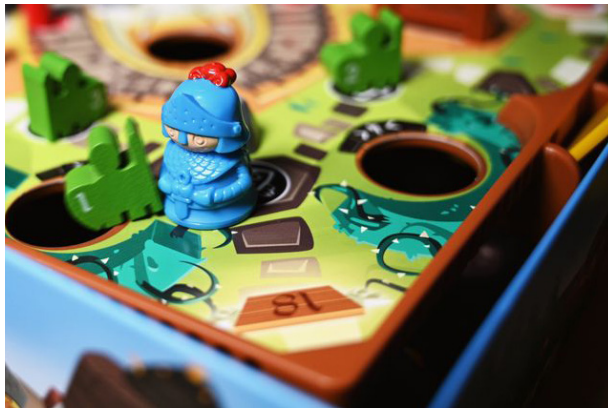
Villains have usurped our wonderful kingdom and all is deteriorating and drowning in chaos. Where are the heroes who can save us, the kingdom - the whole world? Who helps the rolling knights to pass traps and obstacles and to find their way on this incredibly special, moving world?

20 detailed maps for four environments / terrains - beach, mountains, castle grounds and castle - are waiting for us, or the rolling knight, that is, to master and overcome - an adventure of superlatives, that you can also play in four stages or four minor quests. But how will the nice small hollowed-out knight pawn who has a metal marble fixed inside, manage to do that?

Well, we lift and lower the surprisingly and functional terrain area, „fastened“ to the box, which sets out a marked path for our sliding friend, who must follow this path and must be guided past obstacles small and tall, past arches and rocks.

Sounds simple and easy, but definitely is not - and also depends on if you do have

fine-tuned motor skills or not, or if the team is made up from a mix of both skill levels, which is definitely going to turn out to be an obstacle in itself, but probably a lot more fun! A bit of practicing with the first terrain map is urgently recommended, because the managing of the handles fixed to the box needs some getting used to. Practice is essential also for the more complex obstacles down the line,



as sometimes carelessly dropped sticks of dynamite block the path or evil guards or an evil villain are laying in wait. Pushing an obstacle aside carefully, or pushing it into a hole, sometimes even in a given sequence, are some of the tasks whose level of difficulty is continually increasing and soon can only be mastered with excellent team efforts.



If you fail a quest, fall into a hole, slide past an arch, or make the dynamite explode, you lose a life - on out of maximum five depending on the level of difficulty. If we manage to move the knight successfully across the final terrain, we win to game together - if the life count goes to „0“, we have achieved „game over“!

Thomas Bareder

Cheerful, colorful and demanding motor and communication skills, based on a nice story.

Slide Quest is a cheerful, colorfully designed, cooperative dexterity game for all the family, beginning at advanced primary school age. The fresh and innovative concept, presenting variants of fun, creative and story-integrated elements, shows a possible development for the classic labyrinth game. Wonderful! ☑

Thomas Bareder

INFORMATION

Designer: N. Bourgoïn, J. Rochas

Artist: Stéphane Escapa

Price: ca. 25 Euro

Publ.: Blue Orange / Asmodee 2019

www.asmodee.de

PLAYERS:
1-4

AGE:
7+

TIME:
45+

EVALUATION

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

Comments:

Four boards * Can be played in stages *
Trains motor skills and communication *
Nice story and graphics * (c) Image Ross, BGG

Compares to:

Dexterity games involving communication

Other editions:

Blue Orange (en), Desyllas (gr), FoxGames (pl), Gém Klub (hu), Mandoo (kr), Mercurio (es), SiamBoard Games (thai)



My rating:



COUNTERING DISAPPEARANCE

TAINTED GRAIL

THE FALL OF AVALAON



Heroes have ridden out to save the world and have left you behind. You, a bunch of inexperienced and accursed, damned adepts. When the heroes are not returning, it is your turn to protect the world and avoid its disappearing.

We find ourselves in a dark and dismal version of Avalon, in which Arthur robbed the gods who were dwelling there of their lands and the grail. To stop the land from disappearing again into Wyrndis, huge magic statues, menhirs, were set up. But the menhirs' powers are dwindling and therefore parts of the land disappear. The task for the heroes - you can choose of four, but you can also acquire additional ones - is to avoid this and, if possible, uncover more mysteries.

The game is separated into chapters, but you can all the same, as in a role playing game, stop at any time and "save" the actual game situation. After 15 chapters and a duration of 30 to 40 hours, the campaign will be finished.

If you are familiar with solo role playing games, you will be familiar with the main mechanism of the game. Heroes move and explore new location, assisted by the text in the Book of Discoveries. Those books are always read differently, depending on your decisions and previously uncovered secrets.

It can happen, that you can only make progress at a location if the hero achieves certain fame or has been given a task.

Contrary to the previously mentioned solo role playing games those mechanisms play out on a map that is laid out with cards. In addition to the explorations, those cards of-

René Eichinger

Dark, sometimes drawn-out, but with an innovative card deck system - a game for specialists

fer challenging in the guises of conflict and diplomacy. This conflict/combat system is based on decks and absolutely innovative. As in other deck building games, you can replace cards in the course of the game and thus improve the combat and diplomacy decks to be able to master the by all means formidable challenges. Accordingly, Tainted Grail can be first and foremost recommended to players with a leaning to pondering and a lot of patience, because sometimes heroes are out on their own while also engaging in conflicts, which can take some while to resolve and leave the other players idling. The background story comes across as dense, dismal, and mysterious. As you, contrary to legacy games, do not change components permanently, you can always play a second round - the rules



of the game even demand a new start when player characters die; you can, however and of course, restart at a previous, saved stage of the game.

Tainted Grail is an elaborate game with an intense flair of role playing games, suitable for board game players who want to gain some experience in role-playing. The level of difficulty also targets experienced players, as, especially at the beginning, a high potential of frustration awaits the heroes, due to time pressure and some hard, heavy encounters. Excellent components, harmonious graphic design and a plot that offers between 30 and 40 hours of playing time, split into 15 chapters - if you get into it, you get your fill! ☑

René Eichinger

INFORMATION

Designer: K. Piskorski, M. Świerkot

Artist: Foksovicz & others, Berszuck

Price: ca. 130 Euro

P.: Awaken Realms / Pegasus 2020

www.pegasus.dePLAYERS:
1-4AGE:
12+TIME:
180

EVALUATION

Deck building, confrontation, miniatures

Users: For experts

Version: de

Rules: cz de en es fr it kr pl ru

In-game text: yes

Comments:

Elaborate & complex * Intense role-playing flair * Time pressure * Marvelous components

(C) Image Marcio Ferreira, BGG

Compares to:

Deck-building games with role playing elements

Other editions:

Albi (cz), Awaken Realms (en, pl), CrowD Games (re), Edge (fr), Giochi Uniti (it), Maldito (es), Summon Games (kr),



My rating:



FRACTAL TOSCANA FACTION

THE CASTLES OF TUSCANY

PLACEMENT FOR REVENUES

One is justified to call 2020 the „Year of Feld Festival“ - first, there was the revised new edition of „Burgen von Burgund“, and the beginning of the „City Collection“, which will offer playful city trips, for the time being to Amsterdam (previously Macao) and Hamburg (previously Brügge) – and, as the second novelty of the year, the somewhat more complex Bonfire.



With *The Castles of Tuscany*, the year goes full circle and, after all, some elements from the now called *Castles of Burgundy* are unmistakably present. Again, we are asked - beginning at the respective starting castle - to fill our colorful and at the start untouched landscape with hexagonal tiles of the same colors, you could also say seal them, as completely as possible. This, of course, with the goal of efficiently

optimizing the yield of victory points, and we also want to be ahead of our fellow players for one or the other reward for completely filled or resolved color regions.

Furthermore, there is a distinct revenue of effect for the placement of each tile - which stimulates the reward center in your brain and very positively contributes to the basically constructive flair of the game. Especially interesting is the selection of Upgrade Tiles, up to three times and always from five options, which will improve your future revenues. Not so positive is the feeling when there is a tile display that does in now way correspond to your intentions or a rather unlucky drawing of cards - those are used to „pay“ for tile placement.

New are gendered victory point/„esses“! Oh yes, besides the well-known and proven green (or male) victory points

track there is a red track (a female one). At the each of each of the three, relatively short stages of the game the accumulated green victory points are added to the red victory point(„esses“), with the effect that early victory points are more apt to result in victory, as they count threefold for the final result, those of the second stage still count double.



In case of a rather unlucky development this can mean a too strong beginning, but the duration of a game is short enough to live with that. Besides the wanting-to-be-faster in filling your own board, the multiple reaping of victory points give of a feeling of a dynamic race. Other interaction and rules used - with only three action options the game offers a remarkable range of tactical decisions - are rather scarce, albeit with some minor questions remaining unanswered by the instructions.

Harald Schatzl

A quick, tactical placement game with few rules and limited interaction, but with a notable element of chance, rather abstract despite the topic

The Castles of Tuscany is an astonishingly quick, tactical tile placement game with a race feeling and puzzle elements for experts, provided they do not take exception at the absolutely relevant element of chance, or for players that relish the rather abstract components and flair of the game. ☑

Harald Schatzl

INFORMATION

Designer: Stefan Feld

Artist: Antje Stephan, Claus Stephan

Price: ca. 47 Euro

Publisher: alea / Ravensburger 2020

www.ravensburger.dePLAYERS:
2-4AGE:
10+TIME:
60+

EVALUATION

Tile placement, form areas

Users: For experts

Version: multi

Rules: de en es fr it

In-game text: no

Comments:

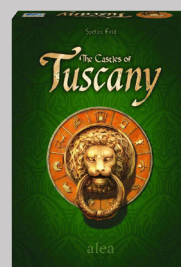
Rather abstract flair & components * Few rules * Highly tactical, with a race atmosphere * (c) Image eric, BGG

Compares to:

Burgen von Burgund

Other editions:

Currently none



My rating:



A HAT, A STICK ...

UNICORN FEVER

...A UNICORN PIC

For many years, nobody wanted to believe in unicorns' existed. But when rumors sprang up of their appearance from the far-away city of "Neighing", the reactions to which were jokes early on, it was, in the long run, already too late: Suddenly nearly everything was infected and escape was impossible.

Which unicorn will be the victorious one in the end? To wit, the betting quota set out before the start of each race provide some information to base decisions on, but that information can easily be countermanded by mean and nasty chance factors, causing gleeful malicious joy in the other players, when your own favorite is overtaken



On t-shirts, mugs, plates, cookie tins, bed-linen, satchels, pen-cases, on rucksacks and inflatable swimming supports, slippers, and currently even on toilet paper and chocolate umbrellas - in plastic, cloth, plush or rubber - unicorns are everywhere, and of course also in board and card games.

In this game, six unicorns rival to be fastest to run across a rainbow - maybe in order to compensate for cookie tins - and we want to accrue money, and more importantly, fame with hopefully correct betting predictions.



even by the unicorn in last place and all your staked money is lost to the bank. Furthermore, the other players can wield fun and cute arbitrariness with "magic cards" before each race and, with them, improve or worsen the running abilities of unicorns or otherwise manipulate the race. If, for instance, you bet on the pink unicorn, this will probably be instantly "fed" some negative cards. The dominant and deciding factor for the game result and game flair is in reality more the general fun speculation than the possibility that you could - with only three actions before each race - exert relevant influence on the race. It can even - seen from a tactical viewpoint - more successful to not bet at all, but make do with the albeit fewer but on the other hand safe points garnered from "treaty" cards, which enable you to hire various fabled beings.

On the one hand it seems a pity, but on the other hand comes across as authentically brisk, is the fact that each race is resolved "automatically" after its start. A race mostly develops thrillingly, some-

times chaotically funny, but not really interactive, which makes it different to betting/race games like *Camel (C)Up*, or *Downforce* or *Top Race*, respectively. And this makes us - critically spoken - notice and remembering the rather "flogged horses" from *Horse Fever* (2009) in the freshened up mechanisms. Take care, by the way! Do not ever look for images of the grandiose luxury version! The unicorns in that version make the - albeit differently designed unicorns of the standard version - fade out, despite their attractive design.

Harald Schatzl

Fun game with added rules input und cute, witty graphic design

Unicorn Fever is a mostly fun and party game, appearing in the guise of a basically simple, chance-driven, and brisk betting and racing game with - for the primary target group - rather too much of rules and administration efforts. The cheerful and colorful graphics and the components are wittily cute and painstakingly detailed, the box insert unfortunately not so. ✓

Harald Schatzl

INFORMATION

Designer: L. Silva, L. T. Sorrentino

Artist: Giulia Ghigini

Price: ca. 40 Euro

Publ.: Horrible Guild / HeidelBÄR 2020

www.heidelbaer.de

PLAYERS:
2-6

AGE:
14+

TIME:
40

EVALUATION

Racing, party
Users: With friends
Version: de
Rules: de en es fr it
In-game text: yes

Comments:

Fun and party game * Quasi-automatic resolving after start * Available in a standard and a luxury version

Compares to:

Horse race games, for instance *Horse Fever*

Other editions:

Asmodee (fr), Cranio Creations (it), Horrible Guild (it), Iello (fr)



My rating:



NOVA LUNA

A SOMEWHAT DIFFERENT NEIGHBOR HOOD AID



The „new moon“ circles the display of tiles, also arranged in a circle. You can access each of the three next tiles from your position, counted in clockwise-direction from the moon. The tile you take is paid for with time spent and you move forward accordingly on the 24 hour circular track.

An expensive tile with many time increments means longer

waiting for your next turn, as the active player is always the one in last position on the track. Stipulations of time-intensive tiles, however, are more easily fulfilled. What must be fulfilled? Neighborhood relations - there are up to three such task stipulation on a tile. When a part task demands three red neighbors, they all may be directly adjacent or connected over a red queue,

with only one tile directly adjacent. This is valid also for the other three colors. If, however, a task demands all four colors, the tile must have four different neighbors, which is much harder to achieve. For each task that you complete you may discard a marker. Whoever has discarded all his markers first, wins.

Your own display - usually compact placement is more advantageous - grows and gets more confusing. Of course it would be better not to provide assistance for others, but it is impossible to keep an eye on everything. You should, however, at least keep track of your neighbor's options, which means work for some players. Despite simple rules, a rather complicated topography usually evolves in the display. If you not only see the option on offer, but is able to use them, you will win. The solo version, too, works very well and is fun to play.

Jörg Domberger ☑



ZIPPY ZEBRA

ANIMAL ASSEMBLY



Zippy the Zebra calls all animals for a big assembly. Clever movement is needed to take elephant, chameleon, crocodile, giraffe, leopard, and zebra to the meeting place in time. Let's go! The board comprises six circle segments, one for each animal at the start. The active player rolls the die. The result is a number? Wonderful, any animal can be moved! The die shows Zippy

the Zebra? Okay, Zippy advances one segment in clockwise direction. The die shows Yellow? Uh uh, we must turn up a card. When all animals have assembled on the same case before the sixth card is revealed, all players win the game together. The sturdy game components are well suited to small children's hands. The stated age is three years, but many children

of this age prefer to freely play with the beautiful animals. However, between ages three and four, the simple rules begin to be understood and children are easily motivated to assist Zippy Zebra. Defeat by the game are tempered by the cooperative gameplay, all the same, frustration sets in quickly when Lady Luck is not coming up to scratch with the dice results. The only remedy is to play again and to hope that Lady Luck will send better results.

Zippy Zebra is a cooperative roll & move game for children of nursery age. The game trains and supports first counting, assessing of amounts of values 1 to 3, hand-eye coordination, motor skills and playing together adhering to simple rules. The components are, as always in games from Beleduc, beautiful und suited to the age group. In variants, you can choose the direction to move or assemble the animals at the water hole. ☑



INFORMATION

PLAYERS: 1-3 AGE: 8+ TIME: 30+

Designer: Rosenberg, Moorsel

Artist: Siegmon, atelier198

Price: ca. 25 Euro

P: Edition Spielwiese / Pegasus 2019

www.pegasus.de

EVALUATION

Placement, abstract

Users: For families

Version: multi

Rules: de en + cz es fr it nl pl

In-game text: no

Comments:

Revised version of Habitats

* Very beautiful design * A

bit convoluted at the end

* Keeping an eye on your

neighbor is recommended

* (c) Image Henk Rolleman

Compares to:

Habitats, Cwali

Other editions:

Edition Spielwiese (fr), Djama Games

(it), Lucky Duck Games (pl), SD Games

(es), Stronghold Games (en), TLama

Games (cz), White Goblin Games (nl)



INFORMATION

PLAYERS: 1-4 AGE: 3+ TIME: 10+

Designer: Simon Dirscherl

Artist: not named

Price: ca. 26 Euro

Publisher: Beleduc 2019

www.beleduc.de

EVALUATION

Roll & Move, cooperation

Users: For children

Version: multi

Rules: cn de en es fr it nl

In-game text: no

Comments:

Topic suitable for small

children * Attractive com-

ponents * Simple rules

Compares to:

Cooperative roll & move

games

Other editions:

Currently none



A MUSEUM - THE ARRIVAL!

INTERNATIONALES SPIELEMUSEUM

AT RESIDENZSCHLOSS ALTENBURG

Österreichisches Spiele Museum is now Internationales Spielmuseum at Residenzschloss Altenburg, Thüringen



Castle courtyard with palettes

The first lorry with roughly 50% of the museum inventory has arrived at Altenburg and was welcomed in the castle courtyard by many voluntary helpers and brilliant sunshine.

The palettes were quickly unloaded and the dismantling of the stacks on the palettes was also rather quickly done - but then a big question arose: how to best get the boxes into the basement? Carrying the very big boxes down over the steep stairs would have been difficult, cumbersome and a little risky - but the volunteers very clever and creative and constructed a ramp over which the boxes easily slid into the beautifully renovated basement.

There they wait now for the shelves that are set up step by step.

My very grateful thanks to all the dedicated helpers at the games' new home!

Dagmar de Cassan



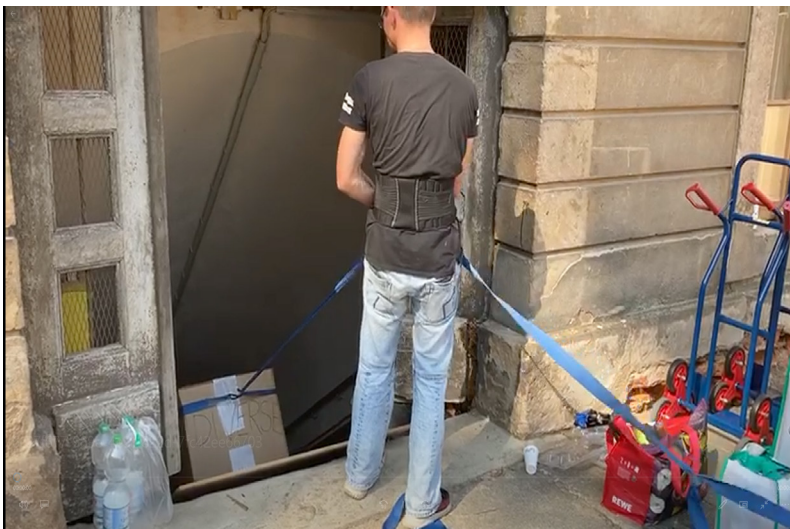
Joy in unpacking



More boxes



How to get the boxes into the basement?



Down they go!



Shelving



Wiener Spiele Akademie
wir präsentieren:

Österreichischer Spielepreis 2020



Alle ausgezeichneten Spiele 2020



Der Österreichische Spielepreis umfasst neben dem **Spiel der Spiele**, dem Hauptpreis, die nach den Kategorien **für Familien, für Kinder, mit Freunden, für Experten, Karten** bzw. **Trend** gruppierten **Spiele-Hits** und Empfehlungslisten des aktuellen Spiele-Jahrgangs.

www.spielepreis.at

Das **Spiel der Spiele**

Das Spiel, das der Sp...
besten gefallen hat,
für alle Zielgruppen



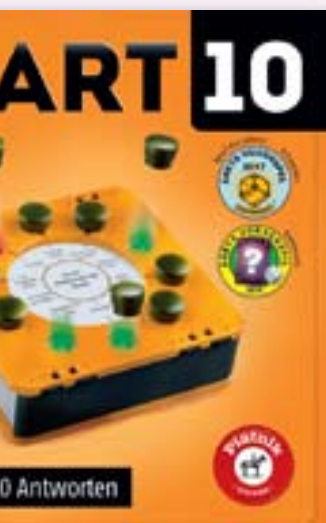
Was machen die...
leuchten die? Ode...
ist das Batterie-F...
doch Smart, also...
kann man nicht...
Batterie-Fach gib...
– analoge freilich...
es trotzdem kein...
lockeres Quizzen...
erfrischendem Fra...
team **Steinwende**...
Themen-Range un...



Smart 10 (Piatni...
beweist, dass Ha...
was hergibt. Und...
noch so flockig-lo...
tulierte werden! Ei...
ager-Alter, der ne...
chen von einst ve...

Spiele

Spielekommission am
es macht Spaß und ist
interessant.



Knöpfe, kann man die drücken oder
er dreht sich das ganze im Kreis? Wo
Fach und wo das Display – es heißt
wo ist das Phone?“ Nein, die Knöpfe
drücken und sie leuchten auch nicht.
t's auch keines, da finden sich Karten
, denn auch wenn es Smart heißt ist
Phone! Eine **Quiz-Box** vielmehr, die
überall ermöglicht – vor allem dank
age-Antworten Konzept vom Autoren-
& Reiser, breit gestreutem Fragen-
und einem Schuss Zucker-Mentalität.



k/1-4 Spieler)

ptik auch bei Quiz-Spielen richtig
l wenn dann das Spiel selbst auch
ocker von der Hand geht, darf gra-
n echter Quiz-Hit für alle ab Teen-
neue Maßstäbe setzt und die Tört-
rgessen lässt – kann richtig was!



Wiener Spiele Akademie

Spiele liegen uns am Herzen

Die Wiener Spiele Akademie wurde als gemeinnütziger Verein im Frühjahr 2000 gegründet und versteht sich in erster Linie als „Denkfabrik“ für die österreichische Spieleszene zu Brett-, Karten- und Gesellschaftsspielen.

Im Mittelpunkt unserer Tätigkeiten stehen, neben der wissenschaftlichen Beschäftigung mit dem zeitgenössischen Spiel, vor allem die Entwicklung und Realisierung von Lösungen und Ideen zum Zweck der Popularisierung des Spielens in Österreich. **Der Österreichische Spielepreis** oder das **Spielefest** gehören beispielsweise dazu.

Unser Ziel ist es, den gesellschaftlichen Wert von Brett-, Karten- und Gesellschaftsspielen in Familien und Freundeskreisen zu festigen und Österreich als Spielmarkt für Spieleverlage noch interessanter zu machen.

Ihr Spiele-Akademie-Team
www.spieleakademie.at

Magazin für Brett- und Gesellschaftsspiele in Österreich

Postgebühr bar bezahlt € 3,90

FRISCH GESPIELT

www.frisch-gespielt.at

3. Jahrgang

Heft 1/2009

*Seit 19 Jahren am
Puls der Spiele!*

Das Magazin für Spielefans!



ABO oder Einzelheft/Jahrgänge
www.frisch-gespielt.at



Spiele Hits für Familien

zeichnen Spiele aus, die Generationen-übergreifendes Spiel im Kreis der Familie gleichberechtigt ermöglichen und allen dabei möglichst gleiche Gewinnchancen bieten. Spielspaß für Kinder, Eltern und Großeltern!



Tiny Towns (Pegasus/1-6 Spieler)

Mit Land-, Gast- und Gewächshäusern sowie mit Kirchen, Theatern und Fabriken gilt es für alle parallel, ein Dorf entstehen zu lassen. Im leicht zugänglichen, nur minimal interaktiven Aufbauspiel werden strategisch Planende im Vorteil sein und Langzeit-Spielspaß Suchende zu Findern!



Bermuda Pirates (Huch!/2-4)

Unerschrocken wagen wir uns ins Schiffe verschlingende Bermuda-Dreieck – schließlich wollen wir die Schätze der verborgenen Insel heben. Merkfähigkeit, Geschick und Beobachtungsgabe braucht's, um beim Einsammeln der Schätze den Strudeln und Untiefen auszuweichen. Spannend!



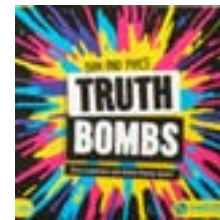
Krasserfall (Ravensburger/2-4)

Nicht nur Vorschulkinder fasziniert der clever erdachte Action-Effekt, der Boote samt Insassen einen Wasserfall hinunterstürzen lässt, so sie zu leicht oder zu nah am Abgrund sind. Drinnen sein sollte man freilich nicht – also schnell das Boot gewechselt, gut taktiert und nicht verzockt.



Spiele Hits mit Freunden

zeichnen Spiele aus, die gleichberechtigt mit Freunden spielen und nicht Generationen-übergreifendes Spiel im Kreis der Familie ermöglichen und allen dabei möglichst gleiche Gewinnchancen bieten. Spielspaß für Kinder, Eltern und Großeltern!



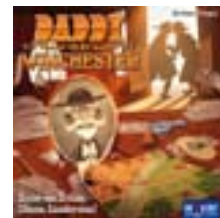
Truth Bombs

Der witzige und unheimlich leicht unliebsame Vorschlagsspiel zündet vor allem im Gruppen-Spiel. Kann ins Skurrile ausschlagen!



Die Crew (Kosmos)

Das genial-innovative Spiel klassischer Stich-Spiele. Gemeinsam Punkte sammeln, um das Spiel zu beenden. Szenarien erleben. Raumfahrt-Missionen durchführen.



Daddy Winchester

Die toll konzipierte, spannende Rangelei um das Vermächtnis des wilden Westens. Bisschen mehr verstecken und gewinnen. Spannend bis zum Schluss.



Spiele Hits für Kinder

zeichnen Spiele für Kinder von Kleinkind- bis Volksschul-Alter aus, bei denen Erwachsene mitspielen können, aber nicht müssen, sowie Lernspiele. Der Spielspaß liegt vor allem bei den Kindern!



Da bockt der Bär (Zoch/2-5)

Das von Würfeln und Karten getriebene, an sich klassisch wirkende Laufspiel gewinnt seine Spannung aus komplexeren Bewegungsregeln, Interaktions- und mehrfach-Zufalls-Elementen, was in Kombination mit Design und den interessanten Figuren den Spielreiz hochhält.



Grizzly (Amigo/2-4)

Das kurzweilige, minimal taktische (Fisch-)Sammelspiel macht allen Spaß, weil's einfach ist. Nur zu gierigen Bären weniger, denn wer sich verzockt, dem blüht eine unfreiwillige Rutschpartie den 3D Wasserfall hinunter – die Lachse sind freilich futsch!



Banditti (beleduc/2-4)

Das lustige, spannende Versteckspiel rund um Raubzüge durch fremde Häuschen besticht mit einfachem Zugang und hochwertig-robustem Spielmaterial, das auch zum freien Spiel und gemeinsamer Kommunikation einlädt, sowie Wortschatz, räumliche Orientierung und Merkfähigkeit fördert.



Spiele Hits für Experten

zeichnen Spiele aus, die für Spieler mit höheren Einstiegs- und Spieltiefen, aber auch für Spieler mit geringerer Erfahrung geeignet sind. Spielspaß für Kinder, Eltern und Großeltern!



Aufbruch nach Newdale

Das stimmige, gut abgestimmte Spiel bietet uns eine abenteuerliche Reise in eine fiktive Welt. Ein Legacy-Feeling, das man nicht missen möchte.



Airship City (Spielbox)

Das sympathisch-anregende Spiel basiert auf einem cleveren Placement Mechanismus. Ein Labyrinth erinnert. Genauso wie das Spiel jedoch grundsätzlich.



Wasserkraft (Fisch)

Das atmosphärisch, strategisch basierte Spiel. Der Fortschritt beim Wasserkraft-Spiel wird durch innovative Mechanismen und die Nähe zum Ziel erreicht.

mit Freunden

für Jugendliche und Erwachsene
erechtigt bei gleichen Gewinn-
n. Im Gegensatz zum Familien-Hit
nen-übergreifend. Spielspaß für
en!

(HCM Kinzel/4-8 Spieler)

terhaltsame Party-Kracher rund um viel-
Wahrheiten und originelle Provokationen
gemischten Runden mit „echten“ Schlin-
ril-Absurde kippen - Tränen Lachen nicht

mos/3-5)

ve, kooperative Rätsel-Spiel verpasst dem
piel einen (ganz) neuen Anstrich: Statt
e zu sammeln, müssen immer neue Pro-
füllt werden - und das im bunt-fiktiven
s-Hintergrund.

ester (Huch!/3-5)

optisch, wie Material-technisch überzeu-
das Erbe eines Tausendsassas führt uns in
, wo alle seine Ländereien und noch ein
igert werden. Hoch interaktiv, eine Zocke-
is zum Show-Down!



Spiele Hits Karten

zeichnen Spiele aus, die insgesamt dem entspre-
chen, was gemeinhin unter dem Begriff eines
Kartenspiels verstanden wird und die auf ein
eigenständiges Design und Konzept setzen.



Spicy (Heidelbär/2-6 Spieler)

Die weiterentwickelte Karten-Variante des Würfel-
Klassikers *Mäxchen* nimmt dessen Stärken mit und
„umschiff“ die Schwächen. Dazu glänzt das coole
Bluff-Spiel mit wunderschönen Karten.



HiLo (Schmidt/2-6)

Leicht erlernt, begeistert das bunte, durchaus tak-
tische Karten-Platzierungs- und Optimierungs-Spiel,
das den Spannungsbogen zunehmend enger zieht und
am Ende mitunter zum Zocken zwingt. Auch in großer
Runde ein echter Hit!



Yokai (Game Factory/2-4)

Im märchenhaft japanisch designten, Varianten-rei-
chen kooperativen Lege- und Zuordnungsspiel wird
nur still kommuniziert. Ein gemeinsames Erlebnis, das
stumme Verständnis!

Für Experten

mit anspruchsvollen Regeln und
gsschwellen aus, die meist größere
auch etwas längere Spieldauer
ß für Liebhaber komplexerer Spiele!

n Newdale (Lookout/1-4)

usbalancierte Worker-Placement-Spiel lässt
che Geschichte über acht Kapitel im mode-
erleben, wobei es Expeditionen auszustat-
d zu leiten gilt. Auch solo spielbar!

bielefaible/3-4)

ders gestaltete Entwicklungs- und Mehr-
auf einem spannend-innovativen Wor-
anismus, der entfernt an das verrückte
ut, wer im Detail strategisch flexibel bleibt,
einem Plan folgt!

uerland/1-4)

wie Design-technisch gelungene, Wor-
rte Entwicklungs-Spektakel rund um den
serkraftwerksbau begeistert sowohl mit in-
nen, guter Abstimmung, Spieltiefe und Rea-
choß gelegt wird einem hier kaum etwas!



Spiele Hits Trends

Zeichnen Spiele aus, die repräsentativ zu bzw. Teil
von aktuellen oder aktuell-andauernden Spiele-
Trends sind. Spielspaß für die Trend-Spiel-Gruppen.



Escape Room Jumanji (Zoch/3-5)

Das an den Film angelehnte, hochwertige Abenteuer-Escape-
Spiel schafft es auch dank des elektronischen Decoders, das
Spannungsmoment hoch zu halten und atmosphärisch zu
überzeugen. Team-Play wird vorausgesetzt und die weit ge-
stauten Rätsel nehmen alle Altersgruppen mit – das gelingt
selten!



Invasion of the Cow Snatchers (Ravensburger)
Mit auf Plexiglas-Plattform schwebenden Magneten wird die
skurrile Story technisch überzeugend umgesetzt – da lohnt
der etwas aufwändigere Aufbau. Das Solospiel fasziniert nicht
nur Genre-Einsteiger. Beamst du die Kühe in der richtigen Rei-
henfolge ins Ufo?



Gönnen Können (Schmidt/1-4)

Beim tüftelig-taktischen, abstrakt gehaltenen Karten-Er-
werben und -Erfüllen steht das Jonglieren mit Würfel-Wahr-
scheinlichkeiten im Vordergrund. Ansprechendes, buntes
Design, einfach im Zugang und trotzdem taktisch tiefgehend
– ein kleiner süchtig Macher für mehr als nur zwischendurch!

Spiele Hits für **Familien**



Tiny Towns, Bermuda Pirates, Krasserfall



Bumuntu (Pegasus) Ratschläge von Tieren gilt es im reizend gestalteten Laufspiel, das nichts dem Zufall überlässt, zu folgen, um deren Gunst zu erhalten. Dabei ist vor allem Taktik gefragt!



Kitchen Rush (Pegasus) Im innovativen Echtzeitspiel auf kooperativer Basis eröffnen wir ein Restaurant – und haben (g)astronomischen Stress dabei! Der Clue: Stimmige Story und immer komplexere Szenarien. Ausprobieren!



Dragon Market (Piatnik) Im nur leicht tüfteligen Lauf- und Sammelspiel suchen wir schnelle Wege über die Boote im Labyrinth des schwimmenden Markts. Diese lassen sich verschieben – ärgerlicherweise auch von den anderen!



Combo Color (Asmodee) Im spaßig-bunten, rasch verstandenen Taktik- und Mehrheiten-Spiel ist Varianten-Reichtum auch in Bezug auf Komplexität angesagt. Unüblich, aber gelungen: Die schrille, Comic-hafte Aufmachung!



5er Finden (HABA) Symbol-Kombinationen mit möglichst vielen der Tetris-Teile zu überdecken, gilt es im parallel auf Tempo gespielten Suchspiel, das mit unverbraucht-fröhlichem Konzept aufwartet. Suchtpotential!

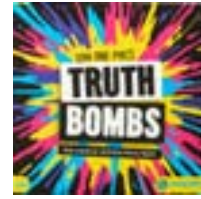


Drachenland (Game Factory) Schätze krallen in Fantasy-Umgebung, heißt es im stimmig illustrierten Würfel- und Karten-basierten Sammel- und Mehrheitenspiel. Dank Poker- und Rummy-Analogien willkommen einfacher Einstieg!



Little Town (Huch!) Jeder baut sich seine kleine Stadt aus Holz und Stein mit Arbeitern, die eingeteilt, aber auch gepflegt werden wollen. Ein variables Entwicklungsspiel mit leichtem Einstieg!

Spiele Hits mit **Freunden**



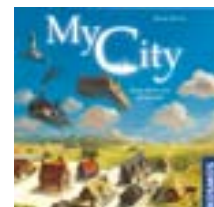
Truth Bombs, Die Crew, Dado



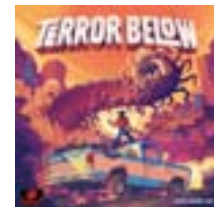
Der Kartograph auf Papier mit Würfeln und Schichten zu zeichnen, erinnert an der analogen Tetris-Lösungsspiel. (Bunt-)



Der weiße Hai (Piatnik) Dem Blockbuster film der Film-Akteure und wieder, den es zu einem taktisch und keinen



My City (Kosmos) Das Spiel besticht mit einem (sehr) langen Legacy-Mechanismen und Aufgaben. Auch ohne Legacy



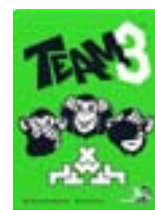
Terror Below (Spartan Games) Mitunter mit einem Spiel rund um Aliens, es, Wurm-manipulationen. Waffen la



Die Wikinger (Piatnik) Der Ruf hat uns ein sehr detailreich gezeichnetes Lauf- und Erzähl-Spiel meistern. Platonisch



No Return (mosaic) Ein Spiel mit einem Sammel- und Schluss zweier weißer Varianten. Schlägt



Team3 (Abacus) (sehr einfache) Bauleiter. Problem dabei: der Bauleiter taub gut abstimmen sch

n

dy Winchester

h (Pegasus) Parallel Landkarten
d-, Wasser- und Ackerland-
en, gilt es für uns im der Zunft
s-Spiele angehörigen Entwick-
Stift gespielt!

(Ravensburger) 40 Jahre nach
inden wir uns in den Rollen
und natürlich des weißen Hais
eliminieren gilt. Ungewöhnlich,
sfalls nur für Film-Fans!

s) Das Lege- und Entwicklungs-
einem durchdachten (24 Partien
odus, der für immer neue Re-
n sorgt und ausgleichend wirkt.
r spielbar!

chwerkraft) Im skurril-wit-
enschen verschlingenden Trash-
en-Würmer und deren Eier gilt
lativ und taktisch gerissen zu
den!

aga (Schmidt) Asgards gött-
ereilt – wir folgen im atmosphä-
estalteten, Karten-getriebenen
Spiel, indem wir Abenteuer
ch, stimmungsvoll!

es) Das ungewöhnliche Zah-
nert uns an einen Zusammen-
ter-entwickelter *Rummykub-*
Intuition Planung?

Als Team versuchen wir,
u-Vorgaben korrekt zu erfül-
i: Der Architekt ist stumm,
und der Arbeiter blind! Sich
chwierig!

Hit gekommen und aus Sicht der Jury daher als absolut
b-Kategorien bzw. Nischen-Bereichen eine Plattform.

Spiele Hits **Karten**



Spicy, HiLo, Yokai



Panic Island (Zoch) Im Action- und Varian-
ten-reichen, „frisch“ konzipierten Memo-Spiel
geht es nicht darum, Paare zu bilden, sondern
gemeinsam Dodos zu retten! Spannend und
hektisch!



Omerta (helvetiq) Schnell gespielt, mit inter-
aktiven, gut zum Thema passenden Elementen
durchspickt, macht „das Gesetz des Schwei-
gens“ intriganten Spaß für zwischendurch.



#my life (Amigo) Höchst sympathisch und
leicht zugänglich wird ein ungewöhnliches
Thema als Drafting-Spiel für Freunde und Fa-
milien stimmig umgesetzt. Positives Gesamt-
erlebnis!



Don Carlo (moses) Das feine, taktische
Ablege- und Mehrheiten-Spiel rund um ein-
fache Zahlen-Kombinationen entführt uns ins
Katzen-Mafia-Genre. Sympathisch-witziges
Design!



Crash Test Bunnies (moses) Im turbulenten
Karten-Ablege-Spiel mit „Race“-Charakter
spielen alle gleichzeitig möglichst schnell Karten
weg, um Erster zu werden – ob Regel-konform,
offenbart die Kontrollrunde!



Fuchs im Wald Duett (Leichtkraft) Die
kooperative Variante „Duett“ von *Fuchs im Wald*
bringt echte gemeinsame Taktik in das Stich-
Karten-Spiel für zwei, in dem Edelsteine am
Waldweg eingesammelt werden müssen.



Oriflamme (Pegasus) Das hoch-interak-
tive, intrigante Kartenspiel um die Krone für
Freundesrunden läuft trotz hohem Glücks-
faktor mehr taktisch-strategisch als chaotisch.
Raffiniert!

EMPFEHLUNGSLISTE

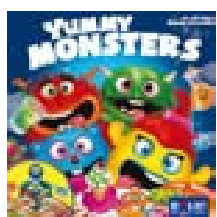
Spiele Hits für **Kinder**



Da bockt der Bär, Grizzly, Banditti



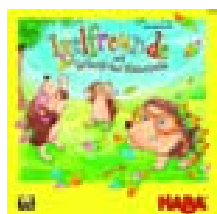
Speedy Roll (Piatnik) Gemeinsam oder kompetitiv gilt es für uns Igel, Vorräte für den Winter geschickt zu „errollen“, nachhause zu bringen und Meister Reineke zu entkommen. Cleveres Material!



Yummy Monsters (Huch!) In diesem Action-Spaß schleudern wir Leckereien wie Wurm-Äpfel oder Glibber-Eis in den Rachen hungriger Monster. Gut gezielt ist halb gefressen!



Kugelgeister (Schmidt) Ein Gespenster-Wettlauf in einer opulent gestalteten 3D Ruine fordert uns heraus. Dabei rollen auch noch Kugeln aus den Türmen. Wer schafft's zuerst an die Spitze beim Action-Lauf-Spaß?



Igelfreunde (HABA) Igelkinder wollen Stacheln, doch ihr Baby-Flaum ist noch zu weich! Da helfen bereits Kleinkinder gerne mit, Stachel-Alternativen in diesem herzigen, zufallsgesteuerten Merkspiel zu finden.



Kraken Attack (Loki) Gemeinsam heißt es, als Piraten-Crew gegen einen Riesenkraken Säbel zu ziehen, Kanonen zu laden und dem Ungeheuer den Garaus zu machen – oder gemeinsam unterzugehen! Happig!



Happy Chicken (Goula) Fünf niedliche Küken haben sich im Hühnerstall versteckt. Wem gelingt es, das richtige Stäbchen zu entfernen, damit sie rausrutschen? Kurzweilig, entzückend, hochwertig!



Roboter (nsv) Das einfache Einschätzungs-spiel lässt uns in unregelmäßigen Abständen beep – „sagen“, womit wir die Länge von Roboter-Fahrten kommunizieren wollen. Erraten das die anderen? Originell!

Spiele Hits für **Experte**



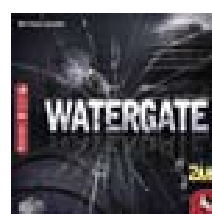
Aufbruch nach Newdale, Airship City, Fog of Love



Fog of Love (Piatnik) Ein innovatives Entwurfsspiel für zwei Erwachsene. Eine Beziehung wird nach und nach aufgebaut – das kann spannend sein!



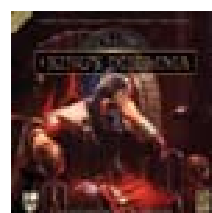
Era (Pegasus) Das Spiel überzeugt durch seine Kombination aus kniffligen Mechanismen und gelungener Gestaltung!



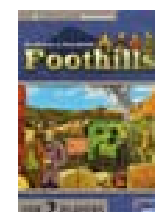
Watergate (Piatnik) Das Spiel für zwei Spieler ist ein spannendes Rätsel in stimmiger Gestaltung. Fakten inklusive und eine Geschichte nach der anderen!



Marco Polo II (Piatnik) Das Spiel führt uns das Ressourcenmanagement unterwegs zwischen den Weltkulturen. Runder und Vorgänger-Version!



The Kings Dilemma (Piatnik) Ein reichhaltiges Anspiel mit vielen Möglichkeiten. Gemeinsames Auswachen, das Meistern wir das!



Foothills (Look) Das Spiel glänzt durch seine ebenso wie die walisches Spielungsreich!



Cooper Island (Piatnik) Das Spiel für jeden im Top-Design. U nicht Zufall das C

Warum eine Empfehlungsliste? Warum noch mehr Spiele-Tipps? Einerseits sind individuelle Vorlieben in der Gestaltung eines Spiels verschieden, andererseits steigt die Zahl an Veröffentlichungen jährlich und immer neuer. In der Dynamik zollen wir gerne Tribut und listen weitere Neuheiten-Highlights auf, um Ihnen einen besseren Überblick zu verschaffen.



Ship City, Wasserkraft

(Pegasus) Das ungewöhnliche, Entwicklungs- und Entscheidungsspiel. Die Spieler haben vorzubehalten. Eine fiktive Welt, die nicht unbedingt Rollen-gerecht sein muss, kann auch tiefer gehen!

(Pegasus) Das Würfel-basierte Aufbau- und Abbauspiel wie optisch und thematisch. Der Städtebau mit dem Würfel und der Zeit. Im Wandel der Zeiten.

(Pegasus) Das taktische Strategie- und Planungsspiel. Das historische Geschehen wird durch die Mechanismen rund um belegte Karten und die starken Positionen von Nixon dargestellt. Die Spieler können die Geschichte neu schreiben!

(Hans im Glück) Leicht zieht das Spiel das Management im Aufbauspiel. Die Spieler können Venedig und Beijing in seinen eigenen Regeln und zugänglicher im Vergleich zur Realität spielen!

(Horrible Games) Das Können- und Entscheidungsspiel. Die Spieler diskutieren vor schwerwiegenden Entscheidungen, wie die jeweiligen Entscheidungen uns erneut vor Probleme stellen. Ein erzählerisches Legacy-Epos?

(Bunt) Bunt und detailverliebt. Das Spiel ist durchdacht wie anspruchsvoll. Ein Entwicklungs-Spiel rund um die Entwicklung von Schmalspurbahnen. Abwechslungsreich!

(Pegasus) Insel-Erkunden heißt Entdecken. Das Spiel ist auf Worker-Placement-Basis. Die Spieler bestimmen Taktik und das Geschehen!

Bezug auf Thema, Mechanik, Konzept. Die Bereiche werden erschlossen. Dieser Prozess kann zu verschaffen.

Spiele Hits Trend



Escape R. Jumanji, Invasion o.t. Cow Snatchers, Gönnen können

Escape



Das geheimnisvolle Grand Hotel (moses) Stimmungs- und stilvoll gestaltet, entführt uns das leicht detektivisch angehauchte Escape-Spiel in altehrwürdige Hotelräume. Vielseitiger Rätsel-Mix!



Psychiatrie des Schreckens (Huch!) Das Thriller-hafte, aber weniger stressige zweiteilige Escape-Spiel rund um eine fragwürdige Nervenheilanstalt ist ungewöhnlich verwoben konzipiert. Rätsel sehr atmosphärisch!

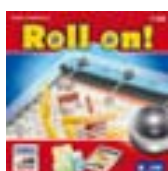


EXIT Der einsame Leuchtturm (Kosmos) Rästeltechnisch breit aufgestellt, wird im dunklen Insel-Drama sogar das Puzzle integriert. Innovativ und anspruchsvoll!

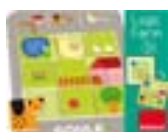


Inselfucht (smart games) Fluchtweg-Aufgaben auf bald anspruchsvollem Niveau lassen uns über Treppen- und Brücken-Elemente, die es zu positionieren gilt, fliehen. Genre-Gusto-Macher!

Logik



Roll on (Huch!) Das clever wie ansprechend gestaltete 3D Action-Logikspiel lässt uns den Lauf einer Metall-Kugel logisch planen. Einfallswinkel gleich Ausfallswinkel, oder?



Logic Farm (Goula) Einladend herzig gestaltet, müssen Holzteile wie Hund, Ente oder Ball Aufgabenkonform gelegt werden. Bereits für Kleinkinder!



Copenhagen roll&write (Queen Games) Nyhavn, die dänische Elitemeile, ist Schauplatz eines bunten Fassadenbau-Wettbewerbs, der Taktiker und Strategen bevorzugt. Vielseitig, kurzweilig und abwechslungsreich!

Roll&Write



Animal rescue (JUMBO) Im sympathisch-bunten, (Tier)Würfel-basierten Platzierungs- und Optimierungsspiel sind immer alle involviert und versuchen, Ordnung ins Tierheim zu bringen. Flott, einladend, unkompliziert!



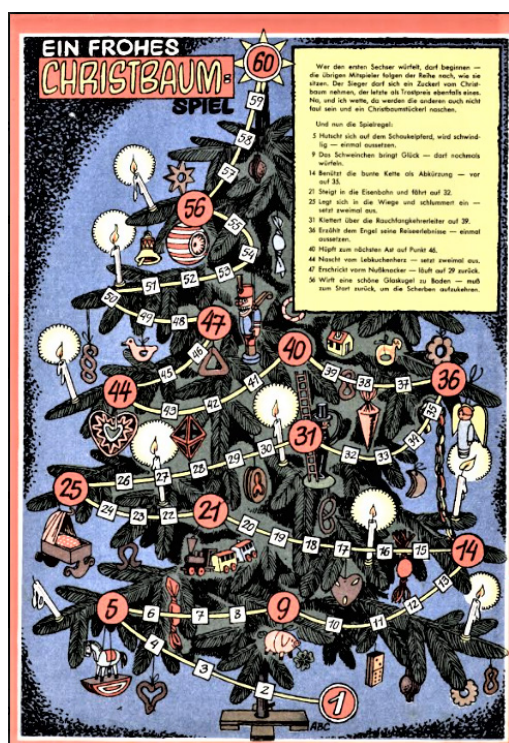
Railroad Ink (Horrible Games) Völlig interaktionsfrei grübeln alle parallel über ihren Plänen, die verkehrstechnisch zu erschließen sind. Top-konzipiertes Entwicklungsspiel – perfekt für Tüfteln unterwegs!

CHRISTMAS TIME

TIME FOR GAMES

Christmas and Advent are THE time for giving games and playing games and therefore I have taken a look for that topic in the collection of the museum. What did I find? Astonishingly, not a lot - Christmas, Advent and Santa Claus / St. Nikolaus do seem to be a topic for game - a pity, isn't it?

But let us look at what I did find!



A jewel from the year 1955 is **Ein frohes Christbaumspiel**, a supplement for the children's magazine and a simple roll & move game along a track of cases 1-60; eleven of the cases are event cases for rolling again or passing your turn or taking a shortcut or moving backwards.



Nikolaus bringt Spiel ins Haus is a combination of game and book for 1 or more players, ages 2½+, by Hajo Bücken and Dirk Hanneforth, published by Haba in 2004. A little lamb has fallen from the sky and St. Nikolaus is setting out to find it. Players listen to his adventures and pay attention, because when one of the wooden pieces is named in the story, the grab it and try to fit it into the correct shape. The game features a story for reading and playing along, a rhyming poem, four games using touching, guessing, and rolling dice as well as five wooden pieces for playing

Weihnachten, published by Logis / Savas Takas from Lithuania in 2005, for 1-6 players, ages 3+, uses cards with



Christmas images for variants of picture Lotto - the winner is always whoever finishes his big picture first.

Ratz-Fatz ist Weihnachten by Hajo Bücken for 1-6 players, ages 3-12, published by Haba in 2003, is based on the



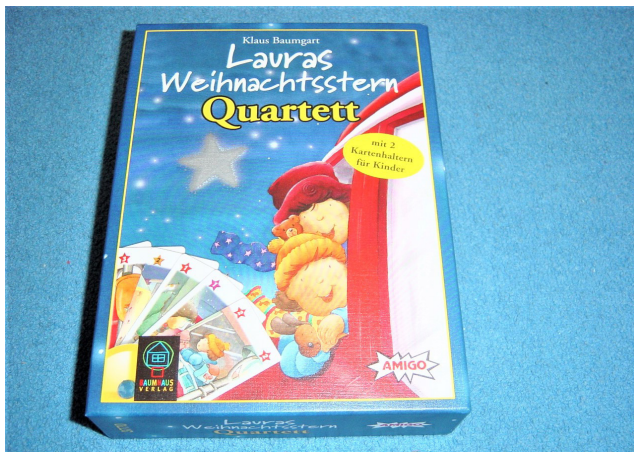
Ratz Fatz principle. The game features wooden pieces on the topic of Christmas for use in given games or for self-invented spotting and narration games. Basically, players need to recognize items named in the stories and to find them among the pieces on the table.

Die Weihnachtsgeschichte is a narrative movement game by Markus Nikisch for 1-8 players, ages 4+, published by Haba in 2010. A puzzle is combined into a board; behind the doors of the Advent calendar, the characters of the



Christmas story are hiding and on 24th of December you can then play out the Christmas story using the board, the characters, and the other components: Depending on the symbol you roll, either Maria & Joseph or the the Three Mages or the Shepherds and their animals towards the stable.

Lauras Stern is a series of games and books about Laura and her Star. **Lauras Weihnachtsstern Quartett** was published in 2003 at Amigo, intended for 1-4 players, ages



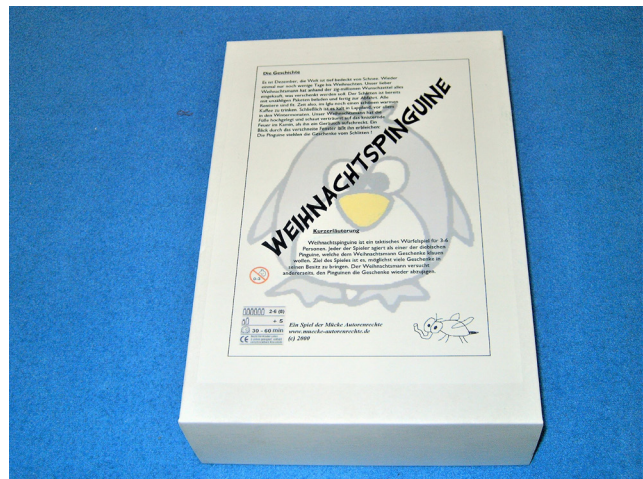
5+. The individual quartets show images from the books, and the four cards of a quartet can be combined into a big image.

Weihnachtsmann, zieh dich an, for 2-4 players, ages 6+, published in 1986 at Domino Verlag, is a move & collect game, Santa Claus must be dressed using beard, trousers,



boots, jacked, sack and hat for his big scene, your own pawn must reach one of the finish cases.

Weihnachtspinguine by Harald Mücke, for 3-5 players, ages 5+, was published in 2000 at Mücke Autorenrechte - Santa Claus is drinking coffee and the penguins are pinching gifts off the sleigh. First, you move Santa



Claus, and then the penguins you can push each other. A penguin at the sleigh rolls against the reindeers; polar bear or reindeer protect against theft.

Das traditionelle Weihnachtsspiel came out in 2006 from Upper Deck, intend for 2-4 players, ages 6+, by Jean-Marc Gerbehaye and Reginald Janssens. Santa Claus



needs help to ensure that gifts arrive on time, because Knecht Ruprecht has caused a snowstorm. You must take all gifts into the corresponding houses and then move to the middle of the board.

The Christmas Tree Puzzle by Niek Neuwahl was a Christmas card in 2007; triangles must be laid out to



form a hexagon; adjacent borders in red and green must correspond faultlessly.

There is also a game on the topic of Christmas in the series black stories junior: **black stories Christmas stories** provides 50 atmospheric puzzles about Christmas eve



for players, ages 8+. You solve the puzzles by asking questions, the game master reads the puzzle, answers the questions, and knows the solution and information to answer the questions.

Christmas Tree from Clevergreen Board Games was published in 2017; it is a placement and collecting game for 2-4 players, ages 10+, by Balázs Nagy - you have your own board of a Christmas tree and earn snowflakes by decorating the tree; decorating is done by selecting and placing decoration cards to complete task cards.



Hossa is a game to collect points by naming and singing song texts, using cards with cue words and categories, for 3-8 players, ages 8+, by Andrea Meyer at Bewitched



Spiele. **Hossa Weihnachtspecial** was published in 2005 and comes with cues and categories for Christmas songs.

An interesting version of Christmas games are **expansions for games** - I did find three of them:

Aimed at families is **Zooloretto Der Weihnachtsbaum** by Michael Schacht at Abacusspiele 2009, for the game about zoo expansions and collecting of suitable animals for a compound. The expansion - in the guise of a Christmas



card - featured a Christmas Tree Compound, which is given to the first player who fills his size 6 Compound.

Hellweg Westfalicus Weihnachtsgeschäft, also by Michael Schacht, but published by Spiele aus Timbuktu, was the Christmas Card 2014, a supplement to the trading



and worker placement game. If you own this card, you can once per game - sell several goods cubes on the trade card of a city.

A lot spookier is **Zombie Town The Christmas Evil**, supplementing Zombie Town by Toto Tsai, Mr. Grump and



Mr. Ocean at Aquariums of Pantheon 2012; Zombies are waiting for the evil Santa Claus at the Christmas Tree, the winner is the last survivor.

And then there are **advent calendars**, for grown-ups as well as for children.

In the museum I have an advent calendar for children from 2009, by Kosmos, and in the series **Die drei ???**, using an info pad and information behind the doors to solve puzzles and, after the 24th window, the case.



Exit Das Spiel Die Geheimnisvolle Eishöhle is the first calendar from Kosmos, by Inka & Markus Brand in their



EXIT Series; 24 puzzles for 24 days let you escape from the cave at the end.

A very special variant of Advent calendars was available from 2015 to 2018, named **Brettspiel-Adventskalender**,



from Frosted Games. Each of the 24 windows held one expansion - components and rules - for one individual game. A lavish specialty for expert players, very much in demand.

Deutscher Spielepreis 2020

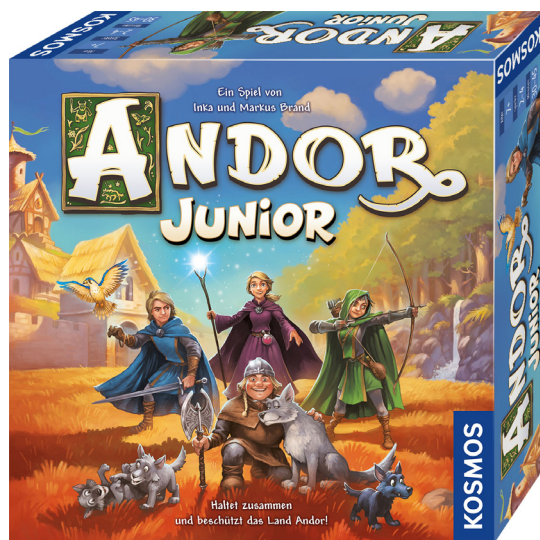
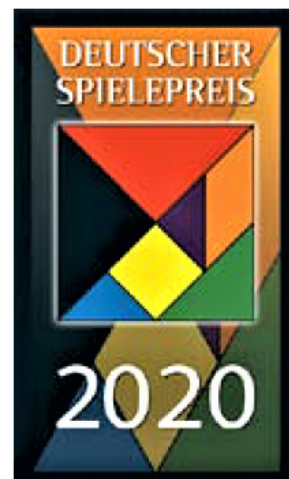
Since 1990, our Northern neighbors award Deutscher Spielepreis, also of interest for Austrian gamers and not to be mixed up with the Award Spiel des Jahres which is not regionally restricted. Contrary to this award, winners of Deutscher Spielepreis are not chosen by a jury, but well-versed players, player circles, shops and journalists are invited to vote for their favorites. From the votes received, the winners are determined in the categories of family/expert games und game for children.



2020 the winner of **DEUTSCHER SPIELEPREIS** is **DIE CREW** by Thomas Sing (Kosmos Verlag)

The remaining slots in the Top Ten list are taken by equally exceptional games of important designers and publishers from Germany and other countries:

2. DER KARTOGRAPH by Jordy Adan (Pegasus Spiele)
3. MARACAIBO by Alexander Pfister (Game's Up)
4. WASSERKRAFT by Tommaso Battista und Simone Luciani (Feuerland)
5. COOPER ISLAND by Andreas Odendahl (Frosted Games und Pegasus Spiele)
6. GLEN MORE II: CHRONICLES by Matthias Cramer (Funtails)
7. CRYSTAL PALACE by Carsten Lauber (Feuerland)
8. PARKS by Henry Audubon (Feuerland)
9. MARCO POLO II – IM AUFTRAG DES KHAN by Simone Luciani und Daniele Tascini (Hans im Glück Verlag / Vertrieb: Asmodee)
10. PALADINE DES WESTFRANKENREICHS by Shem Phillips und S. J. Macdonald (Schwerkraft Verlag)



Winner of **DEUTSCHER KINDERSPIELE PREIS 2020** is **ANDOR JUNIOR** by Inka und Markus Brand (Kosmos Verlag)

Contrary to other years, the determining of winners was strongly influenced by Covid-19, as the games that were published within the first lockdown in spring, targeted mainly to groups of friends and experts, could be less intensively tested than the games released in autumn of 2019 - a fact which surely worked for the runners-up. And that the main winner also works for two players and for families from advances primary school up, was surely an additional positive fact. All the same, the winner is definitely worthy to receive the award, as the game is brilliant in its innovative character and easy access AND strongly promotes the idea of "together", a concept that is so important just now.

The same can be said for the winner of the award for games for children, which invites us to fight threatening disaster, expands the well-known series of Andor games and proves that new releases based on well-known and well-tried concepts have an advantage.

A factor worth noting: Both games are published by Kosmos, a publisher who once more - the EXIT series comes to mind - has shown a sound instinct for good games.

Congratulations!

Reviews FG Online / WIN The Games Journal:

DIE CREW von Thomas (FG 3/19 / WIN 534)

MARCO POLO II – IM AUFTRAG DES KHAN (FG 2/20 / WIN 538)

ANDOR JUNIOR von Inka und Markus Brand (Kosmos Verlag (FG 2/20)

WASSERKRAFT von Tommaso Battista und Simone Luciani (Feuerland) (FG 2/20 / WIN 538)

COOPER ISLAND von Andreas Odendahl (Frosted Games und Pegasus Spiele) (FG 2/20)

DER KARTOGRAPH von Jordy Adan (Pegasus Spiele) (FG 1/20)

Color codes for target groups (Headline Color)

For children + learn With friends
For families For experts

Color codes for features (Bar in Evaluation box)

Chance Strategy Knowledge Communication Dexterity
Tactic Creativity Memory Interaction Action

BAS AND BART WITH BEARD

BLACK BOX ADVENTURES

ZZTop are three rock veterans sporting long beards. BBA were three, too, but Alina has not been sacked due to failing to sport a beard, but because she changed her career orientation. Unfortunate, since, when all is said and done, she was due to the task of founding a company for her master thesis in 2015, the trigger for BBA. As she is married to Bas, she remained true to the black box, after all.

No money, much enthusiasm

Bas had a basic concept for a game, mit no monetary funds. Without a budget, crowdfunding remained as the only feasible path towards publication. A lot of time was spent and in the end, Alinas masters thesis was complete and **REVENGE OF THE DICTATORS** a nice kickstarter project. This success marks the real time of birth for BBA. Once you have a completed game in your pocket, everything is easier. At games shows, which were readily visited, there always were new possibilities to explore and new contacts to make, especially with often unknown designers whose dream of their own game was realized with BBA. Currently, **ADVENTURES IN NEVERLAND** is being finalized after a very successful kickstarter campaign and, hopefully, produced soon, too. Backers are surely looking forward to a largely postponement-free delivery. Currently, a few more games are works in progress.

Jessys (Alp-)Traum: **CLIMATE OASIS**

In 2016, on occasion of Spiel at Essen, I met Jessy Brandish (USA, her two friends and her prototype **Climate Oasis**. Cooperation should be deployed to save the world from various destruction scenarios. During the coop night - initiated by Sunny Games, another Dutch company like BBA, several publishers and designers of cooperative games met and this

resulted in the end, even if one year later, in Black Box and Jessy working together. The prototype - which has drastically changed since then and is in the meantime only developed by Jessy alone with BBA and their „awesome sidekick team“ - was intended to be launched on Kickstarter at the original Earth Overshoot Day 2020 - see https://de.wikipedia.org/wiki/Earth_Overshoot_Day). Corona intervened, game testing became more difficult, and not even the re-calculation of Overshoot Days to 22nd of August, due to fewer environmental sins because of Corona, was of any help. In the meantime, a digital version of the game is available, the rules are already being written despite a planned few simplifications of the game, work on the artwork has started and the launch is now planned on Kickstarter for 2021. If nothing intervenes! The second corona wave is on the move, as we know

Thinking „outside of the box“

The friends of long standing and game freaks Bart and Bas are adaptable not fixated on topics, mechanisms, or target groups. They must like the game and the cooperation with designers must work well. Those are the important parameters in the development, which also came into play in the the development and name finding of **FRUTTI DI MARE: Veni, Vidi, Antipasti!** And when, as happening in the position and majority game of **ITCHY MONKEY** - a game that comes across as innocent and childlike, but sports rules that are a sly old dog - the Kaiserschnurr**BART** tamarin is featured, then the two bearded guys are happy like children - and that is what they still are, in a way. And, hopefully, will remain for a long time to come.

*Species of primate from the marmoset family

IMPRESSUM

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

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

Deutsche Ausgabe Version 1.0

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NOVA LUNA



Uwe Rosenberg
Corné van Moorsel



Lukas Siegmon