

win

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RIFTFORCE



💡 Carlo Bortolini

**1 MORE
TIME
GAMES**

🖋 Miguel Coimbra

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 11 GAMES

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WIN remains a win!

„Thank you!“ was given in the previous WIN issue in this column, and „Welcome back“ it is now in the same place, in WIN 541! No, WIN did not end with issue 540, and it will also not be part of *Frisch gespielt*. It is only that the offices will be joined and the concept slightly revised, in all other aspects WIN will remain the mouthpiece and publication of Wiener Spieleakademie and will be published four times a year. We will present issues with relation to Austria and of course current „heavy weights“, will take sentimental flashbacks together with Dagmar de Cassan on treasures of days gone by in the Games Museum, albeit relating to current topics; we will report on international game awards and will give room to tiny publishing houses with their very often very personal attitude on the theme close to all our hearts. SO, good news for all fans of WIN and good news on the future of games in 2021:

If you have been afraid that - without the International Toy Fair in Nuremberg and with a purely digital Spiel'20 and cancellation of *Festival de Jeux in Cannes'21* - there might not be any new games or at least a lot less than in 2020, you can rest easy. On the contrary! Spontaneously said, without being 100% correct, as we could not count all new releases yet. But one thing is certain - there will be no shortage like in vaccines and - being much more important - no shortage in good games!

Check it out yourself and scroll through the mix of games in WIN 541.

... and allow yourself to be infected by Virus Ludens, it is good to test positive for that!

Thomas Bareder, Redaktion

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

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 an 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

THE BIG TRENCH

RIFTFORCE

PLAYER:
2

AGE:
10+

TIME:
30+

IN-GAME TEXT:
YES


Designer: Carlo Bortolini
Artist: Miguel Coimbra
Publisher: 1 More Time Games
Web: www.1moretimesgames.com
Version: de
Rules: de en
Genre: Card duel, SciFi

RIFT is translated with Tear or Trench, Force stands for Power or Strength. So, the topic is the dominance at the big rift. Each player has four out of ten guilds at his command - 210 combinations!

Out of nine guilds - on randomly removed is not in play - each player is assigned one randomly and then players select three more in turn, one remains. Each guild features nine heroes, Up to three can be played in my turn at my side of the rift - some restrictions apply to that. The activa-



and also preferred guild combinations, which result in nice combos and cause proper damage. When damage exceeds the life points of an opponent, the character is taken out of play and provides a victory point. Or even two, when a crystal was destroyed. Or even three, when the crystal was sent to kingdom come by a shadow.

Conclusion



As the guilds are named Flash, Air or Ice, and the combatants are called Elementals, the game play is also acceptable for pacifists. This is a clever move and nicely illustrated. The game flow is simple and the options manifold. Albeit having a feeling sometimes that one of the guilds is incredibly strong, the situation can change very quickly, so that all comes across as well balanced. Would surely be a highlight for the range of Kosmos-for-2 games. ☑

Jörg Domberger

tion of up to three of those characters is a separate action as is the drawing of cards. Activated cards do damage to the opponent, to a lesser or greater extent. The amount depends on the guild abilities, the position of the opponent, on his current damage level and - often - on the sequence of activated guild cards. After a few games some favorite guilds emerge

Chance	■	■	■
Tactic	■	■	■
Strategy	■	■	■
Creativity	■	■	■
Knowledge	■	■	■
Memory	■	■	■
Communication	■	■	■
Interaction	■	■	■
Dexterity	■	■	■
Action	■	■	■



TRAVELLING WITHOUT QUARANTENE

QUIZ SCAPE

PLAYER:
2-5

AGE:
14+

TIME:
60+

IN-GAME TEXT
YES

Designer: Arno Steinwender
Artist: Folko Streese, Kreativbunker
Publisher: Moses. Verlag 2021
Web: www.moses-verlag.de
Version: de
Rules: de
Genre: Quiz, escape room

There you are: Time travel is possible - without tests, without restrictions, without quarantine - wonderful! But where is the rub? Exactly: During the first time travel the participating scientists did cause a disturbance of the timeline. Very unfortunate!

As repeated disturbances in the time web have occurred, the time patrol has been founded to track down all temporal disturbances and to counter the danger to past, present and future. A noble intention which we, as new recruits, of course wholeheartedly embrace!

Sherlock Holmes? What is hiding behind Covent Garden? What does an informer want if he asks for a „Lady Godiva“?

Well done, dear Watson!

By and by we work through the cards with a joint effort and first suss out a fraudulent doppelgänger of Sherlock Holmes and later also track down Sir Arthur Conan Doyle who is held captive in a secret hideout. Quiz questions are the main feature; to answer them you should at least have a passing acquaintance with the novels on which the game is based,

code, and sometimes you even need to take a close look at the game box itself to arrive at the correct solution.

At the end, the time on the clock is checked. Did we remain within the time frame? If yes, we have proven ourselves as recruits for the time patrol. If not, we have to put in more practice time. Fortunately, there are two more adventures to master: In ancient Egypt, we have to cope with Cleopatra and secret scrolls, and there are also Leonardo da Vinci and the Infinity Machine waiting for our attention. Will our general knowledge be sufficient for those challenges?

Conclusion

5 stars if you want more puzzles

4 stars if you do not care for the topics



Quiz Scape Das Quiz Escape Spiel is a not too difficult, cooperative escape game for all the family from teenage age up. Answering quiz questions is a new feature that amends the familiar, established solving of puzzles. Knowledge about the featured topics (Sherlock Holmes, Cleopatra, Leonardo da Vinci) is necessary, albeit in different levels of difficulty. Nice ambience with compelling game components which show themselves to full value in the individual missions. ☑

Karin Bareder

Our first mission: Sir Arthur Conan Doyle, world-famous author of the Sherlock Holmes novels and founder of deductive-forensic criminology, has suddenly disappeared. Quickly put the time jump timer to 60 minutes in the future and off we are into the London of Victorian times. Depending on current instructions, you either draw a mission card or a message card. Mission cards explain details of the task and provide the ambience flair, message cards take you into the heart of things: What was the name of Sherlocks housekeeper? What outfit do we have to select as time travelers to avoid standing out in Victorian London? Which street do we need to visit when we want to visit

as you accrue penalty minutes for wrong answers. You also must puzzle, when, for instance, you need to find a secret cache in Sherlock Holmes' flat or to crack a color

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



TAKE OUT A LOAN OR BETTER BE THRIFTY?

CRYSTAL PALACE

PLAYER:
2-4AGE:
14+TIME:
150+IN-GAME TEXT
YES

Designer: Carsten Lauber
Artist: Andrea Alemanno
Publisher: Feuerland Spiele 2020
Web: www.feuerland-spiele.de
Version: de
Rules: de
Genre: Dice placement

The year is 1849 - the preparations for the Great Exhibition 1851 in London are at their peak. Each player embodies a nation which aspires to find influential and well-known allies to be able to present the most spectacular inventions possible. We use patents for that and build prototypes. We also do a lot of advertising.

Eight location boards, player boards with varying orders, an administration board showing the income and buzz track, a kind of additional currency (newspapers) which can at any time be changed into dice, cogwheels, income, or money, plus a black market board that features an interesting mechanism - there is no doubt, we find ourselves in an expert game, a dice placement game, to be exact, but in which you do not roll dice. Because each player secretly chooses the value with

or the partial completion of an order on the player board, some slots have a price.

As to the actions - you can acquire patents, can receive research results, acquire actions, or acquire influence or find interesting characters to have them support you in the preparations for the Great Exhibition. Furthermore, you can use the London Times to increase attention. In the harbor, you can hire additional workers in the guise of dice, acquire support actions or ensure the supply of cogwheels (one of the resources in the game). At the train station the supply of energy, another resource, and advertising is enabled, whereby in the course of the game bonuses can be unlocked for each following round in the game, they are the higher the further you have advanced on the track at the moment of placement..

The general rule is: Not the one to place first is the one who comes first, because the resolving of turn sequence at a location is done when all dice have been placed and the respective highest dice then goes first. An additional element making decisions difficult is the fact that there are fewer actions than there are slots for dice placement, which causes return of some useless dice to players.

This mechanism really makes the game challenging and unpredictable - very rarely and then with a very high financial input, can you be sure of your success. A tight balance between speculation, risk and tactics, which sometimes favors intuitive decisions over cool calculation - the dilemma of frugality versus greed for high dice values is a constant companion on the way to fame as the best exhibitor at the Great Exhibition.



which he will place his dice - the higher the more expensive. To finance that, you can take out a loan anytime, which, however, result in penalty points, even when paid back! Steep! On the other hand, higher dice values mean considerably better starting condition in the special dice-placement mechanism in this game, which makes the game a special one. A highly delectable dilemma!

At eight locations we alternate to place dice corresponding to the minimum values printed there. Some slots give bonuses - support action on the black market

Where do I go first?

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			

Conclusion

5 2 player



Crystal Palace is a multi-layered, complex, challenging and grandiously interlocking dice placement game, albeit one in which you, very specially, do not roll dice. Fans of complex games can look forward to making many hard decisions, continuously, and to use classy and atmospheric components. Furthermore, you must correctly assess countless interdependences and many different ways to collect victory points, as well as the moderate element of chance which at some points only but all the same can be a deciding co-factor, and also the thoughts of your fellow players, because interaction is a main feature! ☑

Michaela Müller



SHAKE THE TURTLE

YIN YANG

PLAYER:
1-4

AGE:
15+

TIME:
45+

IN-GAME TEXT
YES



Designer: Kvon DuGuWei

Artist: -

Publisher: Spielefaible 2020

Web: www.spielefaible.de

Version: de

Rules: cn de en

Genre: Majorities, collecting

... or, better, its metallic carapace to make the six god coins roll out to inform you of the will of the gods. Or, better formulated, the malevolence of the gods, because the Yin Yang coin throw blocks oracle actions. Our aim is clear: Build temples and collect commodities to become a Ying Yang Master with the favor of the gods.

Your own six coins are used more constructively. ON the one hand, the give you growth

round and eight in the last round. This increases the programming efforts for the perfect sequence of actions. Additional difficulty is introduced by the completely missing opportunity for planning ahead. The action phases of players whose turn comes before mine, changes the situations on the big board with seven provinces and a number of towns, connected with a network of roads and waterways.

Those four actions are enabled by action tokens or pairs of coins. Commodities are placed in your personal development grid, and temples are simply erected in the town where your personal pawn is located. Temple majorities on the board are directly rewarded at the end of the game, in bigger kingdoms there are more points than in smaller ones. In your own development area, the criteria to be scored are only activated by complete collections of four given commodities. An instant action of the low oracle here allows purposeful manipulation of the templates. The discarding of eight Yin or Yang also supports your plans with a free commodity from the middle of high oracle. Some levers to turn therefore absolutely offer options.

If there were not the god intervention card „Call down lightning“ in the game, with which you can destroy a temple - preferably shortly before the game ends to topple majorities - the game would be a totally friendly competition.

Conclusion



Nice components, somewhat difficult handling
Coin values presented as I Ging symbols

Yin Yang is a beautiful thematic collecting and majorities game, which especially impresses with its components - metal coins and turtle oracle carapaces. Not everything is practical and fixing stickers to the god coins is only possible with piano player fingers. The game flow, however, is basically simple, but does not come across very fluently due to the transposition of coin values to I GING (Tai-Chi symbols) combinations and based on this on possible actions. Very appealing. ☑

Jörg Domberger



in personal black Yin and white Yang, and on the other hand they give you one action per oracle, if combined into two groups of three coins. The high oracle provides an event tile for later and permanent use, the low oracle as well, albeit for immediate use, and you can also change the turn order, a sometimes not unimportant fact.

The big picture in your head

Up to now, we have only prepared the action phase, in which we now have to arrange your six coins, without flipping them, into three groups of two coins to assign an action to each pair. The sequence is enriched by tokens previously acquired from the high oracle. As you get one token in each of the five rounds, you have four actions in the first

Commodities and temples

If you travel into a town using the chart or boat action, you may take the displayed commodity using the commodity action and/or build a temple with the temple action.

Chance	■	■	■
Tactic	■	■	■
Strategy	■	■	■
Creativity	■	■	■
Knowledge	■	■	■
Memory	■	■	■
Communication	■	■	■
Interaction	■	■	■
Dexterity	■	■	■
Action	■	■	■



EVERYONE FIGHTS IN HIS WAY

UNMATCHED

PLAYER:
2-4AGE:
9+TIME:
20+IN-GAME TEXT
NO**Designer:** Rob Daviau**Artist:** J. Shaw, J. Taylor, L. Daviau**Publisher:** Iello**Web:** www.hutter-trade.com**Version:** de**Rules:** de**Genre:** Strategie- und Konfliktspiel gegeneinander

Originating from the Star Wars: Epic Duels game and inspired from the zone rules in the Pathfinder System of Tannhäuser (Fantasy Flight Games), Unmatched is a coproduction by Restoration Games and Mondo Games.

As title and subtitle indicate, the game features a confrontation head to head in a duel-like combat of two legendary characters. Not a new question, however as Frankenstein and Mr. Hyde, Batman and Superman or King Kong and Godzilla were able to cross swords.

Who has not asked himself at one time or other which hero from the various periods or universes is the stronger one.

Not really a recent question, as Frankenstein and Mr. Hyde, Batman and Superman or King Kong and Godzilla were able to "cross swords". Here now, we do a playful clarification between Alice in Wonderland, King Arthur, Sindbad and the horrible Medusa - a really curious mixture!

Each of those four characters is supported by their own "sidekick, a somewhat weaker companion: The mighty Jabberwock, Merlin, The Bearer and the Harpies are those companions which are separately moved by using their own individual character token and render the confrontation more complex and more tactical. But the varying starting positions of the characters are

character. This is achieved by Merlin doing magic or by Medusa shooting off arrows; and there is a lot of movement tactic as well as opponents can be blocked. The tactical pushing forward of a harpy companion can save Medusa, for instance, from a maybe beheading sword strike from Arthurs Excalibur.

Maneuver, planning, attack



Being the active player means to draw cards and to move both characters by two cases, or to plan, or to attack. Attacking is a card-driven mechanism, as is defense which can be forfeited. In that case, you must take damage equivalent to the difference; but maybe the attacker has only bluffed and placed a weaker card

as he does not have to fear damage in the role of the attacker. Drawing a card costs an action, which penalizes imprudent, too frequent playing or cards in the long run and

not solely defined by those sidekicks, but also by their own main ability and, most of all, by their individual card decks, that flirt a little with the literary background of the characters and are vastly different and at the same time do not cause intense imbalance or clear preference for one of them. All the same you cannot implement the same strategy equally well with each of the characters, but this is exactly what defines the allure of the game.

The rather bland task is to reduce the life points of your opponents to zero, and you achieve this by moving to your opponent, to the adjacent case that is, or, to a case of the same zone if this option is applicable to the

promotes the strategy of two versus one in teamplay, as you cannot defend without cards in hand. So best hide far back and bide your time? Not really hero behaviour, is it? And, in the end not an option that promises success, even if Sindbad would benefit from a long-drawn-out conflict, as his combat values improve with each combat card that is played. But it would not be good for Alice in Wonderland if she would forfeit her attack bonuses in her giant incarnation, to the contrary of being able to use her defense bonus in her keyhole sized incarnation. This in turn needs one of the change-size cards- your own fault if it is not in your hand of cards or if you ignore it due to strategy. Challenging, cute and sometimes deceitfully conceived and then again banally confrontational in brash cudgel-wielding Hulk style. Oh, that would be a pairing, Hulk versus ... Thor! But we have had that, didn't we?

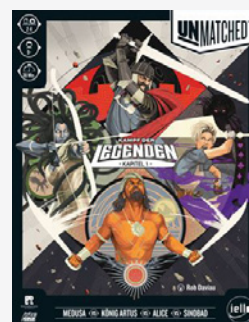
Conclusion



Unmatched – Kampf der Legenden Teil 1 is a conflict game only whimsical in its theme, but well-thought out as regards to mechanisms and strategy, and a game that does work without dice. The chance factor, moderate but there, comes from drawing cards and will make all fans of tactical games who are not completely averse to some chance elements. Very pleasing is the implementation of the character abilities that come from the character templates and which (should) influence strategy and tactic intensely, and also the design of the classy, very detailed 3D playing pieces. You can call the duel legends a well-varied game, too, also because you can assume that there will be more legends to come. Go in and win! ☑

Thomas Baredor

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



GOLD, GOLD, GOLD, GOLD

NIDAVELLIR

PLAYER:
2-5AGE:
10+TIME:
30+IN-GAME TEXT
NO**Designer:** Serge Laget**Artist:** -**Publisher:** Pegasus Spiele**Web:** www.pegasus.de**Version:** de**Rules:** de**Genre:** Biet- und Mehrheitenspiel

„Take a seat, traveller, and let me stand you a bear! I hear that you an excellent mine worker. The good cause needs women like you. A signature here is enough, and there are gold, fame and intense brawls!” That’s how I ended up in the army.

In Nidavellir, the dark realms of Nordic mythology, we find ourselves in one of the nine worlds of the world tree, in the home of the dwarves, where each player undertakes the recruiting of a horde of dwarves for his own army of mercenaries. If or how these armies are balanced or specializing will decided how and on what you will score at the end. There is no conflict or combat



At the start of each round there as many dwarves as there are players in each of the three taverns and wait to be recruited; the player who offers the largest bear is the first who is allowed to recruit a dwarf for his army. This is decided by placement of one coin of values Zero to Five in each tavern by each of the players.

Dwarves recruited like that come in one of five classes: Explorers, hunters, warriors, blacksmiths, and mine workers. Basically, the dwarves are sorted by class and end the end all of those dwarves yield points in different ways. In general, the more dwarves of a kind the better. So, it is better to own ten hunters instead of two dwarves of each kind. It can, however, be of advantage to recruit different dwarves, because, as soon

that you have a set of five different dwarves, your army is joined by a hero which can also be assigned to a category and usually gives quite a lot of advantages.

Besides the army itself, the leader of the army must look after the money side of things. His treasure increases every time when he bids no gold in a tavern for recruiting - the bigger of the two coins not placed is replaced by a more valuable coin. And, at the end, all your treasure scores points.

Nidavellir ends after two phases of three or four recruiting rounds each - depending on the number of players - which are interrupted by a small in-between scoring. Heroes introduce a bit of complexity into the game, which, in all aspects, is quickly learned, mastered and played. The bidding mechanism results in interesting interactions with other players and you often might have to change your plans because a certain dwarf was grabbed from under your nose.

Conclusion

Nidavellir is a fast, tactical bidding, collecting and majorities game, in which, contrary to what you might suppose, there is neither combat nor brawl. Experienced players can finish in half an hour, and even five totally inexperienced players should be able to finish within an hour. This would make the game into a perfect one for a filler, especially, as there is a bunch of interactions as well. But there is a little „but“, after all, because the visually very attractive Nidavellir suffers from the fact that the coins, like the heroes in there somewhat wobbly holders, keep falling down and must be picked up again and again. All the same, in its category Nidavellir as a good and recommendable game, as it attracts experienced players as well as casual ones. ☑

Rene Eichinger

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



IMPERII GLORIA!

ROMA & ALEA

PLAYER:
1-4

AGE:
14+

TIME:
90+

IN-GAME TEXT:
YES
Designer: David Turczí & Nick Shaw**Artist:** Andreas Resch**Publisher:** Schwerkraft Verlag 2020**Web:** www.schwerkraft-verlag.de**Version:** de**Rules:** cn de en es it**Genre:** Roll & write

Complex, strategically-puzzling roll & write games are not only rare, but nearly a contradiction for the named category which represents fast-flowing, easily accessible fun to play. Fast is a no-go here, we are building the Eternal City and not any western-town props.

Beginning at the centrally positioned Forum Romanum we continually build on hill after hill, cross the Tiber and try to control the colonies, too. Our goal is to become the most important advisor at the side of Emperor Nero and thus the second-most powerful person in Rome.

As Präfectus, Mercatrix, Legatus or Patricia we begin the race for Nero's favors with different preconditions, especially in relation to advisor bonuses; the favors are acquired via victory points which in turn are mostly acquired by advancement on coin, building, fame and legacy tracks.

The colorful dice carrying many different symbols are rolled and we take turns to select one of them. The selected die determines the actions we can do - we can collect raw materials like bricks, stone or

wood or use them for building, we can recruit legions, trade, bribe advisors, conquer cities or repair roads.

The latter actions are based on development steps already achieved or on abilities of already existing buildings, be concentrate at the start on setting up those buildings, which is the core of the game - building is done by entering the polygon shape of the building, usually comprising four slots, on the grid that represents Rome. Eight buildings are on offer, one or two per type of building - army, leisure, business, religion, or city.

Altogether there are 21 buildings, so that variation in the starting conditions is guaranteed for hundreds of games.

I would like to plant a pretty garden, or a bath house to relax in, but a brickyard or a wood cutter is more valuable at the moment, as is a shrine of which only one can be built on each hill. Such a shrine yields victory points and favor aof the gods, which gives a once-only but lucrative bonus for an action, for instance Mars yields +2 for army strength or in recruiting legions. As regards to legions - a military training ground is useful to acquire soldiers; a building office is useful because it gives stones and is lucrative for big networks of roads. But you do not produce immediately, or in the same phase - no, only the construction of an adjacent building triggers a production. But who in a Rome rich in intrigues would give one such a chan-



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that point you need to consider in which area you should invest best and most lucratively but also consider which actions profit your opponent most, because it might possibly be more rewarding to grab an action option before your opponent can, as, after all, the dice determine the limited offer of action. Aggravating if failure threatens that way, and worth a lot of gold if you have a senator on hand at that moment.

Roma & Alea is a highly complex, tactical-strategic development and build-up game with asymmetrical and - if so desired - always different starting set-up. The interaction feature is strongly present, the Fortuna element is less dominant but rather challenging and opposing a complete planning-ahead. You must take a lot into consideration to make a plan

come to fruition and quite a few features will become visible only in your second or third play of the rather deep expert game with, however, does not diminish the fun in the first game you play.

Conclusion ★★★★★

As regards to components, neutral polygon tiles for better checking could have been used instead of the erasable pen, also resources tokens instead of marking resources, all a question of taste and not obstacle at all to intensively enjoy the harmoniously well-made game with a history topic that can also be played in a solitaire mode - after all, such a non-roll & write implementation would have been possible, too, in Kartograph. If a 2nd edition will pick up this idea, who knows? That a second one should come, would be desirable especially for expert frequent players. ☑

Thomas Baredar

ce if not oneself? All the same, all of us, sometimes a but unwillingly, but as you can only construct buildings next to the Forum Romanum, where we begin, or next to an adjacent building, and might sometimes even come with conditions for placement. Furthermore, you receive a senator if you build next to opponents' buildings, and a senator can be useful in the die selection phase, a sometimes very necessary additional action and even half a victory point, too. Maybe construction might result in covering resources slots, that might give an extra stone or meet victory point conditions for other buildings like "2 VP if adjacent to opponent city building" or lay the groundwork for a conquest, should you have secured a die with a symbol for recruiting legions. This symbol can also be used in opposing army buildings, with earning the owner a coin for a bonus, which is a victory point after all, and they can accumulate!

This takes us to conquering, another core feature of the game, in which you have to take over cities in one of the four colonies, if you have sufficient army strength, provided by enough legions standing ready. Optimum is to conquer several at a time, which saves actions, and then up the fame track, and, if possible - and as in all four tracks - up to the blue case, where a Nero card is waiting as your reward. When the last Nero card is taken, the game ends after a final round and is scored. But until that happens, we want to achieve a lot of thins, for instance repairing the roads

between the settlement colonies, using stones, which allows us to advance on the legacy track and at the same time reminds one of the remarkable road building of the romans. Or we want to construct additional buildings, maybe already leisure type ones like theatre, spa or arena in your mind, maybe build with tax revenues from the colonies and maybe on hills that yields additional victory points. Or, at that point the latest, but even better if done earlier, advancing or, to say it better, consequent repeated bribing of, the individual advisor abilities of your own character, and in a double way. On the one hand to profit from useful abilities like "conquest gives you a resource of the region" or "move the overseer free of charge" or "dice with a hammer symbol also carry the architect symbol", or, on the other hand, to collect the highly lucrative victory points, if fully developed, a not unimportant fact for the final scoring. But maybe we rather upgrade the army a bit more and continue the campaign until all of the colony has been conquered. Exactly at

Chance	■	■	■
Tactic	■	■	■
Strategy	■	■	■
Creativity			
Knowledge			
Memory			
Communication			
Interaction	■	■	■
Dexterity			
Action			



WINTER JOYS AT THE GAMING TABLE

WINTERFREUDEN

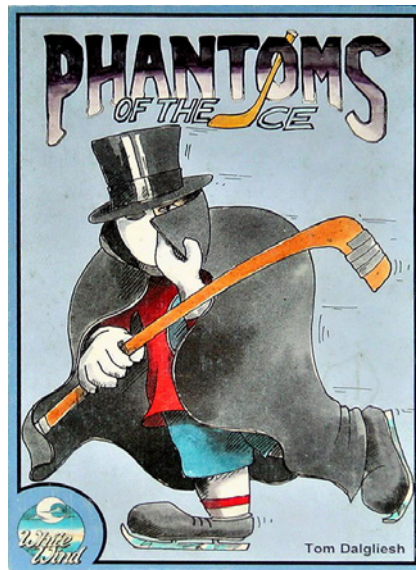
Not only passionate TV sportsmen had this winter to be mostly content with watching "Streif" and contemplating ice flowers indoors, as the virus has put paid to quit a lot of outdoor winter activities. But do we need to take or did we have to continue this at the games table? What games are/were there relating to winter sports?

Accompany Dagmar de Cassan scouting through the games museum looking for titbits that might be found on that topic? Can you still remember?

Schischaukel - A race game using dice, for 2-6 players, ages 8+, published at Domino Verlag 1986. In five downhill races you try for the best possible placements to score points; before the race, you must climb the hill to the respective starting point. Event cards influence the races. After five races you win with most points.



A somewhat different form of winter sports is offered by **Phantoms of the Ice**, 1994 republished by White Wind and first published 1975 as Team by Gamma Two, a card game on hockey for 2-10 players, ages 8+, by Tom Dalglish. You lead a team of fantasy creatures like giants, dwarfs, trolls, bears or dragons. Team members have values of 0 to 11, higher numbers are better in attacks. A team comprises three attackers, two defenders and one goalie. The active manager can swap cards, trade team members with another player or play a match against another team; type and value of cards decide the outcome of the game.



Hasbro picks up the winter sports topic in **RTL Skispringen**, published 2003 under the Parker Label, by Johannes Odenthal for 2-4 players, ages 6+. Players try to achieve 1st place in the world ranking to win. You register jumps with the international RTL World cup, improve your jumpers by clever management, training and suitable equipment and try to win events, all driven by dice rolls.



Das Winterspiel from Noris is a game of moving and collecting, for 2-4 players, ages 8+ - The village pond has

frozen over and many people enjoy a lovely winter's day. Players glide across the ice and collect tiles for hot chocolate or gingerbread. If you have found three identical tiles you swap them at the corresponding booth for a golden victory point tile. In your turn you roll two dice and move in two different direction, but not forward and back; for each direction you use the result of one die.



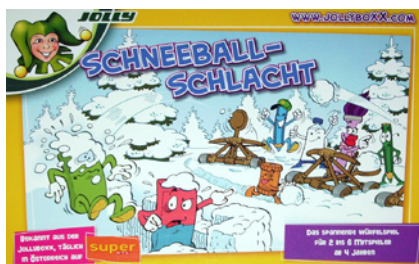
Schneewalzer by Peter-Christian Lenz and Tamara Kiesenhofer, published by Vier Jahreszeiten Verlag is a development game for 2-5 players, ages 10+. You own a ski school and want to take your guests into the bar with the help of your four instructors, using skiing instructions, using the drag lift and by wedeling for action options. When the Apres Ski Bar is full, you win if you have an instructor in the bar and have brought most guests to the bar.



There are also games for children about winter, two come from Haba: **Frühling, Sommer, Herbst und Winter** - in the games compendium for 2-4 players, ages 4+, the games are assigned to seasons; you play with real trees laid out which are equipped according to the season. In Winter the tree roots

must be protected with foliage against frost; you want to be first to take six leaves to a tree.

Das Schneemann Spiel by Nicol Schöpe is a movement game for 2-4 players, ages 4+. Three snowballs form bottom, middle and head to complete a snowman. If you are first to take all three parts of the snowman to the finish and assemble the snowman, you win.



An Austrian game came from Brevillier-Urban, the producer of the Jolly line of color pencils and featuring Jolly the Jester: **Schneeballschlacht**, a dice and dexterity game for 2-6 players, ages 4+. The eraser pirates must be driven off with a snowball fight. In your turn you roll the die and put a snowball on the catapult of that number; in case of a six the catapult is used and the ball is shot away. If you are rid of all your balls, you have defeated the pirates.

Ravensburger published **Der kleine Eisbär Schneemann-Spiel**, a roll & move game for 2-4 players, ages 4+. Lars der kleine Eisbär wants to build a snowman with Robby, Lena and Pieps. You throw all character tiles from your hand on the table and advance as many steps as you have your own character in the result. If you move your pawn into the suitable finish line by an exact result, you take a snowman card and go back to start. If you are first to have completed your snowman, you win.

Finally, a few collector's items.

Two much-wanted collectors items are Snow Tails and Mush Mush, especially notable for their components.

Snow Tails is a game about Huskies racing in Alaska for 2-5 players, ages 10+, by the Lamont Brothers at Fragar Games. Huskies are moved with cards; sleigh damages are marked with dent cards; the 5th dent card leaves your sleigh broken. Possible danger sources

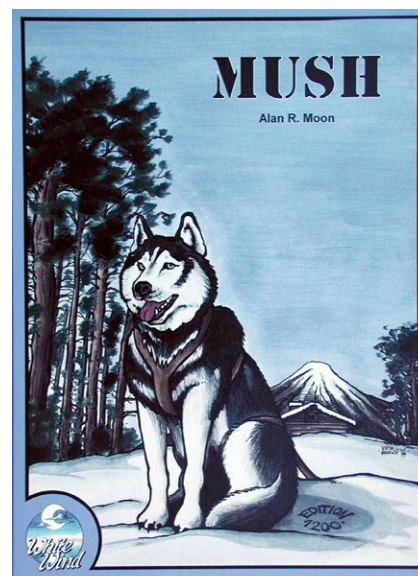


are speeding in bends, crashes with other sleighs and crashing into the track edges.



Mush Mush, also by the Lamont Brothers and at Fragar Games, but for 1-8 players, ages 12+, picks up the Husky race topic - again, we ride sleighs in Alaska, this time the snowy landscape is dotted with beautiful trees and buildings, too. In principle, you play with the mechanisms from Snow Tails, but there are no rules for braking, and no speed limits. Buildings introduce bonuses, but are hard to race around; the board now has tracks drawn on instead of coming in parts and if you have five dent cards you start with a new sleigh at the back of the pack.

Another collector's item with the same topic, sleigh races in Alaska from Anchorage to Nome, is **Mush** by Alan R. Moon at White Wind Games, for 2-6 players, ages 10+. The game uses all parameters like limit for sleigh loads and feeding of the dogs on long distances, and weather from sunshine



to miserable conditions. Movement is dice-driven, chips influence the game flow and obstruct other players. Weather equal to training weather gives bonuses, you lose a dog at each stage and if you pause at rest station you can get dogs and chips.

And, finally a few examples of how you can introduce winter into a game, too: **Carcassonne Winter-Edition**, a variant of the bestseller placement game for 2-5 players, ages 10+, by Klaus Jürgen Wrede, featuring a winter landscape design and twelve additional new terrain cards.

Winter Tales from Albe Pavo by Matteo Santos and Jokularis for 3-7 players, ages 10+, is a story-telling game; you are a member of one of two faction and either represent one of the characters fighting for the return of Spring or you are one of the Soldiers of Winter who wants to extinguish all remnants of Hope. ☑

Quite exciting what was there to be hand, but also quite interesting that there are no cross-country skiers, tobogganists or biathletes to be found, and that there is no Bavarian curling, ice sailing or underwater-ice hockey - maybe a nudge for game designers to pick up on one of those so far unspoiled topics?



THE GAME AWARD IN FRANCE

THE GOLDEN ACE 2021



Who wins the coveted trophy in the year without **Festival International des Jeux** in Cannes?

Since 1988 the **As d'Or** is awarded, but has been joined in 2005 with the award *Jeu de l'Année* (Game of the Year, France) to represent the sole games award for France's favorites.

Usually awarded in Cannes on occasion of *Festival International des Jeux* at *Palais de Festival*, where also the *Golden Palm* finds a proud receiver every year in the

film genre, this year the three award winners have been only announced electronically, due to the Corona pandemic. You find the respective reports on the winners on our website.

The main award, „Tout Public“ was presented to **Micro Macro Crime City** by Johannes Sich (Edition Spielwiese/Blackrock Games bzw. Pegasus), which won against the also nominated games *Ghost Adventure* (Buzzy Games/Blackrock Games bzw. Pegasus), *Top Ten* (Cocktail Games/Asmodee) and *Carro Combo* (Gigamic).

In the category of games for children the winner is **Dragomino** (Blue Orange/Blackrock Games bzw. Pegasus), the other nominees were *Detective Charlie*

(Loki/Iello bzw. Huch), *Kraken attack!* (Loki/Iello bzw. Huch) and *La Maison des Souris* (Gigamic).

The award for the best expert game was given to **The Crew** (Iello bzw. Kosmos), nominated were *Paleo* (Hans im Glück /Asmodee), *Tainted Grail* (Awaken Realms/Asmodee) and *The Kings Dilemma* (Horrible Guild/Iello bzw. Heidelbär).



LIGHT ON, PULL OUT THE MAGNIFIER!

MICRO MACRO CRIME CITY

PLAYER:
1-4

AGE:
10+

TIME:
15+

IN-GAME TEXT
YES



Designer: J. Sich, D. Goll, T. Jochinke
Artist: P. Behrend, V. Endemann, M. Malchin
Publisher: Edition Spielwiese / Pegasus Spiele 2020
Web: www.pegasus.de
Version: de
Rules: de en + 12 more
Genre: picture puzzle, crime, deduction

In Crime City, the supposedly calm little town, there is an abundance of crime that needs to be solved. By you, my dear detectives!

next search task, so that the case is unraveled backwards. This triggers a chain of associations which solves / helps to solve the crime at the end. Ingenious,

with addiction potential from teenage on, which lets us solve crimes - alone or in a team - in increasing levels of difficulty, using an outsized image-crammed



Mr. Katz has been murdered at the Neptune fountain, Mr. Nickel has disappeared without a trace, the bank has been robbed and a woman has been shot ... and what is that masked avenger up to at the snack booth? 16 criminal cases need to be solved by us, one after the other. Where do we begin to investigate, who do we interrogate and how do we acquire evidence? We do not worry about all that, because all can be found on the map of the city! Begging your pardon? Yes. The map of the town, drawn in comic style and chock-a-block full of images shows countless scenes which proffer clues and evidence on crime events, if you search and follow the story attentively. "In the east part of town, a car accident happened, find it!" is stated on the back of the introductory card to one case, which provides the solution on the back side and poses the

fancy, inventive and not always obvious.

Conclusion ★★★★★★

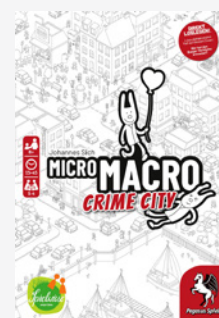
.. and an extra star for search puzzle fans including a thank you for the magnifying glass. Explanation already on the box!

board in comic style. Can we have more of that, please?! ☑

Thomas Baredar

Micro Macro Crime City is a completely new type of deductive spotting game,

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



EASTER EGGS? NO, DRAGONS!

DRAGOMINO

SPIELER:
2-4

ALTER:
5+

DAUER:
20+

TEXT IM SPIEL
NEIN

Designer: B. Cathala, M. & W. Fort

Artist: Moëva da Silva, Christine Deschamps

Publisher: Pegasus Spiele 2021

Web: www.pegasus.de

Version: de

Rules: de en es fr hu it nl

Genre: Placement, domino

Start for the big „competition“ of dragon researchers: On some mysterious islands full of woods, deserts, steppes, mountains, volcanoes and permafrost, dragons have been sighted. Who finds the most dragon baby eggs on „his“ island?

placing the tiles, and also the number of babies that have already been found. Younger children must be reminded of this, older ones soon understand it on their own.

at pre-school age. Hand-eye coordination simple tactical consideration of where to best place a tile, and orientation in space are exercised. Younger children are quickly frustrated if the only reveal empty eggs in a row.



Each player receives an identical domino starting tiles, showing two landscapes, desert and ice. In each round, you display four out of 28 domino tiles in the middle and you may take one of them in each round. If you expand minimum one landscape with this new tile, you can reveal a corresponding dragon egg; if a watering place is included, you reveal two. You see a dragon baby? Wonderful, you scored a point. The egg is empty? You were unlucky, but the dragon mama joins you and you are the new starting player. After seven rounds, the explorer with most dragon babies wins. Each type comes with seven dragon babies, but varying numbers of eggs. The most difficult place to succeed is the desert, the easiest ones are the volcanoes. You must keep that in mind when

Conclusion

Nice game for children and families
Very cute, pretty dragon babies
First tactical considerations



Each dragon baby comes in a different design. ☑

Karin Baredar

Dragomino is a quiet domino and placement game for all the family, beginning

Chance

Tactic

Strategy

Creativity

Knowledge

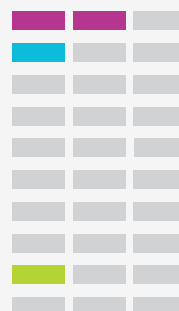
Memory

Communication

Interaction

Dexterity

Action



TRAVEL TO THE 9TH PLANET TOGETHER

DIE CREW

PLAYER:
2-5

AGE:
10+

TIME:
20+

IN-GAME TEXT
NO

Designer: Thomas Sing
Artist: Marco Armbruster
Publisher: Kosmos Verlag 2019
Web: www.kosmos.de
Version: de
Rules: de
Genre: Cooperative trick-taking

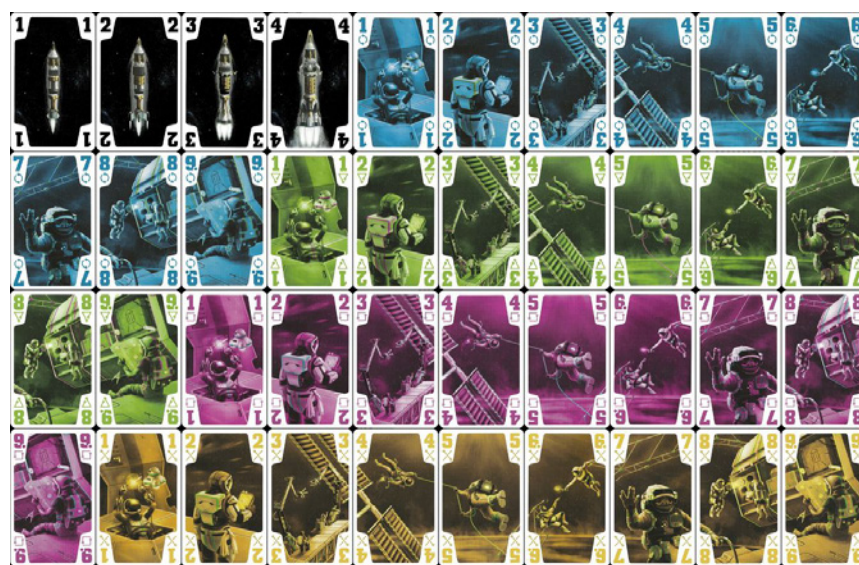
Astronauts in front of the diamond ring of a solar eclipse, a rather neutral title and a note on the backside announcing a cooperative tricking game? Excuse me? Cooperation and trick-taking? Sounds like a contradiction. But this contradiction turns out to be a sensational game with lots of spiffy game play and fun, offering unexpected and surprising effects.

need not trick; rockets are trump and trick any color. Anytime before a trick, but not during a trick, you can use your radio token to give information about one card in your hand. You put down the card open-faced and put the token on it - in the middle of the top edge if the card is your highest of the color, in the middle of the bottom edge if the card is your lowest and in the middle of the card if the card is your

"the commander must take the first and last trick and at no time during the mission may a player have two tricks more than any other player". The game also features one emergency token, which must be used after task cards have been taken but before any use of radio tokens - each player gives one card to his neighbor, left or right, but all in the same direction. Rocket cards must not be handed over. When the signal token was used, it remains active till the end of the mission, even if the mission fails and you have to play the same mission again.

You can play missions as a campaign and make a note of the number of tries you needed to complete each mission, or select any mission you want to try.

And now I have reached the limits of what a written review can communicate - I wish I could let you experience the fun, the challenge or the thrill in wondering if my friends have understood what I want to tell them with "this is my only yellow card". Missions are fantastically varied, there is even one without task cards in which the commander asks his crew members about their health, they can only answer "good" or "bad" depending on their hand of cards; based on those answers only, the commander must select a crew member that is ill and must finish the mission without having taken a trick.



40 cards - 1-9 in four colors plus four rocket cards 1-4, are dealt evenly to all players. Together, players select a mission from the 50 offered in the log; it is of course recommended to begin with Mission 1, but you need not play the missions in sequence. For a mission, you usually lay out the stated number of task cards; the player holding the #4 rocket card is the commander of the mission and, if there is more than one task card, selects one first. Then all other players in turn select one task each in clockwise direction, until all tasks are taken; therefore, players can have different numbers of tasks to meet. Of course, you try to select tasks that are best suited to your hand of cards. In some missions, there are also task markers that must be assigned to tasks; they all relate to the moment in the mission when the task must be met - for instance, sometime after the task with the next-lower mark, first, last, etc.

The game is best explained with examples. Say, we have two tasks, one of the players must take a trick with the green 2 in it, another player a trick with the yellow 6 in it. The commander leads, you must follow suit but

only one of this color. You can play this card anytime in your turn and take a reminder card in hand, which you discard when playing the card from the table. Any other communication about cards is not allowed and you cannot use the radio token with a rocket card! If the status of the communicated card changes - the highest card in hand might become the only card in hand - you CANNOT change the position of the radio token.

There are also missions without task cards being used, for instance, you can only communicate with radio tokens after the third trick" or

Conclusion



A creative use of trick-taking, offering a broad variety of missions; lots of fun to play and needs subtle communication to ensure success of cooperation. Not for nothing, the game topped the Fairplay Scout action at Spiel '19. ☑

Dagmar de Cassan

Chance	■	■	■
Tactic	■	■	■
Strategy	■	■	■
Creativity	■	■	■
Knowledge	■	■	■
Memory	■	■	■
Communication	■	■	■
Interaction	■	■	■
Dexterity	■	■	■
Action	■	■	■



STRATEGY FOR HARMONY

CHAKRA

PLAYER:
2-4AGE:
8+TIME:
30+IN-GAME TEXT
NO**Designer:** Luka Krleža**Artist:** Claire Conan, Melanie Friedli**Publisher:** Game Factory / Blam! 2021**Web:** www.gamefactory-spiele.com**Version:** multi**Rules:** de fr**Genre:** Abstract, position, collect

Old lore tells us that our core energy must flow through our body and meet and cross each other at all seven energy points, the so-called chakras. For this, we need individual game boards, a board of lotus flowers, a bag of the universe, playing pieces of inspiration, crystal energies, meditation chips and scoring tokens of fulfillment. But no, we are not on an esoteric flight, self-awareness seminar or in the middle of a ritual spiritual experience, but in a very beautifully designed, nearly meditatively-relaxing abstract strategy game on the quest for harmony.

Everything must be of harmonious coloring, which means in fact that yellow „gems“, oh sorry, crystal energies“, must

can be reactivated by meditation, passing for one round, that is. You should plan ahead for three or four turns, despite the

fact the the new and randomly drawn crystal groups “presented” on the lotus flower represent a not insignificant element of chance, thereby causing sudden conflicts of interest and provoking spontaneous changes of strategies. Checking the board of your fellow players assists in assessing the situation, if, for instance, the purple-orange-orange crystal group could be of interest to them - if yes,

“spice of the fact that completed chakras are left out and the movement of the crystals is thereby speeded up, and also by the factor of “inspiration”. This inspiration allows you to directly place selected crystals into a chakra, which can considerably shorten the distance which must be covered by crystals on the way to their corresponding chakras, if you use this option cleverly. And this is the deciding element, after all!

At the end the score is calculated - completed chakras and dark crystals provide points; the value of chakras differ and are determined by face-down tiles which are placed at the start of the game and only revealed one after the other in the course of the game and are of course different for each game. Sometimes creativity is more important, sometimes love, sometimes awareness or sometimes spirituality.

Conclusion



Very beautiful to look at, and featuring aesthetic components, the allure to a first game of the abstract, strategic tactig game is very big, and, due to the non-static starting situation also of repeated interest, making it easier to wind down after a stressful, demanding day, as it is neither complicated nor confrontational or challenging. The game also plays especially well in a game of two players, without being too deep.



Thomas Baredier

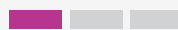
be put on the yellow slot, sorry again, flow to the energy point (chakra) of Manipura (wisdom), red ones need to go on „courage“; etc.. to stay with the parlance. Flowing suits the case, because the crystals received in each round are positioned on top of the board and - in consecutive rounds - usually moved towards its bottom. The goal for this: Crystals should arrive at their chakras; if a chakra is completely filled, it is considered to be harmonized. When five of seven chakras are harmonized, the game ends. Of interest in that are the various movement options which may move three crystals down by one chakra, or a crystal two chakras up or maybe even one crystal down by three chakras. Each of the seven movement options can only be used once - when the desired option has already been used, all used options

take it quickly, who knows what will come afterwards.

Added to the colorful menu of crystal is the “spice” of dark energy pieces which, if you use them cleverly, can provide the deciding amount of points, and also the



Chance



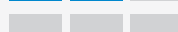
Tactic



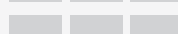
Strategy



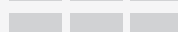
Creativity



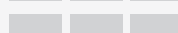
Knowledge



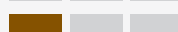
Memory



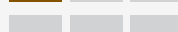
Communication



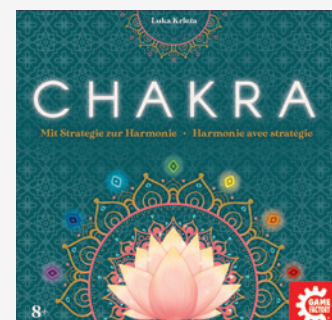
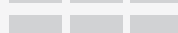
Interaction



Dexterity



Action



CROKINOLE IS NOT CARROM

COGITATE GAMES

...and because that is true, Cogitate Games is not Queen Games, despite the path being the goal for both companies and this path led for both companies via a traditional wooden dexterity game. The roots of Carrom cannot be determined exactly, lore has it that it was invented by Indian maharajas. Crokinole has its roots in the english shove ha'penny from the 17th century, The roots of Cogitate Games are in Hungary.

Love at first sight

In 2012, „Crokinole Guru“ Peter Karcagi lost his heart to the game of Crokinole. For this, he deviated from the motto of his company that was planning to publish cooperative games, and concentrated on the manufacturing of Crokinole boards. The one man who thus turned into a small, comfortable family business including his wife and daughter; Crokinole is still manufactured under the label of „Woodestic“ and distributed worldwide. By and by, the longing for cooperative play resurfaced and in 2016 - with, as quoted by Peter, „a little help from board game enthusiasts“ - **Forestaurant** was published and presented at Spiel in Essen. The pun on forest and restaurant describes the setting rather well. Animals must be fed in the forest restaurant. The unusual idea, however, did not turn into the hoped-for best-seller, not least due to somewhat ill-conceived game flow and deficits in the rules. The cute but impractical packing in the shape of a lunch box did not contribute to saving the game. My first contacts

with the company came from questions on rules interpretation which were always answered friendly and promptly. 2019 I met Peter in person in Essen.

Not on the wrong (wooden) track

2017 saw the publication of **Tilting at Windmills**, a small card game for two players. Don Quijote and his page Sancho Pansa are the characters in the game and are guided by either of the players, riding at each other and fighting windmills or the the giants that are supposed to inhabit those windmills.

The smallest game so far has been the biggest commercial success - **Grand Dog Park** (see website) is a cardgame with collectible card game character. The core game features four different races of dogs which are more or less flea-bitten. The game scores on graphics, flair, fun and little tricks that are different for each type of dogs. Additional races (West Highland Terrier, Golden Retriever) have been announced already at the side of the box of the core game on its publication and are urgently awaited. It can be called success., when even on BBG (Board Game Geek) the is a question of „New Dogs! When?“.

A Video-Review pushes Crokinole

Due to somebody making a some time in summer, no not in 69, it was in 89 - a little film about Crokinole and publishing it online, the demands to Woodestic went through



the roof. Since then, the small family business and mutated to a quickly expanding company similar to a start up company. The demand can be barely met.

And despite all that, in 2019 a game was developed in cooperation with a Hungarian author of books for children and for 2020 a Roll'n' Write game called Dock was planned. Corona interfered with that, too, and parked Dock in dry docks until 2021.

Cogitate Games – the name stands for pondering, cogitating, thinking - and Peter and his moving spirit are still fully behind that slogan.

„THINK – PLAY – ENJOY!“

And that's how it is meant to continue. ☑

Jörg Domberger

IMPRESSUM

Offenlegung nach dem Mediengesetz:

Herausgeber: **spielen.at** vertreten durch Obfrau Dipl. Ing. Dagmar de Cassan, mail-to: office@spielen.at, Internet: www.spielejournal.at (de) / www.gamesjournal.at (en) - Chefredakteur: **DI Thomas Baredar**

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

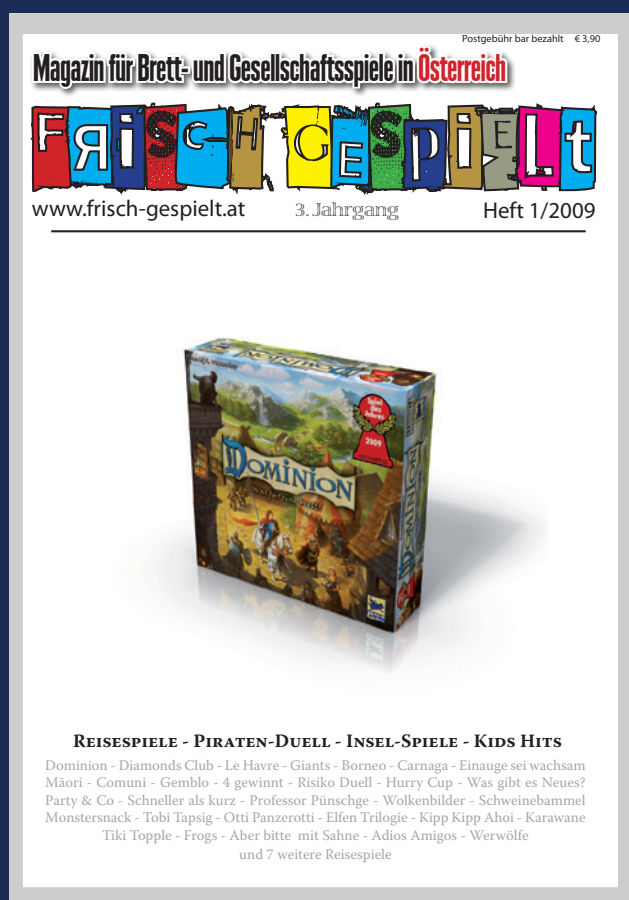
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