

# win

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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 13 GAMES



## Table of contents

Österreichischer Spielepreis 2021	3
Kyoto	11
Paleo	12
Hollerith <sup>5</sup>	13
Calico	14
Reisespiele	15
Lions of Lydia	17
Call to Adventure	18
Die Abenteuer des Robin Hood	20
Cryptid	22
Kompromat	23
Punktesalat	24
Die Crew - Mission Tiefsee	25
Pendulum	26
Hashi	28
Kleinst aber Feinst - Part 10	29
Impressum	29

WIN the Games Journal is the publication and voice of the Viennese Games Academy and is published quarterly. It presents new releases in the games market with an Austrian connection and of course also international "heavy weights" and throws a nostalgic glance into the games museum on games treasures of times gone by and yet relating to today. Furthermore, WIN reports extensively on the Austrian Games Award that comprises Spiel der Spiele / Game of Games and Spiele-Hits categorized by user groups and lists of recommended games. Also featured are international games awards and very small publishing companies with their very often very personal approach on our heart's desire, games.

Editorial work happens in cooperation with the magazine „Frisch gespielt“ e.U. and the association of Wiener Spieleakademie. Editors-in-chief: Dipl.Ing. Thomas Bareder and Dipl. Ing. Dagmar de Cassan

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



Let the goblins fly!

*Alea iacta est* would have been the word in ancient Rome or in the Asterix comic books - Flyin' Goblin is the title of Spiel der Spiele 2021 which was presented in this year's press conference to announce the winners of the 2021 award, which was held for the first time at Austria Center Vienna. Despite Corona restriction, media representatives of all genres were present and could take a look at the six games that were awarded Spiele Hit, interview jury members, make recordings and communicate the refreshing mix of games over many channels, among them Wien heute (ORF), W24, Radio Wien, Wiener Zeitung und Kurier as well as trade media like [spieletest.at](http://spieletest.at) and of course Frisch gespielt.

As the only but huge fly in the ointment came the announcement by Dr. SUSANNE BAUMANN-SÖLLNER, director of Austria Center Vienna, that the Games Fair 2021 has been rescheduled to 2022 - the vaccination and testing lines that were installed at ACV will still be active in autumn. A pity, but understandable and we look forward to 2022 all the more.

This issue, of course, is dominated by the Games Award, and extensive and detailed reports on the winners will follow in Issue 543, as the recommendation lists will be published at the start of the main games season at the beginning of October.

Have fun with this issue, an exiting mix of new releases and some playful travel ideas from the games museum, an alternative to real traveling in times of the pandemic.

Thomas Bareder

### 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



Wiener Spiele Akademie  
we present

# Austrian Games Award 2021



All award-winning games



The Austrian Games award features **Spiel der Spiele**, the main award, and awards **Spiele-Hit** in categories of games **for families**, games **for children**, games **with friends**, games **for experts**, **card games** and **trend games** and also provides a list of recommended games from the new releases of the current year.

## Spiel der Spiele

*Spiel der Spiele* is THE game that the jury liked best; it is fun to play and suitable for and of interest to all user groups.



### Flyin' Goblin

An army of goblins wants to conquer a fortress full of treasures. As their general, you catapult your soldiers as exact as possible into the fortress. With the loot of gold that you acquire in that way you can hire better soldiers, or captains and robbers and set up levels of your totem. In a round, all players simultaneously catapult their men into the fortress; then, in turn, you take back your men in any order and resolve the effect of the rooms where they landed. Then you check for end of game - if someone has all four totem levels on the roof or collected the given number of diamonds, he wins. Otherwise, you can buy new men and parts available from the army board.

Tactical dexterity game for 2-4 players, ages 8+

Designers: Corentin Lebrat, Théo Riviere

Publisher: Iello / Hutter Trade 2021  
[www.hutter-trade.com](http://www.hutter-trade.com)



## Spiele-Hit für Kinder

A **Spiele-Hit für Kinder** / **for children** features games and educational games for children. Adults can, but need not play. The fun in playing is enjoyed mainly by the children.



## Fabelwelten

Animals can take on any role or guise and need to be selected to suit the story. Cards of a story are stacked. Each player holds five animal cards, one animal from the stack starts the story. Story cards are read out in order and each player, including the narrator, selects an animal from his hand that he thinks suits the story role best. Then the animal cards are shuffled face-down, revealed and placed next to the symbol track. Now all players vote with their markers which animal suits best - you cannot vote for your animal - and score one point for each vote for their animal. The animal with most votes wins the round; if you voted for it, you score an extra point. At the end of the story, you win with most points. Includes a cooperative variant and also branching stories

Selecting and voting game for 2-6 players, ages 5+

Designer: Wilfried & Marie Fort

Publisher: Lifestyle Boardgames / Asmodee 2021  
www.asmodee.de

## Spiele Hit für Familien

A **Spiele-Hit für Familien** / for families presents games for children and parents, all play on the same footing and have equal chances to win. Fun to play for all.



### Rolling Dice

In the game box = the dice arena, you roll your dice onto the ice floes. The active player rolls his dice, changing positions of other players' dice can happen and is valid. Then you select one die from the floe and remove your remaining dice from the floe. When all have done rolling/selecting/removing, all dice in valid positions score points - pips + value of all dice in positions to the rear + dice values on ice blocks and maybe bonus points from the fish net minus penalty from the hole. In later rounds you roll available dice and try to top the value of your die in the arena or place a die further forward. If someone has collected the necessary score, the game ends with the end of the current round and you win with the highest score.

Dexterity game with dice for 2-6 players, ages 8+

Designer: Peter Wichmann, Albrecht Werstein, Karl-Heinz Schmiel, Klaus Zoch

Publisher: Abacusspiele 2021  
[www.abacusspiele.de](http://www.abacusspiele.de)



## Spiele-Hit mit Freunden

A **Spiele-Hit mit Freunden** / **with Friends** presents games for juveniles and adults with equal chances to win for all; players are usually older than 12 years and share an interest in the game topic.



## Micro Macro Crime City

Crime City is full of crimes that need to be solved and investigated. Clues, suspects to interrogate and all other information that we need can be found on the city map, a busy hidden information picture. The scenes of the busy picture provide clues and method of crime. 16 cases comprise their own stack of case cards. The start card is read out. The second card describes a task to solve - the solution is always a scene on the picture map. When the scene is found, the inspector checks the solution on the backside of the card. If coordinates and scene correlate, the text on the backside is read and then the task of the next card is solved etc.

Deduction game with a busy hidden information picture for 1-4 players, ages 10+

Designer: Johannes Sich

Publisher: Edition Spielwiese / Pegasus Spiele 2020  
[www.pegasus.de](http://www.pegasus.de)  
[www.edition-spielwiese.de](http://www.edition-spielwiese.de)

## Spiele Hit für Experten

A *Spiele-Hit für Experten* / *for experts* presents games featuring complex rules and a higher entry threshold and therefore offers lots of challenges and fun in playing, especially for experienced frequent players.



### 2491 Planetship

The natural resources of earth are depleted and planet ships were built to ensure survival and cross galaxies. When the mother ship is in trouble and is destroyed, we are commanders of other ships and our salvage teams want to loot the mother ship for valuable DNA or characters with useful abilities. Who will plunder most successfully?

Based on the mechanism from City of Spies: Estoril 1942 (Mesaboard-games, 2015) you dock four out of six ships/characters in each of four rounds by placing the card at one of the sectors. When scoring a sector you use abilities of your characters in the sector, majority in character strength in a sector yields the sector character for a reward; you introduce him to your team of six or discard him. At the end you score cards in your discard pile, characters in hand and completed missions.

Placement game for majorities for 2-5 players, ages 12+

Designer: Antonio Sousa Lara

Publisher: MEBO Games / Heidelbär Games 2020  
www.heidelbaer.de



## Spiele-Hit Karten

A **Spiele-Hit Karten** / cards presents cards games of easy access and moderate duration, offering fun to play for a wide range of players.



### Jinx

In each of three rounds, 16 cards are laid out in a grid. Players are active in turn, roll a die and take a card of the resulting value from the display; you can re-roll once, but must accept the second result. If a player cannot take a card in his turn, the round ends; all players discard cards of colors corresponding to colors left in the grid, always checking all their collected cards. If you ended the round, you must then discard your highest remaining card. By discarding a card, you can draw a lucky card and use it in the next round. After three rounds, you win with most points on your cards.

Collecting cards with dice roll for 2-4 players, ages 6+

Designer: Klaus Altenburger

Publisher: Piatnik 2021  
[www.piatnik.com](http://www.piatnik.com)

## Spiele Hit Trend-Spiele / trendy games

A **Spiele-Hit for Trend-Spiele** gives the award of 2021 to a representative of the main trends. Unchanged from 2020, they are the Genres Escape the Room and Roll & Write, new in the range and replacing the Logic Puzzles is the notably increasing trend to re-publish games and publishing expansions for well-known games, summarized as *News for Well-knowns*



### Break In Arena 51

Breaking in instead of escaping, at least until you have reached your ship to return to your home planet. As usual in such games you enact a story with some unexpected turns, solve puzzles and riddles, combine information and complete tasks; the necessary components, clues from texts and images are provided by the game. The multiple-layered Russian-doll type box simulates Area 51, into which you continue to intrude. You may never open something or look at it before you are asked to do so. Replayable!

Escape Room game for 1-6 players, ages 12+

Designer: David Yakos

Publisher: Schmidt Spiele 2020  
[www.schmidtspiele.de](http://www.schmidtspiele.de)



## AN UNCOMFORTABLE TRUTH

## KYOTO

PLAYER:  
3-6AGE:  
10+TIME:  
30+IN-GAME TEXT:  
yes

<b>Designer</b>	S. Harrer & J. Krenner
<b>Artist</b>	Christian Oppner
<b>Publisher</b>	Pegasus Spiele / Deep Print Games 2020
<b>Web</b>	www.pegasus.de, www.deep-print-games.com
<b>Version</b>	de
<b>Rules</b>	de en
<b>Genre</b>	Bluff, negotiation

We find ourselves in the year 1997. All humankind is in agreement about climate protection. All humankind? No! Unrelenting travelers-by-plane don't stop to gad about in planes, unrelenting drivers to do not stop to cruise in their cards, unrelenting burger eaters don't stop to consume meat, unrelenting whoevers do not stop with whatever ...

So, once again we are tasked with saving earth - of course, with pleasure. But what about our respective personal interests and those of the oil, agricultural, nuclear etc. lobbies that we secretly represent, which are nearer to our hearts or victory point purses than the future fate of the next generations. The two currencies in the game are money and cards: In the game, too, nobody likes to spend money, as the second-most cash wealth is rewarded with victory points. Anyhow, at least sums donated to general wel-

With those surprisingly simple means, our private world climate conference is very realistically simulated at the game and negotiation table, including the respective revealing egoisms. "Who wants to contribute to the protection of indigenous habitats? - Canada would be willing, but has already invested so much into the ozone layer, so why not China? - China would prefer to protect the Chinese instead of minorities - everything always ends up with the EU, okay, one million for the environment funds and a

forfeit of electric radiant heaters; but something is still missing - If China contributes something after all, Canada would also provide an additional Million - Oh, too bad, time has run out; in the break in negotiation we must toast the extinction of tortoises - who needs tortoises?

They are crazy, those humans!

The game is most fun - subject to the necessary sarcasm - evolves when all speak with pseudo Russian, Chinese or French accent and act in the tradition of role playing. Bitter but true: If we fail (un)consciously, when the animal extinctions, earth warming and/or air pollution have become too lethal. In that case the fun ends prematurely and the country

with the second-most victory points (!) wins. This result causes the supposed or hoped for end score to be thrillingly unpredictable, and in addition a „nice“ mix of shame, guilt and malicious joy is created at the same time.

In the alternative positive outcome, the twelve rounds can provoke a repetitive and somewhat long-winded flair. If that happens, you need to pay even more attention to, on the one hand, donate enough for the common goal and, on the other hand, to keep enough money and cards for your personal goal because very often the respective final results are not very far apart.

In any case, the cardboard lectern - for the chairperson that changes in each round - is an eyecatcher; the playing cards have harmonious graphics that merit a second glance. Especially laudable about the components: no plastic, and small cardboard box to store cards and tokens.

## Conclusion



.. when we fail together, 5 if we "save" Earth

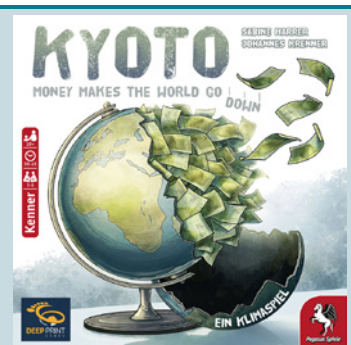
Kyoto is a pseudo-cooperative, satiric-cynic negotiation and bluff game with cute components that fit the topic, suitable for all types of players from teen age up, but rather not recommended for tight-lipped and/or altruistic or sensitive minds. ☑

Harald Schatzl



fare can at least be partially recovered when the environment funds it sufficiently covered and you are entitled - as the chairperson of the current round - to take a reward from the funds. As regards to cards, each individual one is worth a victory point at the end of the game so that generosity hurts more here, unless you may suspect that a competing nation represents the interests of, for instance, the nuclear power lobby. In that case, it is clearly easier to get rid of your nuclear power cards in hand, as this loses the competitor victory points, too. At that point, bribes can be a conceivable and - as to games mechanics - permitted aspect. In reality, however, this element is very seldom of use. The given time pressure of maximum 90 seconds per negotiation round increases the stress level considerably for all participants.

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



WHEN THE DODO WAS STILL ALIVE ...

# PALEO

PLAYER:  
2-4AGE:  
10+TIME:  
45-60IN-GAME TEXT:  
no

<b>Designer</b>	Peter Rustemeyer
<b>Artist</b>	D. Mayer, I. Schell, F.-G. Stämmele
<b>Publisher</b>	Hans im Glück 2020
<b>Web</b>	www.hans-im-glueck.de
<b>Version</b>	de
<b>Rules</b>	cn de en fr it jp nl ru
<b>Genre</b>	Cooperative, development

... and the mammoth could still be hunted, in those good old times, we roam through forest and on mountain, hunt in rivers, build shelters, develop advanced ideas and, of course, we dream, too. A fridge for storing perishable haul would be cool, medication against heart trouble and a chain saw would be wonderful. But - if wishes were horses then transport we'd have? Wheels?



To begin: A passage in the rules tells us „Do not look at the front of the cards when setting up the game!“ The game is meant to be experienced cooperatively in adventure mode, failure in the first few games is normal, knowledge and information acquisition is necessary. I will take the above-mentioned hint seriously and not let anything slip.

Each player roams the so far unknown world with his group of two people. Before each step - a small step for me, bla bla ... each player takes one of the three top cards of his personal stack and checks them. As the backsides of the cards provide vague clues to the front side, the cooperative actions are plannable, within limitations.

## Hidden Stone Age surprises

The revealed cards can be resolved, most negative ones must be resolved, unfortunately. Nearly always you can select from several options, many of them are only resolvable with the support of other players' groups. Helpfulness is a main feature and each turn must be considered by all together. As is often the case, the use of many resources provides big hauls. Resources

are mainly abilities of people and items like torches, stone wedge, spear or fur, and, very important, cards - always the top ones from the personal stacks. All property is group-related, only food, wood and stone are available to all in the communal cave. As the red card backs also indicate that a probably negative event is in the offing, you must consider carefully whether to select an action during which cards must be discarded. Red discarded cards yield a skull; five skulls end all paleontological actions. A skull must also be suffered if a person takes more damage than it can sustain and dies from multiple heart failure.

## Night falls

When the card stacks of all players have been used, the survivors must be fed and mission tasks must be completed. This depletes the food stock and additional commodities must be discarded, or else: skull!

But we are still alive and maybe we have already scratched one part of the five-part cave painting into the rock. Apropos scratched: We are not done yet. The next day gives each player a new stack with all challenges and pitfalls. And only the completed mammoth on the cave walls allows us to sink victorious-

ly into the not yet invented pillow and draw a relieved breath.

## Conclusion



PALEO is a brilliant cooperative feat! Mechanisms are basically simple; the complexity comes from the manifold card combinations and options. As each level combines three out of ten pre-defined modules, the card decks are different and games are offered sorted by level of difficulty in the rules. Variety for frequent players is guaranteed. ☒

Jörg Domberger

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





I GIVE MYSELF THE BALL!

# HOLLERITH<sup>5</sup>

PLAYER: 2 AGE: 8+ TIME: 20+ IN-GAME TEXT: no

Designer	Andreas Kunekath-Häbler
Artist	not named
Publisher	Gerhards Spiel & Design
Web	www.spielewerkstatt.eu/de
Version	de
Rules	de en
Genre	Tactical positioning game

Hollerith is a resounding name in the computer universe as the inventor of the punched card. Here he comes „to the fifth power“ and introduces a new up to now unknown dimension to the good old “4 gewinnt”.

game,, basically avoiding of mistakes is more important than attacking at any cost. A high-level game made from high-quality materials, on the way to a hard core tactical



In each turn you sink a marble into a grid of holes - not always there where you want to sink it, but where the holes in the perforated plates on top allow it. And as one of those plates moves one other plate off the grid once per turn and each plate has only 1 or 2 holes which allow a marble to pass through, you must consider very carefully how to rotate a plate and where to enter it. Important: Which plate do you offer your opponent with your move? The marbles in yellow and blue - NO sends its regards - create mutual threats. Turn by turn it becomes more important not to offer opportunities to your opponent, but sometimes the room for marbles gets scarce. When he cannot place a marble, the active player loses instantly. A more rewarding win: Four marbles in a row, horizontally, vertically or diagonally.

## Conclusion

Very concise rules explain everything, but only offer a glimpse at the depth of the game at first glance. You must get into the

game: Anticipate moves, check possibilities and think! ☒

Jörg Domberger

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



BACK ARCH OR HAPPY PURRING?

# CALICO

PLAYER:  
1-4AGE:  
10+TIME:  
45+IN-GAME TEXT:  
no

**Designer** Kevin Russ  
**Artist** Dylan Mangini, Kevin Russ  
**Publisher** Ravensburger 2021  
**Web** www.ravensburger.de  
**Version** de  
**Rules** de  
**Genre** Strategic tile placement

**No, we are not talking about the ghost city in the Mojave desert, and also not from the biotechnology company CALifornia Life Company, financed by Google and developing methods against aging, but about the three-colored Lucky Cat named Calico. But also about the Quilt of that name - a relaxing and challenging combination!**

Each player lays out - oh, sorry, sews - a quilt over 20 rounds from colored and patterned hexes on display, the tiles on display are continually supplemented. Always pretty when complete, but the aesthetic value is judged by three cats, always three different ones in each game. They set the parameters for the quilt: Cat Billie prefers formations made up from mini-

## Conclusion



*Calico* is a visually very beautiful, varied and definitely puzzling tile placement game for all the family for families with children of advanced primary school age and also for friends who like a challenge<; the game also offers a nice solo variant.

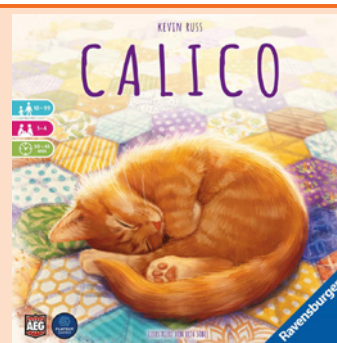
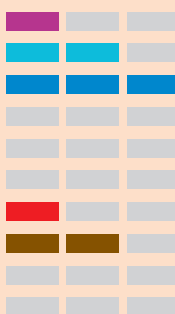
If you play more on your own, the game flow is quieter and the Lucky Cat has a purring say in it, as has the favor of the other players. Some frustration potential, and all-over very harmonious. ☑

Thomas Bareder



mum four parts; Cat Wuschel, on the other hand, loves to relax on seven tiles of the same pattern. As this is harder to achieve you score more points for a success. Furthermore, individual task tiles promise rewarding and deciding additional points. Who will create the most rewarding patterns from the tiles in stock, combine well and - at the same time - foil the opponents' plans?

Chance  
Tactic  
Strategy  
Creativity  
Knowledge  
Memory  
Communication  
Interaction  
Dexterity  
Action





## TRAVEL GAMES - FAR AWAY LANDS

## TRAVEL GAMES

In 2021, again the pandemic forces us to restrict our travel plans, which offers at least an opportunity to look at the travel topic from a museum point of view and cast a glance on playing travel options in the past. Our destinations are primarily Austria plus Germany and Switzerland, as a wider range would exceed this column.

Travel games are games featuring more or less exact maps of countries, regions, or cities, which are mostly played following more or less identical rules. You have destinations to visit or tasks to meet; if you are first to do all your visits or tasks, you win. The individual destinations are reached by rolling dice, sometimes by answering questions or other means.

A wide variety of such games has been published by Otto Maier Verlag Ravensburg / Ravensburger:

## Alpenreise



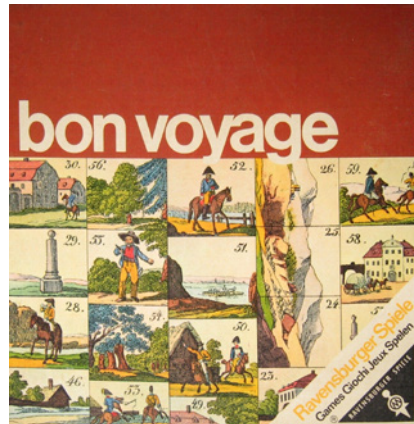
3-6 players, ages 10+, featuring destination cards and telegram cards, you find the shortest route.

## Beneluxreise



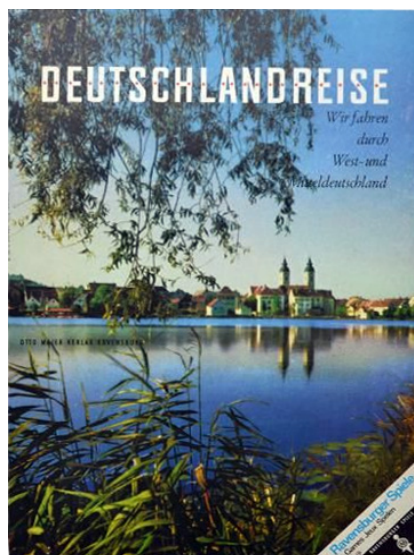
2-6 players, ages 9+; published 1973, topic Benelux countries.

## Bon voyage



Reprint of a game from 1810, „Das neueste Post- und Reisespiel“, by Bernd Gorecki for 2-4 players, 1973

## Deutschlandreise



2-6 players, ages 9+, 1962. Features western and middle Germany. Six destinations must be visited and instruction of chance cards must be followed. If you are first at the final destination, you win.

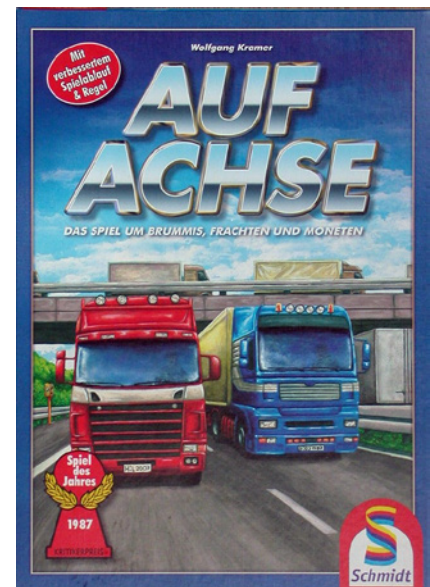
## Reise durch die Schweiz

2-6 players. 90 city cards for Switzerland.



Other publishers:

## Auf Achse



Transport and logistic version by Wolfgang Kramer for 2-6 players, ages 12+; 1987, F.X. Schmid

## Eine Reise durch Sachsen



VEB Spielwerk, DDR - 2-6 players, geography and travel game with event slots, cases are numbered, the various stops are explained in the rule book.





### Frohe Alpenfahrt

Any number of players, Nürnberger Spielefabrik L. Kleefeld & Co. If you enter a city slot with an exact roll, you take the token; if you have most of them at the end, you win.

### Kennst Du Österreich?



Travel and quiz game with a railway topic. 2-6 players, Piatnik.

Three version for a roundtrip: Who is out of locations? The roundtrip. We travel on the railway!

### Lustige Rheinfahrt

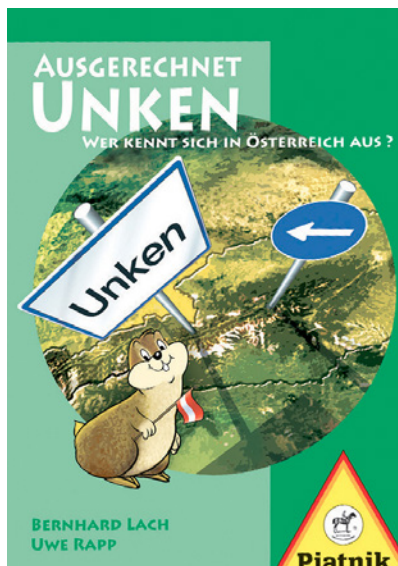


Travel and geography game using dice. Player roll dice in turn and select their route out of the start, to Duisburg and to Koblenz. When a numbered slot is reached, you follow instructions, if you reach the start/finish slot first by exact roll, you win. Altenburger und Stralsunder Spielkarten Fabriken AG

A variant of travel games are quiz/guessing games on the map location of destinations:

### Ausgerechnet Unken

Austria version, 2-6 players, ages 10+, by Bernhard Lach and Uwe Rapp bei Piatnik, 2008. You draw a card and add it to the display in north-south or east-west direction,



the other players can doubt your placement. Correct placement gives you chips. Published in many versions by many publishers, e.g. Ausgerechnet Buxtehude for Germany at Huch & friends.

### Österreich Finden Sie Winden?



Geography location game for 2-5 players, ages 10+, by Günter Burkhardt und Walter Schranz at Kosmos 2009. Players choose how exactly they want to guess the location of cities, sights and regions in Austria



by placing betting tokens. Variant of Finden Sie Winden.

Finally, a glimpse of a few curios and finds which let us look back into the somewhat earlier past and maybe let us recognize a favorite destination in Wienerwald.

### Der Wienerwald

Very old game on the topic of hiking in Wienerwald, components incomplete.

Roll & move game for up to 6 players - no other information - A. Pichlers Witwe & Sohn, Austria

### Erste Reise: Unsere Heimat Großdeutschland



Travel game using dice and event slots, for 2 or more players by F. Plachy. Promotion game for „Kleines Blatt“, published between 1938 and 1945.

### REISELAND ÖSTERREICH

Obviously a game from between 1945 and 1955, text in four languages, without any other information

### Vier-Länder-Tour



2-6 Spieler, Stomo, Austria. Roll & move mechanism with event slots. You start in Vienna and travel via Salzburg, Innsbruck, Zürich, Verona and Klagenfurt back to Vienna. There are bonus movement points for players who are first to reach or pass stage destinations or mountain scoring.

Thrilling and interesting what the industry had to offer even back then. Where do we go to next summer? Let's see what delta, kappa and omega variants will let us indulge in, maybe we can at least reach the Adriatic and the rest of the Mediterranean. At least on a game board!



BUY, BUY AND BARTER GOODS!

# LIONS OF LYDIA

PLAYER:  
2-4AGE:  
12+TIME:  
30-60IN-GAME TEXT:  
no

Designer	Jonathan „Johnny Pac“ Cantin
Artist	Darryl T. Jones
Publisher	Bellwater Games / Spielefaible 2021
Web	www.spielefaible.de
Version	de
Rules	de en es
Genre	Worker placement, resources management

I swap a carpet for five bushels of grain. Those I then swap for a bronze statue, with which I then can acquire my two bales of wool which I need to produce more carpets. Wish there was something that saved me from all this bartering!

Folk lore tells that the legendary King Croesus of Lydia has invented the system of coin usage. This lore is the lead story for the game *Lions of Lydia*, which is a quick worker placement and resources management game. Each player has his own production shops which are upgraded during the game by adding new cards, which are also providing most points at the end of the game.

en trader is present or if you place one, you can take gold instead of goods in the gate color. If placement of a trader meets requirements on one of your production shops, you receive those resources, too.

At the end of your turn you take a fourth trader for your bag from the available ones at the well. This enables you to plan ahead a little bit. The game ends as soon



of trader or providing special additional buildings to acquire. The expansions can be combined in any which way.



You pay those cards with - at the beginning - four resources, which are depicted on the player board. Very quickly the resource gold coins is added, which can be used to replace all other resources and does not have a maximum limit. The deciding game element, however, is the method of acquisition for gold and grain.

To this purpose, each player has a bag with four traders of different colors. In each turn, you draw one randomly from the bag and the trader can then be placed at varying locations - usually at one of the city gates - to receive barter goods or buy farms. If you place a greed trader at the green gate, you receive two green resources; if other traders are present, you also receive goods of their colors. If a gold-

as a player has upgraded a given number of farms.

For a bonus, *Lions of Lydia* includes eight mini expansions which change the rules a little bit, for instance by adding a new type

## Conclusion



*Lions of Lydia* is a simple and quick game, that is played in the family within half an hour. The random drawing gives the game a slight deckbuilding element which has scant influence on the flow of the game. Out of the mini expansions only the craftsmen and the horse racing, which introduces a betting element, are major rule changes.

All in all the game is solid and well structured, but neither design nor mechanisms are really pleasing. ☑

Rene Eichinger

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



DIAL „A“ FOR ADVENTURE

# CALL TO ADVENTURE

PLAYER:  
1-4

AGE:  
12+

TIME:  
30-60

IN-GAME TEXT:  
yes


Designer	Chris and Johnny O'Neal
Artist	Matt Paquette
Publisher	Brotherwise Games / Asmodee 2020
Web	www.asmodee.de
Version	de
Rules	de en es fr hu jp pl ru
Genre	Kooperativ, Abenteuer, Deckbau,

Some things are totally unrelated to each other and yet you connect them in your head. Reading the title of the game „Call to Adventure“ I spontaneously thought of the old Hitchcock classic “Dial M for Murder (the German version was called “Bei Anruf: Mord) and didn’t go away. The virtual connection remained and, after all, the introduction is complete.

„Call to Adventure“ enables players as heroes to experience their personal story in three acts and to shape it themselves within the frame and options provided by cards. Your own character is defined by its origin and its motivation. The third starting card represents the destiny of our heroes and the better they fulfill their pre-determined fate the more points they will score. Whether they are points for tri-

all is lumped together and, at the end of Act III, defines the hero status of a character. The path of fate is, however, no Camino de Santiago. Only nine cards tell our legend after tight 60 minutes, our life, and what we experienced in the adventure.

„I am the recruit. As a foundling, I was one of the very few beings in my village that escaped the flames and the enemy hordes and was taken in by my new foster par-

I wanted to know everything and asked many more questions than my parents were able to give answers to. Therefore, it came as no surprise to the people around me that I wanted to break the chains of family and village and escape to search for wisdom. As I am a lucky devil, an opportunity soon offered to somehow fulfill all my wishes. I was allowed to lead an expedition. The path was dangerous as full of obstacles. But I was not only accompanied by Fortuna, I also felt protected and blessed. I was able to defeat the Witch and to survive the battle with the Dragon. At the end, I met my destiny: to drink the Blood of the Dragon.

The underlined terms in this story are card titles from the game. The various developments of heroes due to those cards - there is always only a random selection available - can branch to the left or right and the life story might go like this:

I am called the Seafarer. Courageously, I had to survive a difficult journey to return home from the furthest corners corners of the Seven Seas and to defend my own family. I am the sworn protector. I have returned home to see to the wounded and I know that I must become one with nature to soak up power and calm, to draw energy from the leaves to feel and take into myself vibrations from the roots of the vener-

umphs or mishaps, fate points, points for experience tokens or for legends symbols,

ents. Very soon, my mother and father discovered that I am extremely studious.

able trees. I need all the strength of Earth, I must solve the murder case that stands





between me and the High Mage. Because only together and with joints powers can we ban the creature and restore harmony.

The power of the game is in the narration and in the wonderful illustrations which

side of power. Whenever dice are rolled it can happen that the more lucky one wins and not the most clever hero. This is, unfortunately, the weakness of the game, the element of chance can outweigh everything else. Well played and cleverly

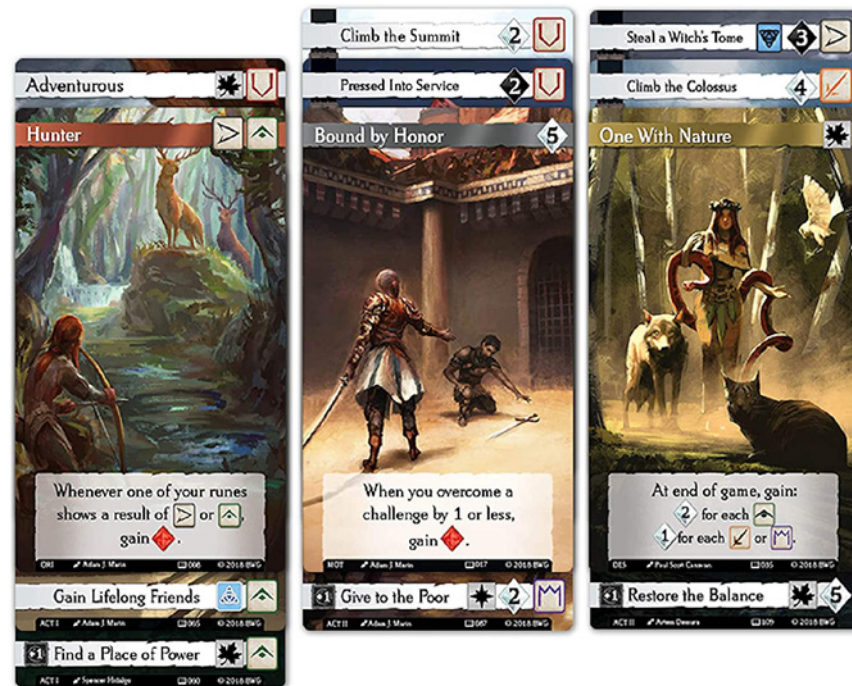
cards. They are available in light and dark. Depending on the rune symbol "rolled", the hero receives this or that card and depending on the current disposition of the hero, he may only play light or only dark cards. Both types can be played in the area between good and bad. Moon symbols bring the hero into the dark zone, sun symbols into the light. Hero cards give you bonuses and each card you play gives you one point at the end.

There are two small extensions in the box. Allies come into play together with a challenge and make it more difficult to pass it by one point, that means a symbol. The opponents are particularly nasty fellows with a relatively high combat value.

Also included in the package is a cooperative variant and the solo game. Both play very similar and it's really just about preventing the opponent from collecting more red experience markers than is allowed for the number of players. Here, too, the runes are dominant and the feel of the game hardly changes compared to the competitive base game.

## Conclusion

+1 for card design



were contributed by six different artists. There only very few doubled cards, most of the cards are unique and real master pieces.

The acquisition of our cards is relatively simple and leaves little room for intense consideration. Cards in the display are sorted into three acts and show symbols

considered does not amount to anything when the runes are not willing. Even the best armor does not help the hero then. He takes a blow, cannot develop and the challenge which defeated him, is taken out of play.

A nice twist in the game are the hero

CALL TO ADVENTURE is not a game for experts, everything depends on the willingness of the players to create their personal résumés and enjoy the stories. The heroes should bring a good dose of frustration tolerance with them because of the unpredictable runes. Of course, it is not a disgrace to fail at a challenge, but it slows down development. If this happens a second time, it becomes difficult for the hero to be able to tell his story to the end. The adventure ends when the first hero has collected nine cards. This then starts the final call. Every hero can try one more challenge, then it's over. The final scoring seems rather uninspired and doesn't quite fit the story. ☑

Jörg Domberger



and a value, which you must meet with symbols on cards that you have already acquired. As this is very rarely possible without further assistance, we have rune tokens at our disposal, which are relating to the symbols - on our cards that we collected so far - fitting the challenge. Runes are temperamental like dice and therefore there is no denying the element of chance. You can bolster your luck with up to three black runes - being paid for 1:1 with experience tokens. But you also buy the risk that the hero changes over to dark

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



FIGHTING INJUSTICE

DIE ABENTEUER DES **ROBIN HOOD**PLAYER:  
2-4AGE:  
10+TIME:  
60+IN-GAME TEXT:  
no

<b>Designer</b>	Michael Menzel
<b>Artist</b>	Michael Menzel
<b>Publisher</b>	Kosmos 2021
<b>Web</b>	www.kosmos.de
<b>Version</b>	de
<b>Rules</b>	de en nl pl
<b>Genre</b>	Cooperative, adventure, history

At the end of the 12th century, in the county of Nottingham in England the events told in the saga of Robin Hood happened. The King of Thieves with his compassionate heart and his companions Little John, Maid Marian and Will Scarlet put themselves up against injustice and reveal dark secret. We players take up all those roles to put an end to the machinations of our opponents, lead by Prince John - who raises a claim to the throne of Richard The Lionheart - and including Sir Guy of Gisbourne and the Sheriff of Nottingham with his gang of men and to restore piece and prosperity in the realm.

In addition to the introductory game, in which each round is explained in great detail, which is absolutely necessary, we are facing eight varied, connected-by-story-line games, in which it is absolutely necessary to adhere to the order of the

has not been mentioned in the history books. The consequence? Try again with slightly changed starting conditions as stated in the book and do better in this second try, or wield a luckier hand when drawing cubes from the bag.

which on the one hand provide safety and on the other hand allow for quicker crossing of the forest. A big positive factor as regards to the time element, which is a deciding component of the game, hugely influenced by the action and movement range. When the sand timer tokens are used up, the undertaking has failed!

Apropos movement: Movement per se is unrestricted - a special feature of this game - as there are no slots or other markings. Restrictions do exist, for instance to cross the castle wall, and there is of course a range limit. In your turn, you place

special additional pieces which work as distance-meters, next to your pawn and then place the second character pawn at the end of the row of distance pieces. If, in this way, you reach an action spot or get within shooting range, you can act accordingly. An action spot demands consulting the story book where we learn what the spot has to offer. Those spots are, similar to an advent calendar, integrated into the board; they can be opened, removed and replaced with their reverse side showing. Unfortunately, the handling of those spots is difficult and easily results in damage to the cardboard, which does not damage the game, but doesn't look nice and leaves a bad feeling.

In those spots you can meet a friendly maid, a traveling trader, or a village resident - blacksmith, priest or boat men - but also a few mushrooms, unusual parts of the forest or even the Guardian of the Forest whose function is a bit of sooth-

games - we do not want to meet Richard The Lionheart already at the start of the game. We are tasked with recreating the well-known story of Robin Hood, or to be more exact, try to do so, because failure

The story itself is developing successively with each game and is also growing in game play intensity, adds rules, adapts the board, and thus offers new options like a forest camp or tree bridges in the forest

saying, story telling and task posing. All this, however, does not only details of the story, no we promote the story ourselves and usually must decide on one of several options. Whether we ask for support, are





enabled to buy or trade commodities or receive information is determined by the varying texts in each chapter. Sometimes we even indulge in robbery and have a penchant to hold up noblemen or to overbear guards. But it is not as easy as that sounds, at the start of the game the chances to be successful in such are venture are really very low. Why? Because a confrontation is resolved with a clever mechanism in which cubes of different colors are drawn from a bag. One white one should be included, but usually they are purple ones. The ratio changes regularly, because when it is Sir Guy of Gisbourne's turn, three additional purple cubes are added to the bag; a white one goes into it if you forfeit the use of the longest distance piece in your turn. Drawn cubes are not put back and we begin, depending on scenario and number of

So, better to draw discs of other color from the bag, because they usually determine the active player. IN addition to player colors and red there is also purple - Gisbourne, who wants to get at us and chases the character nearest to him across the landscape - as well as white and grey; those colors allow all or only one player an additional turn. When all discs have been drawn they are put back in the back and drawing is continued - thus you cannot avoid the "dark" events. If we are unlucky and Guy is drawn twice or - across rounds - even three or four times, even the per se slow Gisbourne can attack. The consequences are not told here, as are many other details - we do not want to provide spoilers - but some chapter titles and intros to wet your appetite can be mentioned:

The white and purple disc come into play. Robins home has burned down. Aim: The outlaws surch for a secure hideout.  
Gold for King Richard / A Difficult Decision  
/ The Big Tournament... The Oath of the 13  
/ The Darkest Hour

### Conclusion

5 when all chapters are played



The cooperative adventure game with tactical and strategic elements comes with some innovative features which are fun to play and in general work very well. The components are visually pleasing and no obstruction in the game, if you disregard the difficulties in taking out the cardboard tiles from the board. The not really simple set-up, the sometimes appearing lengths in the game and the danger of forgetting something or doing something wrong in the handling do deduct a bit from the pleasure. Story aficionados might be a bit irritated sometimes and miss Brother Tuck, but appreciate that - due to the many chance elements - the chapters can be experienced variedly. Therefore, repeated play is possible despite the reduced allure due to the then lacking surprises from the story - but players who love to optimize turns will enjoy a better estimable field.

Moderate for planners and experts as regards to level of difficulty, difficult to class for "let's bash them" players which can lead to discussions in the group, not withstanding possible dominance by one player. A tip: If you want new stories, you will find them on the homepage of the publisher - at the time of this review there were already two available, the tendency should be for more, and the publishing of expansions seems very probable. ☑

Thomas Baredere

players, with a ratio of about 3 white : 18 purple, not very promising, but absolutely concordant to the story. Anyhow, you can draw up to three times, and even up to five or six times with more weapons, better equipment, or character traits; you will realize quickly that rushing along is not advisable and some thinking is necessary. A dilemma, as this makes the time go faster, as it advances when you draw red from the disc bag, which triggers the "dark events". In addition to spending time, you turn over the tiles on the board which can lead to bad surprises in the guise of guards and their immediate attacks. This result to being taken prisoner and one has to free oneself which again takes time. No wonder, that the hope marker on the hope track also retreats by one - and if we run out of hope, things do not look good for us.

The Escape (Introductory scenario)  
Robin returns from the crusades and meets Will Scarlet. Little John has been taken prisoner. Prince John arrives. Little John must be freed.  
A secure hideout

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





PUT, PUT, PUT, WHERE IS BIGFOOT?

## CRYPTID

PLAYER:  
3-5AGE:  
10+TIME:  
30-50IN-GAME TEXT:  
yes

<b>Designer</b>	Hal Duncan, Ruth Veevers
<b>Artist</b>	Kwanchai Moriya
<b>Publisher</b>	Skellig Games / Osprey Games 2021
<b>Web</b>	www.skellig-games.de
<b>Version</b>	de
<b>Rules</b>	de en and others
<b>Genre</b>	Deduction

Stories on legendary beings are as old as mankind itself. Yeti, Bigfoot and the Loch Ness Monster are the best-known in a series of beings yet not discovered. If you look at the Wikipedia entry for Cryptids - this is the name for those being to make it clear that there are not deemed to be monsters - you find more than 50 such creatures for which a worldwide search is on. To be exact, it is the task of each good cryptozoologist to find one of those animals and to prove its existence.

In *Cryptid*, each player takes on the role of such a cryptozoologist. Important for the task is the fact, that each player has one clue for the location of the cryptid to be find. Such a clue could be „In a swamp or mountain“ or „Within two cases around a cougar territory“. All clues combined leave you with one clue on the map, the location where the cryptid hides.

The problem, however, is, that cryptozoologists love to keep their secrets because

all those traits. Clues for each player come from one of five brochures from which you use one clue, in relation to the scenario.

During the game, players ask each other if one of the hex cases could be a location, based on the information the interrogated player holds. The hexes are marked accordingly with tokens. In return, you might have to mark a location where the cryptid cannot be. By using deduction and a bit of guessing you can at long last deduce a



case for which each clue is valid. Then you can guess if this is the correct case. If you guessed correctly, you win the game.

## Conclusion



The first obstacle for discovering a cryptid is the rules of the game which, unfortunately, is not written very clearly. Furthermore, some of the clues are ambiguous and often not absolutely clear. If you have mastered those obstacle, *Cryptid* is a very felicitous and well-made deduction game. Important is the exact selection of the case you are asking about and your own clues which you must give you ask an opponent after a case. *Cryptid* works well not only with friends, but also for families - we found, that children often spot connection visible on the board very quickly. ☑

Rene Eichinger



they want to be the ones to reap the fame for the discovery. Therefore, you do not reveal all information in one go while trying to learn all that is possible from your opponents without revealing too much yourself.

The board - made up from six parts - is divided into hex cases showing varying terrain, like forest, water, or mountain. Furthermore, there are also cougar and bear territories as well as monoliths and huts in various colors. For clues you can relate to

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



LUCKY IN LOVE

# KOMPROMAT

PLAYER: 2 AGE: 8+ TIME: 30+ IN-GAME TEXT: no

**Designer** Adam Porter, Bob Fishe  
**Artist** Felix Kindelan  
**Publisher** Helvetiq 2020  
**Web** www.helvetiq.com  
**Version** de  
**Rules** de en fr  
**Genre** Card game

**Blackjack and its predecessors 17+4 and Vingt Un - the probably original version from France - is one of the most frequently card games of chance and the game most often found in Casinos besides Baccarat. The game was already played at the court of Louis XV and there were different variants circulating already in the 18th century. This impressive history, however, is no obstacle for new variants being created. You are on the quest for documents from the Soviet embassy or want to avoid that their informant defects to the KGB? Welcome to Kompromat, a duel between two agents in the tradition of James Bond. Solve your problem in the swanky environment of a casino with an elegant round of Blackjack!**

In Kompromat both players embody agents who want to glean the best equipment, informers or data from the other. Four mission cards per round are displayed. As ac-

instance, transfer cards from one mission to another using the Jetpack.

Each round is played with the set of your own 14 cards. Card values range between

All mission cards are used in six rounds and who then has most points wins the game.

## Conclusion



Passionate players are of the opinion that Blackjack is a game for experts and has nothing to do with chance, but of course it is, even for card counters and mathematicians, still carrying a big chance factor. The same goes for Kompromat, naturally. The limited cards and equipment items provide a certain tactical element. A mentioning is merited by the illustration which



tive agent you draw the top card from your stack and place it openly next to one of the mission cards. Then you may draw additional cards and put them face-down on top of the open card and can continue to do so, but must stop when the value of the cards played surpasses 21; this information is not given to the opponent.

Then the other player is active and resolves their turn. This is repeated until there are cards next to all four missions. Then the face-down cards are revealed and the agent who is nearest to 21 with the total of their cards without surpassing 21 wins the mission card. If the card is an equipment item, it scores one point, but can be used once in the game to gain an advantage. You can, for

0,5 and 11. As you must add a card to the mission if you drew it, there is a rather large element of chance, which is reduced by the small total number of cards.

feature the best Sixties style, very reduced, and suit the agent topic admirably. ☑

Rene Eichinger

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



SNIP SNIP, VEGETABLE STICK

## PUNKTESALAT

PLAYER:  
2-6AGE:  
8+TIME:  
15-30IN-GAME TEXT:  
no

<b>Designer</b>	Johnson, Melvin, Stankewich
<b>Artist</b>	D. Mangini, Flatout Games, J. Wiese
<b>Publisher</b>	AEG / Pegasus 2020
<b>Web</b>	www.pegasus.de
<b>Version</b>	de
<b>Rules</b>	de en
<b>Genre</b>	Card game

I'm sitting in the garden watching the cauliflower grow. Unfortunately, this vegetable is not part of the Punktesalat, but a few others are which all can go into the pot. And as so often is the case in those kind of games, my austrian heart is bleeding at the harvesting of Möhren instead of carrots.

you take a new order that fits the vegetables in front of you rather well. If it comes to the worst, you can always turn a useless order into a vegetable. The winner will not always be the player with most vegetables or most orders, but the one who best combines both features.

## Conclusion



For a quick and simple card collecting game there is an astonishing challenge and amount of thinking in Punktesalat. Furthermore, you always use the same number of cards which makes the game even more calculable. There is also an element of interaction because you can often take cards that help yourself, but at the same time take something away for another player or block their plans. All in all, Punktesalat is entertaining and well-made and will have a fixed spot in our family game rounds. ☑

Rene Eichinger



Punktesalat is a quick card game for the whole family. As in similar, comparable games you collect a row of cards which feature one of each of six types of vegetables - the range comprises carrots, tomatoes, cabbage, onions, bell peppers and salad. All vegetable cards, however, come with a different backside and those back-sides provide the orders which earn you the points at the end of the game.

But let's begin at the start. There are always six vegetable cards on display and also three stacks of cards, with the order side up. The active player can either take two vegetable cards or one order card. Furthermore, you can turn one order card over to the vegetable side. This is repeated in player turns until all cards have been distributed.

Orders are rather varied, e.g. 10 points if you own most onions, or four bonus

points for each tomato combined with two penalty points for each bell pepper, or there are eight points to be had for two cabbages plus one salad. In any case, each card has a different order and therefore you must cleverly decide whether to take two vegetable cards in your turn to score more points for an order you already own or if

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			





TIEFSEE STATT DEEP SPACE

# DIE CREW – MISSION TIEFSEE

PLAYER:  
2-5AGE:  
8+TIME:  
20+IN-GAME TEXT:  
no

Designer	Thomas Sing
Artist	Marco Armbruster, Sensit
Publisher	Kosmos 2021
Web	www.kosmos.de
Version	de
Rules	de en fr it nl pl
Genre	Cooperative tricking card game

„Die Crew – Reist gemeinsam zum 9. Planeten“ has received a multitude of awards. It is one of those little card games powered by an ingenious idea. Bohnanza and Hanabi are other examples of that type of game, as is Der Fuchs im Wald. In the space-themed original game, players had to cooperatively complete 50 missions in continually rising levels of difficulty. Die Crew is a trick-taking game. If you do not like such games, you need not go on reading, because you also take trick in the deep seas.

The game mechanics of the original are used completely unchanged and if you like the original, you feel at home immediately in the diving suit instead of the space suit. Cards are dealt evenly to all players, task according to the logbook are displayed and the commander - who is determined by the submarine of strength 4 instead of a rocked - begins the task selection.

3 in pink" or "I win three tricks in a row" to "I take a trick with a 3", the range showing the overflowing creativity of designer and editors. Not as innovative, but adapted to the story, the radio dead spot in space has turned into an underwater current and the radio disturbance into rapture of the deep, both very similar in function to the original.

given Realtime - 2:30 minutes for the relatively simple mission #16 is acceptable, but 5:00 for mission 26 is a lot harder to achieve. If the crews does not want to be stressed, you must forgo communication in M16 and a rise of difficulty from 10 to 12 in M26. This can get really tough.

The final Mission M32 prescribes four tasks cards. As "I win no tricks" is included and the other three tasks demand a certain number of tricks taken, you must in a game of two players - a variant that has been kept and works very well - and also for three players take note not only of your personal hand when selecting tasks. The ability to complete the task is already decided by the choice of task by the commander. He cannot select „0 tricks“ as he holds the highest card, and he receives a second task, too ....

## Conclusion



Be it in deep empty space or deep under the see, in some missions the crew runs out of air and the mission must be repeated. I myself do not know any crew that really logs failures in the logbook, but this is a nice option all the same. Mission Tiefsee does not improve the original in any way - how could this be possible, after all? - but there are enough changes to create new allure. And it gives off a feeling of being more difficult than the original. A third edition, e.g. „Operation Jungle“, however, I will not really heed, however. Or that's what I believe now ... ☒

Jörg Domberger



### New tasks are needed in the water

The degree of difficulty in the only 32 deep sea missions in the logbook increases continually. The number of tasks connected to a mission is not the same for each missions, but there are tasks revealed until their value equals the level of difficulty. The back sides of the tasks show their complexity, which varies for different numbers of players. For instance, there is a task which has a value of two for three players, but a value of six in case of five players. Contrary to the original the order in which tasks are resolved does not matter. Variability comes from 94 different tasks, the range of which span "I win the

### Realtime or communication restrictions

Some missions need to be completed in

Chance			
Tactic			
Strategy			
Creativity			
Knowledge			
Memory			
Communication			
Interaction			
Dexterity			
Action			



VERRINNT DIE ZEIT WIE DER SAND?

# PENDULUM

PLAYER:  
1-5AGE:  
12+TIME:  
60+IN-GAME TEXT:  
yes

<b>Designer</b>	Travis Jones
<b>Artist</b>	Robert Leask
<b>Publisher</b>	Feuerland Spiele / Stonemaier Games 2020
<b>Web</b>	<a href="http://www.feuerland-spiele.de">www.feuerland-spiele.de</a>
<b>Version</b>	de
<b>Rules</b>	cz de en es fr hu it nl pl
<b>Genre</b>	Worker placement, resources mgmt, real-time

The use of sand timers in board games is usually accompanied by a kind of „wow“ effect, as they are also usually eyecatchers in daily life: The sand It trickles and trickles, nearly as nice as snow at Christmas. Or as „chilled“ as for the Pink Panther who enjoys his holiday in a sand timer, too. While watching this, it easy to meditate on the transientness of life as well as on its permanent new beginnings.

We do still remember TAMSK, the abstract, tactical two-player game, published in 1998 as well as Space Dealer, published in 2006. More recently, Kitchen Rush has simulated the stress in a big restaurant kitchen very nicely with sand timers, which are embodying workers. Pendulum, however, only features three sand timers; are we meant to fight - besides all the expected and even apprehended bustle - for their usage?

We begin with the familiar and proven basics: All begin with two workers, a big one and a small one. Basically, you can only place a small worker on a placement slot, the exception is the big one who may join the small one. This exclusive rule only goes for the green and purple placement slots; on the black ones nearly everything is allowed, again with an exception, this time for the expert version, in which the same player cannot use the same slot several times at the same time. The purpose of the worker placement

is again the - usual production of resources, for a consideration.

The special feature is, that each of the three color areas - green, purple, black - is split in two parts - top and bottom - and that a sand timer is assigned to an area. If a sand timer is trickling away/standing in the top part of the purple area, you cannot place a worker there - in analogy, so to say, to the „rien ne va plus“ in a casino while the marble is rolling. You may, however, place a worker in the bottom part of the pur-

ple area during that time and can also be taken off again or be relocated, but only until the sand timer is moved from the top part into the bottom part. It is allowed and even a desired effect that the worker moves along from his placement slot in the revenue slot connected to it. Contrary to the graphic design known from other games, the placement slots in pendulum are divided into three parts: The slot for the worker placement, a slot underneath which shows the cost of production, and finally the slot for the revenue showing the respective reward.

And when do you turn over a sand timer? Of course, the earliest time is the moment when the sand has run down. But - and that is astonishing at first - there is no „must“ to the turning over. Any player may turn over a timer, but need not do so. And thus, the timers do not necessarily produce „real-time bustle“. Another chief attraction







comes from the varying trickling-times for the sand timers. This gives you the option to reap the revenue from a black placement slot of 45 seconds in order to swap it once in a green placement slot of two minutes. When the purple timer of three minutes has run down for the third time, a "council phase", free of time-pressure, is resolved, including additional rewards and administration. Thus, one of only four action rounds altogether - can be over after roughly ten minutes.

Basically, this is unusual, but acceptable. However, this alone demands familiarity with the rules as each player is busy enough with his own play so that eventual rules mistakes - a favorite is to forget to pay the production costs - are rarely noted and retrospectively corrected. Therefore, the game offers a variant without time pressure, which however, therefore is not really playing very inventively.

There are, of course, additional game elements and rules details which result in the restriction of recommendations for the game only for experts loving to optimize, experts who can stand the fact that they CANNOT take several minutes to calculate each turn. All in all the game offers an interesting and nearly unique experience;

if you only play it once or twice, the potential of the game will not reveal itself.

### Conclusion



components come rich in plastic and despite the roughened surface of the boards there is a risk of sliding away for the respective victory point tokens. ☑

Harald Schatzl

Pendulum is a strategic-tactical worker placement game, the innovative unique feature of which is provided by the using of three sand timers in a game of real-time. The overall concept comes across as unusual, but can - at least in the first game - be experienced as too negatively-stressful. Despite a nice background story the game is restricted to a purely abstract flair, as the graphic design focuses on the mechanism, which seems absolutely feasible here - you even look in vain for the clock pendulum that provided the name of the game. The

Chance



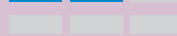
Tactic



Strategy



Creativity



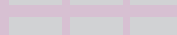
Knowledge



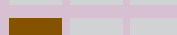
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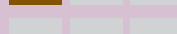
Communication



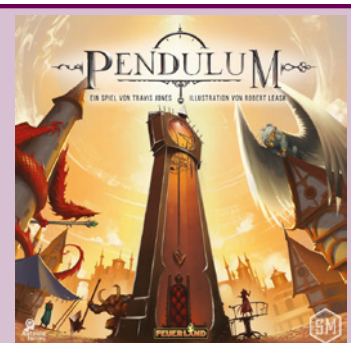
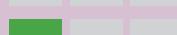
Interaction



Dexterity



Action



## BRIDGES INTO THE FUTURE

# HASHI

**PLAYER:**  
1-4

**AGE:**  
8+

**TIME:**  
20+

**IN-GAME TEXT:**  
no


<b>Designer</b>	Jeffrey D. Allers
<b>Artist</b>	Oliver & Sandra Freudenreich
<b>Publisher</b>	nsv 2021
<b>Web</b>	www.nsv.de
<b>Version</b>	de
<b>Rules</b>	cz de en es fr gr it pl pt
<b>Genre</b>	Bridge building, result marking

Aficionados of simple puzzles like Sudoku or nonograms probably also know Hashi-wokakeros (from Hashikake, Japanese for bridge), which are often called Hashis in newspapers. This adaptation of the puzzle to a board game by Jeffrey Allers also uses this abridged name. So, let's turn to bridge building together.

Hashi is, of course, usually intended to be a puzzle for one person. You must connect points, representing islands, connect to neighboring points with one or two strokes, representing bridges. Each island shows a number which tells you the number of bridges that lead off that island. Aim for the player is to connect all islands with the correct number of bridges. Important in each puzzle is, too, that all islands are connected, there can be no isolated areas.

bers can only be entered into empty islands without a flag or into islands with a bridge. Bridges, on the other hand, can only be build off islands carrying a number. Those rules does not change the puzzle much, but you score bonus points if you are first to connect certain islands. So there is a continuous weighing of connecting islands nicely to score more points for completed islands or to connect islands quickly to score bonus points.

land groups as perfectly as possible. Even in a multi-player game is remains a solo game and the challenge is the aim to build better than the competitors. The game plays quickly and when all know the rules you can complete a game in ten minutes, as you know relatively soon at which points you'd better not place a #1 island, as this blocks everything. This is also, in my opinion, the biggest weakness of the game as there are only two boards and you soon know how to best place and connect the islands. For a price tag of scant 15 €, the performance is superb nonetheless. ☑

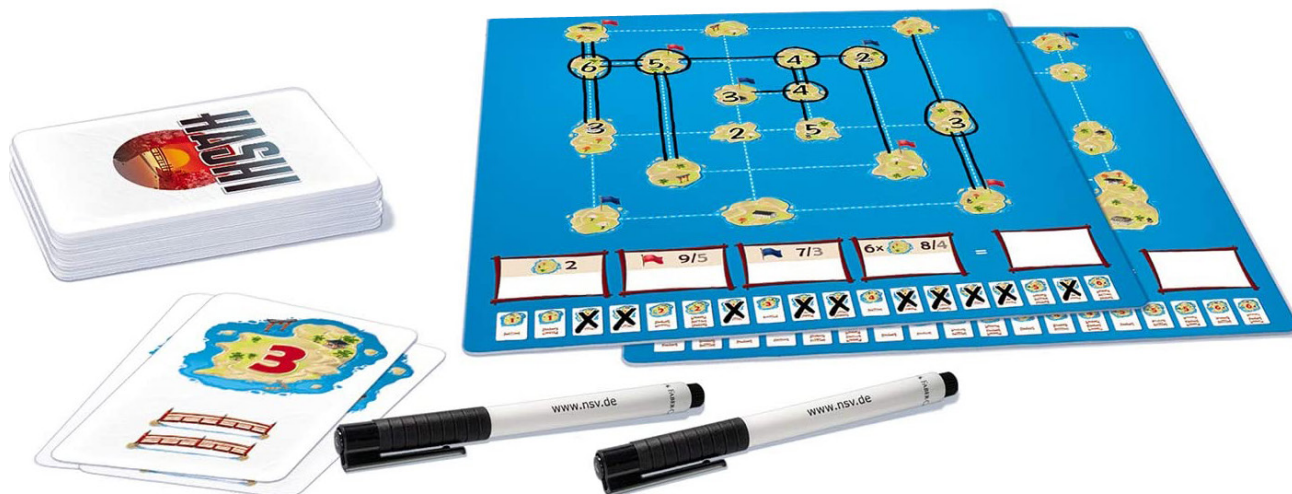
Rene Eichinger

This goes for the solo puzzle, but how is that modified to a competitive game for several players? First, each player draws on his own board which

## Conclusion



Hashi is a nice puzzle game, very well suited for solo play to try to build is-



shows 18 islands. At the start, your board shows one island with a number that was entered by your neighbor. Then 17 out of 18 cards are drawn one after the other - one card always stays out of the game randomly - and shows a number, which players must enter on one of their islands, and also a number of bridges which also need to be marked.

The rules for entering numbers and bridges result in restrictions, as num-

Chance	
Tactic	
Strategy	
Creativity	
Knowledge	
Memory	
Communication	
Interaction	
Dexterity	
Action	





ALLEZ HOPP

**ALLEOVS**

As educational games are not offering what Victoria and Sergey have in mind for their two sons Alexander and Leonard, they get busy in 2019 and found their own publishing company. The company name does not relate either to Sergeys family name of Alexikov nor to the French dictum in the header. ALLEOVS is made up from the given names AL and LEO plus V and S. The family represents the company, the company the family.

### A woman does it

Victoria Alexikova, creative head of the company and CEO combined, carries the „a“ and the end of her name, as is traditional for a true Russian woman - Sergey and Victoria both come from Volgograd. She heads the team of eight people at the main company seat at Cologne. Her personal aspirations as well as those of the company are high. Children are meant to have fun with mathematics, German and learning in general. „Our games featuring cool monsters, fairies and mages are made for modern children. Our games transport stories, each character is personalized and tells their own story.“ Four games have been published based on her ideas and directions, others are already announced at the homepage.

### Dragon Battle

This heading contains two game titles: The mathematics game MATH-BATT (see FG Website/ Spielberichte) and the memo game DRACHEN DER ELEMENTE. In the memo you need to assemble a dragon from six parts instead of simply looking for image pairs. A pair here is formed by two parts of your dragon that fit together. Puzzles of six part are usually no challenge, but here the acquisition of the parts provides the allure and is rewarded with very cute pictures of eight friendly dragons. Children's imagination will surely find names for the colorful fabled beings without problems. A first success for the publisher was the award „spiel gut“ given by Arbeitsausschuss Kinderspiel + Spielzeug.

I would also like to provide a short taste of MATH-BATT (short for Mathematical Battle). Topic is not calculating per se, but the results of multiplications in the range from  $1 \times 1 = 1$  to  $9 \times 10 = 90$ . You reveal a card from your stack, the highest number wins and takes all cards played. This works similar to how we fought as children with car quartets about PS, top speed, and cylinder capacity. Maybe this variant will appear too, naturally in new, modernized guise. Other games at the starting line are ABC ARENA and, very recent, two titles MATHEMEISTER, one for adding, one for subtracting.

### Learning by fun play

This credo has become the motto of ALLEOVS. The importance of games for the development of children is often underestimated. Victoria and Sergey don't. Challenging and supporting is the motto for them. New developments are first tried out by the two testers-in-chief, Alexander and Leonard, ages 9 and 6. They are game-trained and cannot be won over by half-finished or half-hearted products. Those need to be improved by mum and dad. Small mistakes might find their way into a finished product due to euphoria about the game, which is human and lets you feel the soul in the games which makes the company likable.

I wish ALLEOVS a long company life and ask myself how the name would change with a third child in the family?

## IMPRESSUM

### Offenlegung nach dem Mediengesetz:

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**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

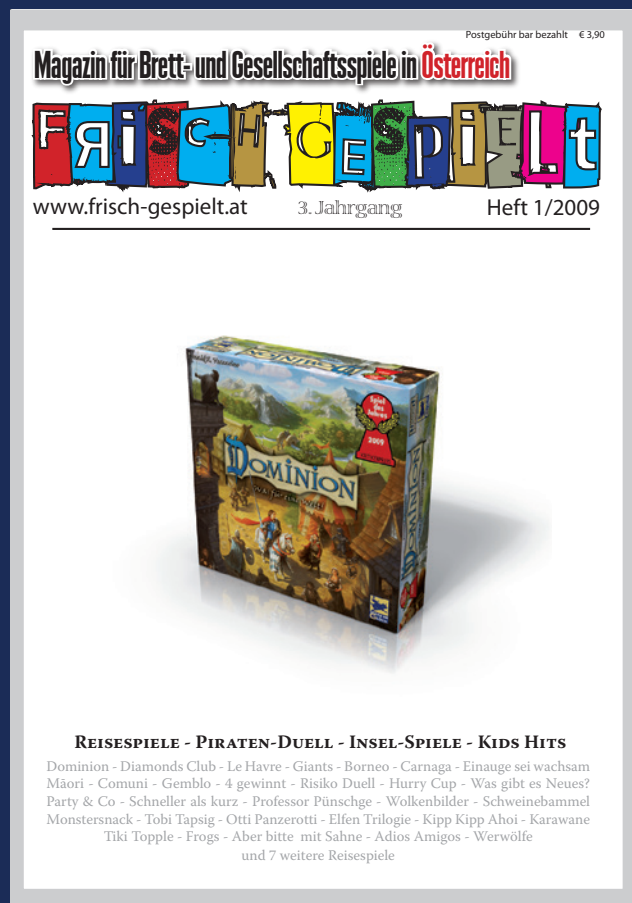
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