

DAGMAR DE CASSAN

GAME BY GAME

GAMES COMPANION

2018



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MAGIE DER STRATEGIE

TRICKERION: EINE ZAUBERHAFTER
VERSUCHUNG FÜR VIELSPIELER

BRETTSPIELE

ONITAMA: SCHACH FÜR FÜNF

LEGESPIELE

NMBR9: HOCHSTAPELN MIT ZAHLEN

SPIEL DES JAHRES

DIE GEWINNER IN ALLEN DREI KATEGORIEN



ROLLENSPIELE

» NEUE SCHATTEN

„SHADOWRUN“ ERFINDET SICH MIT „ANARCHY“
NEU ALS ERZÄHLUNG MIT FLEXIBLEM REGELWERK

KARTENSPIELE

» SEEMANNSGARN

PUNKTE ODER WAREN: „SANTO DOMINGO“
IST BLUFFEN PAR EXCELLENCE.



LUDORIUM - gamesdatabase.at

How to use our data base LUDORIUM to find more games! The navigation menu is available in German, English, French, Italian and Czech.

All data in the database are based on copies in the archive of the Austrian Games Museum. All facts have been taken directly from the game and were checked again. All these games are physically existing and available from the archive of the Games Museum.

We would like to assist you to find the right game for you and your group and have therefore linked several parameters to the games. Up to now not all games have been linked to all parameters, we are permanently working on updating older games.

Currently our database offers more than 28.000 texts and over 20.000 images. The majority of those come from the articles in our monthly publication **WIN The Games Journal**.

Our menu system currently is available in 5 languages: German, English, French, Italian and Czech. The texts are currently mostly in German and English, we are working on offering them in additional languages, too.

Besides letters many languages contain special characters. In case your keyboard cannot print them, here's the solution:

For „Österreich“ type in only „sterreich“ or „_sterreich
For Gygés“ type in only „Gyg“ oder „Gyg_s“!
Parts of any term are valid search entries, too!
„_“ replaces any special character!

SEARCHING: Already with SEARCH you have many options to find the game of your choice:

SEARCH FOR A GAME OR AUTHOR (There you can enter the complete term or only part of it, which will yield more results):

TITLE OF THE GAME
PUBLISHER
PERSON (Author, Artist, Editor)

SEARCH ON RECOMMENDATIONS (this information has only been entered for some of the latest years)
GROUP – ALL, KIDS, FAMILY, FRIENDS, EXPERTS
SIZE OF GROUP – ALL, SINGLE PLAYER; TWO PLAYERS, MANY PLAYERS
PREFERENCES – ALL, RANDOM, TACTIC, STRATEGY, CREATIVE, KNOWLEDGE, MEMORY, COMMUNICATION, INTERACTION, DEXTERITY, ACTION

FOR PLAYERS (more criteria for your selection)
NUMBER OF PLAYERS
ABOVE AGE
RULE LANGUAGE
CATEGORY (our classic classification)

PUBLISHED OR AWARD WINNER IN THE YEAR
YEAR – ALL or 2001 to 1979
HONORS – Spiel der Spiele, Deutscher Spielepreis, Spiel des Jahres (Note the year)
PUBLISHED – Nuremberg or Essen (Note the year)

LAYOUT
SHORT INFO – WITH, WITHOUT (WITH means the short info is shown instantly)

SORTING (In case of marking year current games are shown before older ones)
„Game title“, „Publisher + game title“, „Year + publisher + game title“, „publisher + year + game title“, „recently added to the Museum“

ALTERNATE LISTING OF PUBLISHERS
This enables you to access a game directly without searching.

Please note, especially when entering criteria: The more you enter the fewer results the system will yield, please remember when making your selection.

When you have made your entries, simply press the SEARCH button!

RESULT OF THE SEARCH

- ← Back to SEARCH
- ← Last page
- One game forward
- ↕ One game back
- Next page

BOXES ACTIVE AND VALID FOR ENTERING A NEW SEARCH:
GROUP – KIDS, FAMILY, FRIENDS, EXPERTS
(Lists only games for the chosen target group within the selected year)

PUBLISHED – ESSEN, NUREMBERG
(Lists only games from Essen or Nuremberg within the selected year)

AWARD WINNER – Spiel der Spiele, Deutscher Spiele Preis, Spiel des Jahres
(Lists only games with such an award in the selected year)

SIZE OF GROUP – ALL, SINGLE PLAYER; TWO PLAYERS, MANY PLAYERS
(Lists the games with the chosen group size within the selected year)

PREFERENCES – RANDOM, TACTIC, STRATEGY, CREATIVE, KNOWLEDGE, MEMORY, COMMUNICATION, INTERACTION, DEXTERITY, ACTION
(Lists all games fitting the chosen preference within the selected year)

TEXTS
(Lists texts – short – middle – long- extra – in the language stated)
LINKS
(Lists active links to a publisher or other internet sites)

IMAGES
(Shows additional images of the game)

We hope that you will find your game within our system. Please help us to improve and let us know your comments or suggestions at: office@spielen.at



Even more content!

Dagmar de Cassan, Editor-in-Chief

The 31st edition of our **Games Compendium** is the most extensive so far, we can present 864 games from 151 publishers from all over the world, of course again in a German and an English edition.

It is also the 9th time that our **Games Compendium** is published for Spiel in Essen, adapted to modern times as a PDF edition, free for download for all!

Please, use our compendium and recommend it to your family, to friend and acquaintances who are interested in games. Whoever loves games and loves to play games, needs this overview, because it is not a list of new releases, but a compendium of description of the game flow and evaluation of game mechanisms. Those evaluations, based on our **GABIS** system, enable you to find games that might interest you.

We are sure, that you will find, among all those games, exactly the right games for you and your friends. Please, use the information that find on those pages - we love to compile the informaton for your use.

Once again this year, there is a game published by Österreichisches Spiele Museum (e.V.), this time designed by Alexander Pfister and Dennis Rappel, **Tybor der Baumeister**, set in the world of Longsdale.

We provide information on games also on the net, you can look for games in the data base of the Games Museum, you will find images and text.
Info <http://www.spieledatenbank.at> and www.ludorium.at

We do more than publishing a Games Compendium and a monthly Magazin, WIN: We are **Gesellschaft „spielen.at“ zur Förderung der Spielekultur in Österreich (e.V.)**. Visit us Info: <http://www.spielen.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)

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

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

Friends: Young people and adults play together as equals

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

Please note for the user groups **Children**, **Families** 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.

No colored 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

Our Austrian Games Award 2017

Bärenpark

Designer: Phil Walker-Harding

Publisher: Lookout Spiele / Mayfair Games



8+

A new Bear Park is planned; bears are given lots of open and roomy animal houses, but you need to puzzle parts cleverly to accommodate the most valuable animals and bear statues for lots of points. In your turn, you place a tile from personal stock - animal house, green areas or enclosures - into your park, according to the rules; then you evaluate effects of icons covered by the new tile - take a park tile or an additional park area board from general stock - and place a statue when a park area is completely full. If someone has filled all four park areas, you add up the points on park parts. Expert variant, using Achievement tiles.

Version: multi * Rules: de en * In-game text: no

Tile placement game for 2-4 players, ages 8+

IMPRESSUM

Spiel für Spiel 2018 * Spiele Handbuch * ISBN 978-3-950739-14-0
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Anfragen zum Spielehandbuch richten Sie bitte per Email an:
office@spielen.at, mehr Spiele: <http://www.spieledatenbank.at>

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Raasdorferstrasse 28, Österreich, <http://www.spielmuseum.at>.
Das Österreichische Spiele Museum ist ein gemeinnütziger Verein, der sich zur Aufgabe gesetzt hat, das zeitgenössische Spiel zu dokumentieren und zu kommunizieren. (Archivstand: mehr als 30.000 Spiele)

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Das Spielezentrum ist ein gemeinnütziger Verein mit der Aufgabe, die Verbreitung der Idee des Spielens im Familienkreis durch Veranstaltungen und Publikationen zu fördern.

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1, 2, 3 - Hex herbei!

Designers: Marco Teubner, Frank Bebenroth
Publisher: Haba

5+



For their final exam, the sorcerers' apprentices need to find the secret hall of the sorcerers. Magical balls give clues, all four balls are used in any game. At the start of a round, you hand on your ball. Then you turn, tilt and shake your ball until you find a silhouette that is depicted on the part of the board next to your apprentice. If you find a silhouette, you put your ball carefully down in the middle to keep the silhouette visible, and move your apprentice to the next path case. The player in last position can also search for the white symbol of the next milestone. Whoever reaches the entry to the hall first, wins.

Version: multi * Rules: de en es fr it nl * In-game text: no

Spotting game for 2-4 players, ages 5+

2 GM Tactics

Designer: Enrique Gonz  les Abell  n
Publisher: Abba Games

1



Card game on WWII. Cards represent troops or units; you assemble your deck according to the victory conditions of a scenario and your planned strategy. Hits in combat are resolved with d10 dice. Marker on cards are used to mark equipment, wounds, actions points, etc. The game uses two army decks - with no limit on the number of cards, but a given maximum sum of points of all cards, depending on scenario - and a terrain deck. In the Battle Royal mode, you aim to destroy the enemy headquarter; scenario goals vary from elimination units, controlling terrain, to reaching locations, etc.

Version: en * Rules: en es * In-game text: yes

Strategic card game for 1-4 players, ages 12+

2 GM Tactics Erweiterungen

Designer: Enrique Gonz  les Abell  n
Publisher: Abba Games

1



Card game on WWII. Cards represent troops or units; you assemble your deck according to the victory conditions of a scenario and your planned strategy. Hits in combat are resolved with d10 dice. Marker on cards are used to mark equipment, wounds, actions points, etc. The game uses two army decks - with no limit on the number of cards, but a given maximum sum of points of all cards, depending on scenario - and a terrain deck. Currently, four expansions introduce new allies and new units, support and terrain: 2 GM Tactics German Reinforcements, 2 GM Tactics United Kingdom, 2 GM Tactics Soviet Union, 2 GM Tactics Italy.

Version: en * Rules: en es * In-game text: yes

Expansions for 2GM Tactics for 1-4 players, ages 12+

3 Secrets

Designers: Martino Chiacchiera, Pierluca Zizzi
Publisher: Abacusspiele

6+



Three secrets about a case need to be unraveled. One player is undercover detective and assists. One card is drawn, it shows a situation featuring the main character and three colored elements for three secrets. The detective reads the backside with all information. Within 15 minutes, that is, five per secret, all three secrets must be uncovered, play is simultaneously. The detective may only speak when asked and may only answer "yes", "no", "not quite" and "this is irrelevant". He has one clue per secret which he can tell anytime. This halves the remaining time for the secret. An App is available, but you can also play without.

Version: de * Rules: de en it * In-game text: yes

Cooperative deduction for 2-8 players, ages 14+

3 Secrets

Designers: Martino Chiacchiera, Pierluca Zizzi
Publisher: dV Giochi

6+



Three secrets about a case need to be unraveled. One player is undercover detective and assists. One card is drawn, it shows a situation featuring the main character and three colored elements for three secrets. The detective reads the backside with all information. Within 15 minutes, that is, five per secret, all three secrets must be uncovered, play is simultaneously. The detective may only speak when asked and may only answer "yes", "no", "not quite" and "this is irrelevant". He has one clue per secret which he can tell anytime. This halves the remaining time for the secret. An App is available, but you can also play without.

Version: en * Rules: de en it * In-game text: yes

Cooperative deduction for 2-8 players, ages 14+

4 gewinnt

Publisher: Hasbro

6+



The classic game that keeps changing again and again - in 2014 the game returned under its old name, "4 gewinnt" and shows the old familiar colors of red, yellow and blue. You have a set of pieces in your color - red or yellow - and alternate with your opponent to place one piece into the 6x7 vertical wall, which is blue in this edition. If you are first to place four of your pieces in a horizontal, vertical or diagonal row, you win. This is again the simple original version, no pushing out of pieces, no simultaneous playing but only clever inserting of pieces!

Version: de * Rules: de en * In-game text: no

Placement game for 2 players, ages 6+

5 Minute Dungeon

Designer: Reid Connor
Publisher: Kosmos

8+



Up to five heroes have exactly five minutes to fight their way across one of five dungeons. A Boss Board is laid out, Quest and Dungeon cards are stacked, depending on the intended level of difficulty - Apprentice, Hero or Dungeon Master. Those cards as opponents are revealed one by one and defeated by playing suitable symbols or action cards or using special abilities of heroes. All play simultaneously and draw replacement cards. If all players are out of cards or time has run out or opponents cannot be defeated because nobody has suitable cards on hand anymore, all players lose together. To win, all five bosses must be defeated.

Version: de * Rules: de en fr * In-game text: yes

Real-time adventure for 2-5 players, ages 8+

7 Wonders Anniversary Packs

Designer: Antoine Bauza
Publisher: Asmodee / Repos Productions

8+



On occasion of the Five Years Anniversary of 7 Wonders, two Anniversary Packs are published, mini expansions for 7 Wonders. Each Anniversary Pack features 15 cards.

7 Wonders: Leaders Anniversary Pack comprises 15 new leaders, among them Gorgo, Cornelia, Enheduanna, Roxana und Agripina.

7 Wonders: Cities Anniversary Pack comprises 15 new buildings for the Cities expansions, among them a monument, a customs building, a smuggler's cache and a counterfeiter's office.

Version: en * Rules: en * In-game text: no

Expansion for 7 Wonders for 3-7 players, ages 13+

8 * 28

Designers: David L. Hoyt, Colin Morgan, Mike Hirtle
Publisher: Zoch Verlag

8+



You want to get as near as you can to 8 or 28. You draw a card and set it down hidden. The active dealer prepares a gem - first blue, later red - and offers one hidden card to each player to view. If you accept, you display it openly. If your open cards pass 28, you are out of the round. In turn all are active dealer until nobody takes a card. Then half of the gems is taken by whoever is nearest to 8, the other half goes to whoever is nearest to 28. 1/11 can count for 1 or 11. If you manage 8 and 28 exactly, you take all gems. When there are no red gems left, each blue gem is worth 1 point, each red one 2 and you win with most points.

Version: multi * Rules: de en fr it * In-game text: no

Card game on sums for 3-6 players, ages 8+

Icon explanation

Solo Play

Two Players

Large Groups

8+ Recommended Minimum Age

GABIS explanation on page 3

10 Minuten Raub: Der Turm des Zauberers

Designer: Nick Sibicky
Publisher: Schwerkraft-Verlag

8+



Wizard Alazar saves Valeria, but thieves meanwhile steal his treasures out of his tower. Thieves move from room to room, only downwards, and collect item cards; you start at the top, take a card in the level of your own marker or below it, and put your marker into the gap. Items have special abilities or can be cursed - effects are resolved immediately. At the end, scoring tiles are given out for majorities in a) item types, b) card values of 3, 4 or 5 and c) in curses. Then you win with most prestige on cards and scoring tiles. Includes a Master Thief version. First game in the Leichtkraft series from Schwerkraft-Verlag.

Version: de * Rules: de en nl * In-game text: no

Movement and collecting game for 2-5 players, ages 8+

12 Thieves

Designer: Thorsten Gimmmler
Publisher: Queen Games

8+



Guardians versus thieves, and treasures in the palaces. Palaces with treasure chests are on display. You hold palace cards and place your guards next to the palaces. Then you play palace cards and either place one of your thieves from the board into a place or relocate one of your guards or relocate one of your guards + one of your thieves or a neutral guard. This you can repeat as often as you have cards to play for it. To steal a treasure, you need as many of your own thieves in the palace as indicated on the top chest; you take the chest and all your guards. Whoever is first to own the necessary number of chests, wins.

Version: multi * Rules: de en * In-game text: no

Placement and collecting game for 2-4 players, ages 8+

13 Clues

Designer: Andrés J. Voicu
Publisher: dV Giochi



1899 London is shaken by heinous crimes – each player is a detective and is assigned a case and must identify the clues for his case. You are dealt five cards according to a given procedure and choose one person, one weapon and a location and hand those cards, in a holder, to your neighbor. He must not see the card, all other players must be able to see them. Then you spend magnifying glasses for actions, in any order and also one action several times: Question witness on the number of cards seen in one category – man/woman, outside/inside, up close/ranged weapon – card color – or contact a secret informer or make an accusation.

Version: multi * Rules: en it * In-game text: no

Deduction game for 2-6 players, ages 8+

13 Geister

Designer: Victor Amanatidis
Publisher: Artipia Games

8+



Ghosts fight for control of the haunted house. 2x13 cards are numbered from 1 to 13, in a game of four - in teams of two - you use both sets. You are dealt two cards and set down one face-down as your crypt. The second card is either placed openly for its effect - a question on the crypt must be answered truthfully by your opponent - or you play the card face-down for an attack and name a number between 1 and 13; is it the number of your opponent's crypt, you win the round. Whoever wins three rounds first, wins the game. In a game with three, both opponents react to a card played, success scores a point and you win the round with six points.

Version: en * Rules: en * In-game text: yes

Micro Game for 2-4 players, ages 8+

13 Tage

Designers: Daniel S. Pedersen, Asger H. Granerud
Publisher: Frosted Games



Cuban missile crisis 1962 - As President Kennedy or Prime Minister Khrushchew, you gain prestige by dominating contested areas, in military strength, diplomatic diligence or Public opinion. In each round, you select an agenda for prestige. Phases of three rounds are: Intensify DEFCON scales for military readiness; draw three agenda cards and play one of them; draw five strategy cards and play four of them; secure one card for repercussions; receive bonus for public opinion; resolve agenda cards, check for nuclear war and move round marker. After three rounds, you win with most prestige, if you did not trigger a war.

Version: de * Rules: de en es fr * In-game text: yes

Political simulation for 2 players, ages 10+

A Fistful of Penguins

Designer: Jonathan Franklin
Publisher: Watsalpoag



Players are asked to catch animals for a zoo, each player starts with six penguins and 10\$. You take the number of dice for the round and roll them; then you can either 1) cash them in for money and tokens or 2) spend a penguin to roll a spare dice and add it to your roll or 3) spend the dice showing penguins and take more penguins. Steps 2) and 3) can be repeated as often as you want. The final result earns you penguins and money depending on your final combinations of animals. After three such rounds with 4, 5 and 6 starting dice to win with most money.

Version: multi * Rules: de en es fr * In-game text: no

Dice game for 1-6 players, ages 8+

A Game of Thrones Catan

Designer: Klaus Teuber
Publisher: Kosmos



Catan becomes Westeros, or, rather the Gift, the land given to the Watch, that supplies provisions for wall and Watch. Resources and landscapes correspond to the original game, the barren ice fields are a new feature; the Robber is called Tormund and the Knight cards turn into Border Patrol cards. The game features the scenario *Die Bruderschaft der Nachtwache* - Wildlings march at the Wall, can break through and thus block the revenues from landscapes. You either win with 10 victory points, as in a standard Catan, or with most Watch members on the wall, when the wall was breached thrice or when eight or more wildlings are within the Gift.

Version: de * Rules: de en it * In-game text: yes

Themed Catan version for 3-4 players, ages 12+

A Tale of Pirates

Designers: A.H. Granerud, D.S. Pedersen, D. Tascini
Publisher: Cranio Creations / Asmodee



A 3D ship is divided into seven sections for one action each; six sectors are next to an ocean sections. Ten chapters assign life points; for each chapter, you need to meet the goal, before you can begin the next one. In a turn, you reveal cards in a sector to which the ship is pointing. For an action, you place your timer into the action case and turn it over. When the timer has run down, you can do the action. At the end of the round remaining enemies fire and cause damage; damage must be repaired before you can place another timer there, if you cannot place a damage marker, you lose a life point. Needs an app for playing.

Version: multi * Rules: en it * In-game text: no

Cooperative real-time game with app for 2-4 players, ages 8+

Activity Krazy Kritzel

Designers: P. J. Free, G. J. Donner, M. S. Steer
Publisher: Piatnik



In this version of Activity you only draw, but on a board that sits on your head! The active player puts the board in front of his forehead, draws a card and tries to draw the first term on the card within the runtime of the timer, of course without using numbers or letters and also without speaking or making a noise – you can only nod if the term was guessed correctly. In this case artist and guesser score two chips; if you need a second round for the term to be guessed, you get only one chip. After four terms you note your score and the turn passes to the next player. When all were active artist once or twice, you win with most points.

Version: de * Rules: de * In-game text: yes

Creative communication game for 3-10 players, ages 8+

Colour codes for target groups (Headline Colour)
 For children + learning For families
 With friends For experts

Colour codes for features (Bar in Evaluation box)
 Chance Strategy Creativity
 Tactics

Knowledge Memory

GABIS explanation on page 3
 Communication Interaction
 Dexterity Action

Activity Multi Challenge

Designer: Forrest-Pruzan Creative
Publisher: Piatnik



Within a minute, the team must guess six terms, which are explained in one of ten possible ways. If you do not manage this, the pawn moves toward the vortex and the game is lost, if the pawn reaches the vortex. In the cooperative version, all try to guess 24 terms as a team. More than eight players can compete in two teams. Categories are Famous people - How annoying! - Food & Drinks - Carry something - Do something - Fictitious character - Film & TV - I am - In the car - On holiday - Animalia - Transport - Where am I? - At Home. Presentation methods state number of words to use, method of drawing or type of pantomime.

Version: de * Rules: de * In-game text: yes

Creative game of communication for 3-8 players, ages 12+

Activity My First

Designers: Habit, Eberl, Catty
Publisher: Piatnik



The elephants „Lila“ and „Grün“ are on their way to the lake. The variable board allows a short or a long game. Children play in two teams following the usual rules of Activity. When the term is guessed correctly the elephant goes to the next color square corresponding to the one shown on the card. Terms are illustrated with pictures. Activity My First is a very well working version for small children, which is also suitable for children in their first years of school.

Version: de * Rules: de * In-game text: yes

Communication game on definitions for 3-16 players, ages 4+

After the Virus

Designer: Jacob Fryxellius
Publisher: FryxGames



Joint fight against virus and zombies! Each player has his individual starter deck and all cooperate to complete missions. You search the area - your deck - for useful items and try to get survivors to Safe Houses. All draw up to five cards and then simultaneously play actions in any order and number. If you have to shuffle your deck when drawing, more zombies are added to your discard pile and you must set them out and fight them, when you draw them, or you are wounded. With three wounds received, you are dead and if one player dies, all have lost. All win, when the mission goal is accomplished at the end of a turn.

Version: en * Rules: en * In-game text: yes

Zombie deck-building for 1-3 players, ages 10+

Age of Conan Adventures in Hyboria

Designers: R. Di Meglio, M. Maggi, F. Nepitello
Publisher: Ares Games



This expansion concentrates on the role of Conan. He evolves from Warrior and Thief to Mercenary, General and King, his abilities grow accordingly. This is documented on the Conan Reference Board, with abilities of Strengths, Agility and Cunning, which are all of importance when a story card is resolved. The Mood Wheel represents the influence of Conan's temper, he becomes wiser as he grows in experience. If the end of the experience track is reached, the game ends with a scoring of majorities in adventure markers. In dice decision a new die is added for each change of stature. Lots more details.

Version: en * Rules: en * In-game text: yes

Expansion for Age of Conan for 2-4 players, ages 12+

Agent Undercover

Designer: Alexander Ushan
Publisher: Piatnik



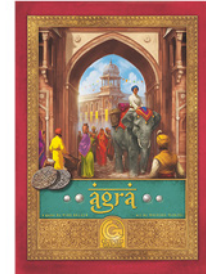
For 25 locations there is a pack of seven location cards + a secret agent card, the location is not visible. For a round the starting player chooses a deck and deals the cards - reduced to the number of players - to all players. You are now either the agent or have a special role at the location. Now players ask questions of each other: the agent tries to find out where he is and the others try to unmask the agent. After an agreed amount of time all utter a suspicion and points are scored, but you can also stop the game at any point before for a suspicion. After an agreed number of rounds you win with most points.

Version: multi * Rules: de hu + many others * In-game text: no

Party and deduction game for 3-8 players, ages 12+

Agra

Designer: Michael Keller
Publisher: Quined Games



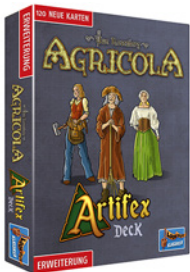
The Mughal dynasty under Akbar the Great dominates the land as to military, politics, culture and economy. As a landowner, you want to use Akbar's birthday celebrations to acquire status and wealth. In rounds, you have a turn of three phases: 1. Meditation - you generate meditation points by laying down workers and then you use the points for actions on the meditation rondel. 2. Main action with placing worker on a main character or a building to produce goods and deliver goods to persons, to meet guild orders and to meet palace orders. 3. Meet orders. Discarding Favor or Luxury lets you do secondary actions.

Version: multi * Rules: de en fr nl * In-game text: no

Worker placement game for 2-4 players, ages 12+

Agricola Artifex Deck

Designer: Uwe Rosenberg
Publisher: Lookout Spiele



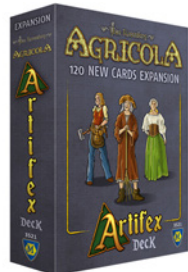
120 new cards, comprising 60 Minor Improvements and 60 Occupations; in the new edition of the core game, parts of decks „A“ and „B“ were already included. Cards for deck „A“, missing in the core game, are now supplemented by this deck. Cards have been modernized in design and given new, standardized descriptions of card abilities. The box is smaller, too, and fits easily into the core game. You can shuffle all cards of the expansion into the core game or use individual cards, whatever you prefer.

Version: de * Rules: de en * In-game text: yes

Expansion for Agricola for 1-6 players, ages 12+

Agricola Artifex Deck

Designer: Uwe Rosenberg
Publisher: Mayfair Games



120 new cards, comprising 60 Minor Improvements and 60 Occupations; in the new edition of the core game, parts of decks „A“ and „B“ were already included. Cards for deck „A“, missing in the core game, are now supplemented by this deck. Cards have been modernized in design and given new, standardized descriptions of card abilities. The box is smaller, too, and fits easily into the core game. You can shuffle all cards of the expansion into the core game or use individual cards, whatever you prefer.

Version: en * Rules: de en * In-game text: yes

Expansion for Agricola for 1-6 players, ages 12+

Airborne Commander

Designer: Aaron Lauster
Publisher: Stratamax Games



Eagles at Normandy - Paratroops of the 101st Airborne Division at D-Day. Units land and try to complete the mission; you build your deck with new troops and must cope with the ever-present chaos threat from Disorganized Cards. Aim of the game is to work your way through all cards in the Allied or mission deck and score maximum possible points. You score for destroyed enemy units and conquest of key targets, Disorganized Cards in your deck deduct points. If you have to draw the last Disorganized Card or there are four Static Defenses in the Battlefield at the of your turn, you have lost the game.

Version: en * Rules: en * In-game text: yes

Deck building game for 1 player, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Aladdin & Die Wunderlampe

Designer: Tiago Damey

Publisher: Purple Brain Creations / Asmodee

8+



You need to find the lamp with the Genie in the cave and can plunder treasure chests. In three phases of a turn all play simultaneously. You secretly choose a dice value for the chest you want to plunder. All reveal the die and players with the same number touch the Lamp deck; the first to touch it summons the Genie and has three wishes, that is, cards from the Lamp deck. If he accepts a card, the other wishes are forfeit. Then one player per treasure chest draws cards; if you draw scorpions, their number must be lower than the die value or all cards are lost. When the sorcerer card appears, you win with most points. Series: Tales & Games

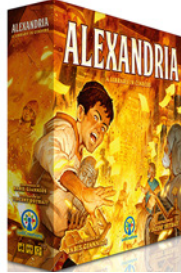
Version: de * Rules: de en fr * In-game text: no

Fairy tale game for 2-5 players, ages 8+

Alexandria

Designer: Babis Giannios

Publisher: LudiCreations



What did really happen in the legendary library? Did Caesar destroy it in 48 B.C. or the order of Emperor Theodosius in 391 A.D. or the Muslim invasion in 642 A.D.? players are legendary visitors, who might have visited the library at one time. In five rounds of the game, the library shrinks as rooms burn down. Each hero has his own deck and time is limited! For some heroes, books are of more interest than saving philosophers or scientists; some heroes search for relics and some for knowledge that would be lost otherwise. After five rounds, the hero with most fame points tells the tale of what really happened.

Version: en * Rules: en * In-game text: yes

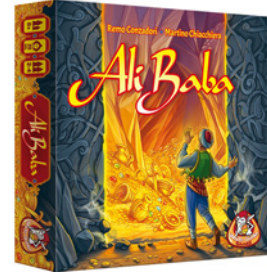
Collecting game for 2-4 players, ages 14+

Ali Baba

Designers: Martino Chiacchiera, Remo Conzadori

Publisher: White Goblin Games

8+



Ali Baba collects treasures in the robber's cave and uses treasure magic to outwit opponents. Treasure tiles are laid out in four levels. The active player takes one of the open-faced tiles and puts it behind his screen. Then he turns over all face-down, accessible tiles and then uses the magic of a tile according to the background color, with immediate resolving. When all tiles have been revealed, you score - at the end of a final round - groups of treasures according to their size. In a more tactical version you know the number of types of treasures and in a fast version for two players you use a board with 16 squares.

Version: multi * Rules: de en fr nl * In-game text: no

Set collecting game for 2-4 players, ages 8+

Alicematic Heroes

Designer: Kuro

Publisher: Japanime Games



Wonderland is endangered! Nothing has invaded Wonderland and destroys dreams; the Queen of Hearts calls Alice to defend Wonderland, but too many Alices have turned up and now fight for their share of Wonderland. In your turn, you play a card as Alice - you need sufficient dream power for it - or as a Commoner into one of the slots; an Alice cards uses its Megalomania power instantly. Then you can choose a territory on a map tile to invade; for this you need military power and, if you have no city on this tile, also food. After 14 rounds, you score for majorities of controlled territories and on Alices in slots as well as points from Alice Powers.

Version: en * Rules: en jp * In-game text: yes

Area control game for 3-5 players, ages 12+

Alien Artifacts

Designers: Marcin Ropka, Viola Kijowska

Publisher: Portal Games



Interplanetary factions enter uncharted space to enhance the faction's knowledge and power. Basis of the game is a kind of resources engine or management; you hold three resource cards and decide to use one of the two resources on it, limited to two cards per turn. The resources are then used to acquire ship, technology and planet cards. With those cards, you use either their Logistics side as a permanent bonus during the game, or their Operational side to generate victory points. Ships enable you to attack aliens to take over artifacts; new technologies provide actions, bonuses and scoring points, and planets provide resources.

Version: en * Rules: en * In-game text: yes

SciFi 4X card game for 2-4 players, ages 10+

Alles Tomate!

Designer: Reiner Knizia

Publisher: Zoch Verlag

6+



You assist Max and Emmi to sort out the chaos on a farm. 7 theme cards are displayed, one farm card each is - after a short time to memorize it - placed face down underneath the theme card of the same color. Then a card from the stack is turned up. If you are first to name the item that is hidden under the farm card next to theme card of the same color as the card you just turned up, you get the card. The card you just turned up is placed face-down next to theme card, again after a few moments to memorize it. When all cards are given out, you win with most cards in your stack.

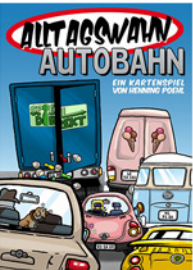
Version: de * Rules: de en fr * In-game text: no

Memo game for 2-8 players, ages 6+

Alltagswahn Autobahn

Designer: Henning Poehl

Publisher: Sphinx Spielverlag



Quick progress is the goal! The highway comprises maximum four lanes plus emergency lane with a traffic sign for speed limit. Several vehicles are stacked for a line. All players hold five cards, showing an empty lane on the back and, on the front, vehicle, traffic sign, construction site or action. You play at least one card plus maximum 2x "Snail" for highway expansion and construction, traffic for vehicles and signs, overtaking and filling up. Yellow filling stations on display and vehicles or lines that you overtook or cover with a construction site, are victory points. Action cards are used to bother other players or to deflect their actions.

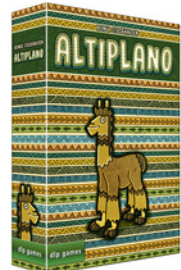
Version: de * Rules: de * In-game text: no

Card game for 2-4 players, ages 12+

Altiplano

Designer: Reiner Stockhausen

Publisher: dlp Games



In the South American Andes, the population achieves prosperity with fishing, alpaca breeding and mining. Limited resources demand road construction, accessing of new production sites or resources as well as stockpiling. Roles in the game limit access to resources at the start, but give special actions. Resources have individual characteristics and ranges of application. In a round, players draw tiles from their bags for the planning cases, transfer them to action cases and then resolve those actions until all have passed. At the end, you score commodities tiles, boats, houses, completed orders and house bonuses as well as stocks.

Version: multi * Rules: de en * In-game text: no

Bag building game for 2-5 players, ages 12+

Mainframe

Designers: Jordi Gené, Gregorio Morales

Publisher: Fantasy Flight Games / Asmodee



In the world of Android, the mainframe of a bank has been deactivated; as a runner you have 23 seconds to retrieve Credits and data with the code included in the alert. You use generic and unique program cards and place partitions on paths and access points on nodes; generic programs can relocate or exchange open access points, relocate partitions without zones or place partitions randomly or according to instructions. Access points in partitions are zones; a zone with access points of only one runner is secure, access points are turned over. At the end you score hidden access points.

Version: de * Rules: de en es fr pl * In-game text: yes

Strategic placement game for 2-4 players, ages 12+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy
Tactics Creativity

Knowledge
Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

Andromeda

Designer: Jan Zalewski
Publisher: Galakta / Asmodee



As a representative of an Alien race you explore the relic of an ancient space ship and try to acquire its technology for yourself. This is done via Domination Points that you acquire for majorities in rooms and completing mandates. Each round comprises the phases of 1. Assigning orders via dice symbols and offers compiled with them, 2. Player turns with a. Contaminations, b. Actions – Training, Support, Improve, Move, Use Technology as well as Exploring Rooms or Room Actions, c. Check Missions; 3. Check DP; 4. Clean-Up. You win after seven rounds with most DP or earlier with the necessary number of DPs.

Version: de * Rules: de en pl * In-game text: yes

SciFi game for 2-4 players, ages 14+

Animal Confusion

Designer: Wolfgang Dirscherl
Publisher: Beleduc



Cards with red backsides are set out in a circle of eight stacks with three cards each, the blue cards are stacked face-down in the middle, the top card is turned over. The active player takes one red stack and looks through it - if the wanted animal is in it, he shows it to all and takes the blue card from the middle. If not, the stack is put back and the turn passes. When all blue cards have been taken, you win with most. For a higher or lesser chance to find an animal you can vary the number of cards in stacks and thus the number of stacks. In a memo version, you only spread out the blue cards for a standard memo game.

Version: multi * Rules: cn de en es fr it nl * In-game text: no

Memo game for 2-4 players, ages 4+

Antike II

Designer: Mac Gerdts
Publisher: PD-Verlag



Ancient people found cities, build temples, sail the seas and discover science. Legions and galleys open up new living space and defend their people from enemies. You enter a square and apply its actions. Before that, you receive a coin, and afterwards you can found cities or win an ancient personality. The new edition introduces two new boards and the new card Bellona to balance the starting player advantage, as well as city markers for controlling resources of a newly founded city. Military has become more expensive and conquest of cities easier. Temples for victory points are now neutral without damaging other players.

Version: multi * Rules: de en + fr * In-game text: no

Strategic development game for 3-6 players, ages 12+

Apple Garden

Publisher: Beleduc

4↑



Grandma Emmi needs apples for her apple cake, but some are already infested with maggots. The 3D tree is filled with apple chips. The active player rolls the color die and shakes the tree, that is, presses down the lever until an apple falls out. If a red, green or red one falls, you put it into any basket; this can be repeated until an apple of the color on the die appears; this ends the turn. A brown apple with a maggot also ends your turn. When the tree is empty, it is refilled. If you place the last apple into a basket, you take the basket. When all baskets are full, you win with most baskets. Includes a memo version.

Version: multi * Rules: cn de en es fr it nl * In-game text: no

Collecting game for 2-6 players, ages 4+

Arena: For the Gods!

Designer: Maxime Rambourg
Publisher: iello

8↑



Mythological heroes fight for favor with the gods. The arena is prepared, depending on the scenario, with columns and arena tiles - for winning or losing life points - and you select a hero, who holds 20 life points. In the Equipment phase of the game you select weapon, mount, armor and spell from displays by making bids with life points. In the Combat phase, you prepare your currently available dice, roll and can re-roll one, and can then use the result to move your hero, activate equipment, protect your hero or send him into combat. If someone is out of life points, the game ends and you win with most life points.

Version: de * Rules: de en fr * In-game text: no

Dice game for 2-6 players, ages 8+

Arkham Horror Das Kartenspiel

Designers: Nate French, Matthew Newman
Publisher: Fantasy Flight Games / Asmodee



A game somewhere between role playing game and card game, about cooperative investigation. Card decks are used by players embodying investigators; every one has his own individual personality as a prerequisite for deck building. The game adopts the core mechanisms of all LCF games, albeit with a focus on the campaign mode, not on the adventure mode. There for the three adventures that come with the game are pooled in the campaign Die Nacht des Zeloten, including the adventures Die Zusammenkunft, Mitternächliche Masken and Der Verschlinger im Untergrund.

Version: de * Rules: de en * In-game text: yes

Living Card Game for 1-2 players, ages 14+

Arkham Horror Das Kartenspiel

Designers: Nate French, Matthew Newman
Publisher: Fantasy Flight Games / Asmodee



Der Pfad nach Carcosa - Expansion with two new scenarios - „Ruf vor den Vorhang“ and „Der letzte König“. They can be played as stand-alone scenarios or can be combined into a campaign of eight scenarios together with the six Mythos packs from the „Der Pfad nach Carcosa“ cycle. Verborgen is a new keyword. Lola Hayes selects a role in each scenario - Neutral, Guardian, Seeker, Villain, Mystic or Survivor - and can only play cards of her role or neutral cards. Handlungskarten are a new type of card to boost the story. Markings for Zweifel or Überzeugung in your log influence later scenarios.

Version: de * Rules: de en * In-game text: yes

Expansion for the Arkham Horror LCG for 1-4 players, ages 14+

Arler Erde Tee & Handel

Designers: T. Lorenz, U. Rosenberg, F. Heeren
Publisher: Feuerland Spiele



In Arle, you husband your land, cut peat, build dikes, gain new land and expand your village. Tea in Tee & Handel is a new resource, can be upgraded to East Frisian Tea and spent to boost actions. A new craftsman action is Schlootziehen for construction drainage ditches and is also available from some buildings, drained cases can be used threefold. Actions Segelmacher and Boat Builder let you place cutter or trade ships on your harbor board. Cutters that are not completely used to upgrade goods, sail for fishing. Unused cases on trade ships are used for trading. With this expansion, you can also play Arler Erde with three players.

Version: de * Rules: de en * In-game text: yes

Expansion for Arler Erde for 1-3 players, ages 14+

Armageddon

Designers: Chris Marling, David Thomson
Publisher: Queen Games



Having survived Armageddon, you want to re-establish civilization, found a town and utilize survivors. In six rounds, after copious preparations, you make exactly one bid, using survivors, for equipment cards, erecting buildings and town actions. Buildings that you acquire in this way are instantly built. As a town action you use survivors for expansion, repairs and special actions, especially for fighting plunderers. Then you check for sufficient defense against plunderers - if insufficient, there is damage - and for sufficient shelter - if not available, you discard survivors. In an interim scoring after round 3 and the final scoring you score public scoring tiles and one private one.

Version: en * Rules: en * In-game text: no

Worker placement game for 3-4 players, ages 12+

Icon explanation



GABIS explanation on page 3

Ars Combinatoria

Designer: Sugio Kakazuki
Publisher: aomimachi / Japon Brand



The Art of Combination - motto for five card games, all intended for varying number of players and played with 78 cards in two sets of Sun and Moon. *Soulmates: Destiny* - two players need to lay out together a sequence of four cards from the same set. *Secret Signs* - you collect cards in teams to get as near to 30 as you can, using secret signs for information. In *The Trilogy of Time* you take about a topic in *Time of Happiness*, with words and one secret card; others guess at your opinion with a card of their own. *Altar of Time* and *Promise of Reunion* feature topics of time management and separation/reunion.

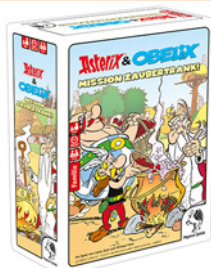
Version: multi * Rules: en jp + de fr * In-game text: no

Collection of card games for 2-8 players, ages 8+

Asterix & Obelix Mission Zaubertrank

Designers: Lukas Zach, Michael Palm
Publisher: Pegasus Spiele

10↑



Miraculix needs ingredients for his potion to be able to defeat the Romans, Locations cards are displayed and you draw between one and eight cards for the selected task, from *One Roman to Conquer Rome*. The first task is revealed, you need to deliver mistletoe, strawberries and/or fish. A turn comprises: two actions, advance Romans and draw and place a disaster marker. Actions are: Use a location, drink potion, hand on two cards/ingredients, play two assistance cards or resolve part of a task. Resolved cards give rewards. When the Roman is in camp before all tasks are done, all lose together.

Version: de * Rules: de * In-game text: yes

Cooperative card game for 2-4 players, ages 10+

Au Backe!

Designer: Frank Nestel
Publisher: Zoch Verlag

5↑



You play an animal card from your hand and then turn over a chicken run card to find the image from the animal card on the chicken run card. When the images correspond, you may set aside your animal card and play another one. You can go on playing cards and turning up chicken run cards until you either run out of cards or you turn up a wrong card. The chicken run cards are turned back face down at the end of the turn. If you turn up chicken muck, you must either turn up a shovel immediately or draw 2 cards from another player and take back your own card. You win, if you can set aside all your cards first.

Version: de * Rules: de en fr nl * In-game text: no

Card and memory game for 2-6 players, ages 5+

Auf den Spuren von Marco Polo

Designers: Daniele Tascini, Simone Luciani
Publisher: Hans im Glück



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

Version: de * Rules: de en fr * In-game text: no

Development and worker placement game for 2-4 players, ages 12+

Auf den Spuren von Marco Polo

Designers: Daniele Tascini, Simone Luciani
Publisher: Hans im Glück



Die Gefährten des Marco Polo - two modules for combination with the core game, individually or both together. *Die Stadt Venedig* - City of Venice - introduces a fifth player, the additional board has an action case for a Trade Post in Venice, supplying one dice case less than there are players. The big Palazzo case gives city card, the small one bonus markers, trade posts give points at the end. *Die Gefährten* - Companions - are cards, six are on display. The back side of the cards, when stacked, provides an action case, on which you place a die and then choose an open card, usually for permanent use, sometimes for once-only use.

Version: de * Rules: de en fr * In-game text: no

First expansion, for 2-5 players, ages 12+

Auf der Flucht

Designer: Sonja Klein
Publisher: Gmeiner-Verlag



Both players simultaneously investigate a case - you are investigator and culprit in turn. You construct a case for your opponent from location and escape vehicle cards; crime scene and arrest scene are visible, with four locations and five vehicles face-down in-between. In turn you ask three questions; answers are "yes" or "no". Then you can play an investigation card, which your opponent can answer with a defense card, or swap a card. When five location cards and four escape vehicle cards of your case are turned up and you name the locations of accomplice and loot in your case correctly, you win; if not, your opponent wins.

Version: de * Rules: de * In-game text: yes

Crime puzzle with cards for 2 players, ages 14+

Auf sie mit Gebrumm!

Designer: Dirk Baumann
Publisher: Ravensburger

5↑



Bumblebees swooping down on flowers! One player rolls dice within the hedge and all try to land their bumblebee on a flower of the rolled color. If you manage it, you reveal the top card of your stack and implement the action - elongate your fishing rod or change hand for the current round, do not talk or put the card on your thigh until the end of the round or cover one eye with the card or place the card under your rod hand. If you cannot comply with the task, you cannot land your bumblebee in this round. Whoever meets all his cards first and lands his bumblebee one more time, wins.

Version: de * Rules: de * In-game text: no

Dexterity game for 2-4 players, ages 5+

Aufstieg der Gilden

Designer: Christian Giove
Publisher: Stratelibri / Asmodee



After the war of the Seven Kingdoms, Anderis is expanding. Guilds spring up, recruit members and build guild headquarters. There is a central board for the Central square and player boards for headquarter building sites. A round in the game equals one week, comprising the phases 1. Start with income and revealing characters and rooms, 2. Auctioning of characters, 3. Money - including getting silver, change silver to gold and buy room with gold, 4. End of the week with discarding of silver and allocation of cards, tiles and starting player tile. When a site is complete or at the end of the week, you score for characters, rooms and completed goals.

Version: de * Rules: de en it pl * In-game text: yes

Placement and auction game for 2-4 players, ages 10+

Aus die Maus

Publisher: FoxMind / Carletto

5↑



In a double-sided disc sit 28 mice, that is, marbles, in six rows with 3-5-6-6-5-3 marbles. Players alternate their turns and press down any number of mice in one row of their choice. You are allowed to press down all mice in a row. With your turns you try to force your opponent into having to press down the last mouse and thus lose the game. When all mice are down, you turn over the disc for a new round. Whoever wins three such rounds wins the game. In the expert rule you may only press down mice in a row that already shows gaps when the mice you want to press down are adjacent to each other.

Version: multi * Rules: de en fr * In-game text: no

Tactical placement game for 2 players, ages 5+

Colour codes for target groups (Headline Colour)
For children + learning For families With friends For experts

Colour codes for features (Bar in Evaluation box)
Chance Strategy Creativity Tactics

Knowledge Memory

Communication Interaction Dexterity Action

GABIS explanation on page 3

Ausgeflippt: Ich unverbesserlich 3!

Publisher: Hasbro

5+



Ausgeflippt! in the universe of Minions. You want to be the first to get your minions around the board on Gru's conveyor belt to your own target steps. But you do not roll a die, but you hit the BEE-DO Dice Plopper - a transparent cupola in the middle of the board, in which dice tumble about when the cupola or the table is hit. With numbers 1 to 6 you move a minion, if Sirenen Bob appears on a die, you take him. As long as you hold him, none of your minions can be sent home. If your only move is one onto a case protected by Bob or a case with your own Minion, you pass your turn.

Version: de * Rules: de en * In-game text: no

Roll & move game for 2-4 players, ages 5+

Ausgeflippt! Trolls

Publisher: Hasbro

5+



Ausgeflippt! with the license topic Trolls. You want to get your four trolls as fast as you can around the board and onto your own finish step, albeit without the usual rolling of dice. You hit the Pop-o-matic instead - a transparent ball in the middle of the board, in which two dice roll around because of the hit. For numbers 1 to 6 you move one of your trolls, but Bergens can pop up any time on the second die and force trolls to pass their turn. Guy Diamond can deflect such biting attack. Rope slides and cuddling time or swap positions are additional dice results.

Version: de * Rules: de en * In-game text: no

Roll & move game for 2-4 players, ages 5+

Ausgefuchst!

Designer: Thilo Hutzler
Publisher: Noris Spiele

4+



Each player sits in front of a row of hen images, and those hens are also depicted on tiles that are spread face-down in the middle of the board. You also place five columns there and put one wooden hen on each of the columns. Then all players simultaneously search for suitable hen images for their row, using one hand only. Hens that you cannot use or already have, are put back face-down. If you push a hen off her column while searching, all other players - not you! - may try to grab it; who manages to grab it can put it in his row for a joker. If you have gathered all hens and found the fox, you call "Ausgefuchst" and win.

Version: multi * Rules: de en fr it * In-game text: no

Memo and dexterity game for 2-4 players, ages 4+

Ausgespielt

Designer: Stephan Kessler
Publisher: Frosted Games

8+



A crime in the midst of a games fair - players are suspects and investigators at the same time, embody a given role and try to solve the case in several fact-finding rounds. Some characters may lie, some must tell the truth. After an information and an introduction round, you have four clue rounds, round 3 is dedicated to investigating the crime scene. After the clue rounds you write down a suspect and his motive, then the solution is given. If you suspected correctly, you win. If nobody gives the correct solution, the culprit wins.

Version: de * Rules: de * In-game text: yes

Crime deduction for 7-8 players, ages 14+

Azul

Designer: Michael Kiesling
Publisher: Plan B Games

8+



Ceramic tiles for the Royal palace. Tiles are laid out on factories. In the Pattern phase, you take all tiles of a color from a factory - the rest goes on the table - or all tiles of one color from the table and assign them to a pattern row on your player board, surplus ones go into a bottom row, for penalty points. In the tile phase, all - simultaneously - shift the rightmost tile in a completed row on their board to the wall side of the board, the rest of the row is set aside, and you score points for this tile and newly formed groups with it. If someone has a complete row on their wall, you score completed rows, columns and color groups on the wall board.

Version: de * Rules: de en * In-game text: no

Set collecting game for 2-4 players, ages 8+

Babushka

Designer: Inon Kohn
Publisher: HUCH!

6+



Grandma Oma Babushka and her granddaughters are on the way home on slippery roads and must meet each other to get home safely together. In 60 puzzles in four levels of difficulty you place the doll parts for two or three dolls and maybe one or two tree stumps on the board, as indicated bei the chosen puzzle. Then you can move any doll part horizontally or vertically until it meets an obstacle. When then suitable doll parts sit on adjacent cases, you can put one into the other; a completed doll can be closed, when correctly filled, but a doll that is closed cannot be opened again.

Version: multi * Rules: de en fr it nl pl * In-game text: no

Logic puzzle for 1 player, ages 6+

Bakerspeed

Designer: Marko Jelen
Publisher: Österreichisches Spiele Museum

7+



Bakerstreet's hobby detectives try to catch criminals in order to help LeStrade. Three deduction dice for features show three colors, three symbols for the type and three numbers for the number of persons. For each possible combination there are two corresponding cards. The active player rolls three dice one after the other in a sequence of his choice. After each die all players try to discard a card with the correct number of features. The fastest player may leave his card on the table. When nobody can discard a suitable card, you ignore previous results in the next toll(s) of this turn. Whoever is first to be out of cards, wins.

Version: de * Rules: de en * In-game text: no

Dice and reaction game for 2-5 players, ages 7+

Balanimals

Designer: Kirsten Hiese
Publisher: Beleduc

4+



In two levels of difficulty you place animals on flowers or meadows. The board with the selected side up balances on a round foot. You roll color and animal dice and place the resulting animal on the flower or meadow area of the resulting color. On the pond board, the dragonfly comes into play, you use the dragonfly die instead of the color die and relocate the dragonfly when it is rolled. In both versions, you take a water drop when animals already on the board slide into the water area. If you get a second drop, you lose. You win with fewest or no water drops.

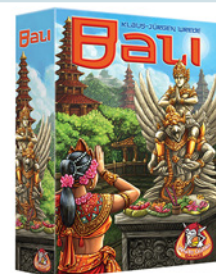
Version: multi * Rules: cn de en es fr it nl * In-game text: no

Balance game for 2-4 players, ages 4+

Bali

Designer: Klaus-Jürgen Wrede
Publisher: White Goblin Games

10+



Harvest sacrifices on Bali are mollifying gods and ancestor spirits. In rounds, you may take a Sacrifice card and pay costs in relation to your farmers of that type. Then you must play a card and pay eventual costs. A shrine card triggers a Sacrifice Phase - you place Sacrifice cards as required on the altar. Finally, you draw cards, always the bottom one of a row on the village square and then score stones, victory points or a sacrifice card, according to the last card revealed when drawing cards. When all cards are used, you score for your Sacrifice cards in relation to the value of cards on the altar as well as for stones and shrines.

Version: multi * Rules: de en fr nl * In-game text: no

Set collecting game for 2-4 players, ages 10+

Icon explanation

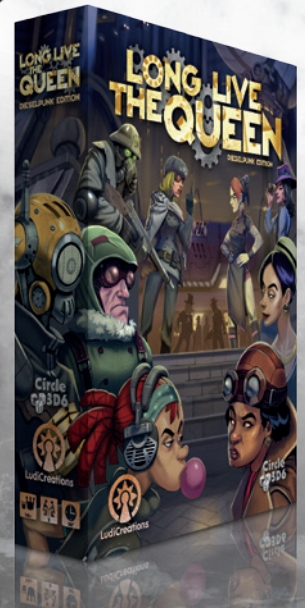
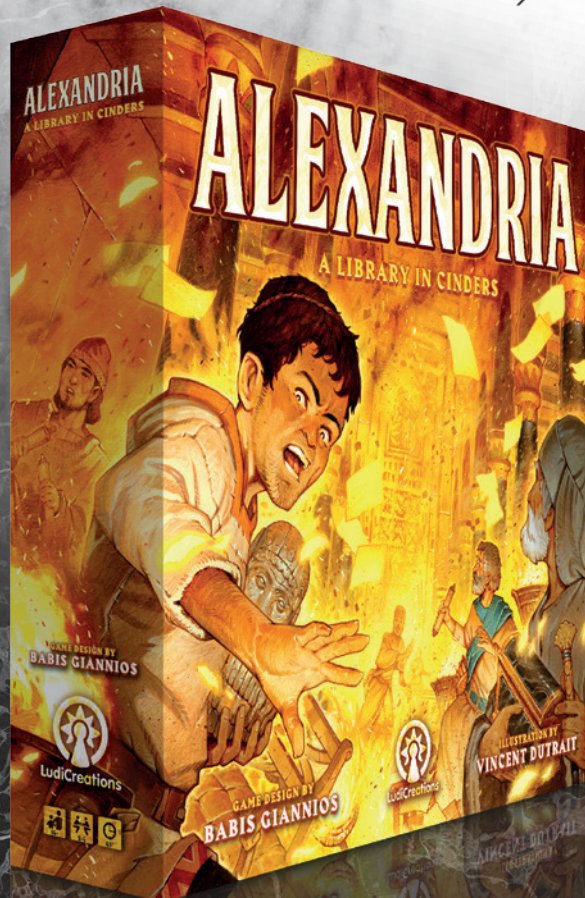


GABIS explanation on page 3



LudiCreations

**HALL 1
BOOTH 1-D129**



**STEAL
THIS
GAME
LIVE**

**A board game
escape room!**



ludicreations.com

facebook.com/ludicreations

BAM! Ihr habt es so gewollt!

Designers: Sascha Ackermann, Lars Beckmann
Publisher: Pegasus Spiele



The letters BAM replace words in texts on cards. You hold 10 grey term cards. One player is BAM! Master an reveals the top red BAM! Card with one or two BAMs in the text. All players give the BAM! Master those of their terms that the think replaces the BAMs best. He reads them in turn, grammatically adapted, and awards the term card for a victory point and the BAM! card for a penalty point. When all have been BAM! Master equally often - players decide how often - you win with most points. *BAM! Ihr habt es so gewollt!* is a stand-alone expansion, comprising ideas from the community and a selection from Cards of the Month.

Version: de * Rules: de * In-game text: yes

Stand-alone expansion for BAM! for 3-6 players, ages 16+

Bamboleo

Designer: Jacques Zeimet
Publisher: Zoch Verlag



The one and only mechanism in Bamboleo is balance! The difference and beauty of the game lies in the unusual, unusually pretty and challenging realization of the game. On a wooden base vaguely shaped like an abstract tree trunk sits a wooden disc on a cork ball. Before you balance the disc on the ball you set all 30 wooden shapes on the disc. And yes, balancing the full disc on the ball on top of the base. If you manage to balance the disc, it is your task to remove one piece in your turn without disturbing the balance and let the disc tumble! When it tumbles, the pieces you collected up to this moment are scored.

Version: multi * Rules: de en es fr gr nl no * In-game text: no

Game of balance for 2-7 players, ages 6+

Bananagrams

Designers: Abe and Rena Nathanson
Publisher: Game Factory



11 to 21 letters are your starting stock, all reveal them and try to form as many words as possible. If you have used all letters, you say *take* -> all take a letter and use it, rearranging is allowed. If you want to swap, you say *garbage*, discard a letter and take three new ones. When there are fewer letters in stock than there are players and you have used up all your letters, you call *harvest* and win with a correct grid; if not, you must quit and return all letters to stock. If nobody was able to use all letters, you win with the smallest rest and a call of *Banana*, if stock is empty. Variants are stated.

Version: de * Rules: de * In-game text: no

Word placement game for 1-8 players, ages 7+

Bang!

Designer: Emiliano Sciarra
Publisher: dV Giochi



On location at a wild-west genre film! Each player secretly chooses a role - sheriff, deputy, outlaw or renegade - and a character with special abilities, but only the sheriff is known to the other players. You draw two cards and use them to assist yourself, maybe to acquire a horse or a weapon, or you attack another character within your range. "Bang!" is used to shoot; your target may use "Missed" to defend himself. If you lose all life points, you drop out of the game. You win if you eliminate your opponents: The sheriff the outlaws, the outlaws the sheriff and the renegade should be the last one standing.

Version: de * Rules: cn de fr fi gr hu it kr pl se * In-game text: yes

Wild-west card game for 4-7 players, ages 8+

Bang! The Dice Game

Designers: Michael Palm, Lukas Zach
Publisher: dV Giochi



Shootout with dice in the Wild West! As sheriff, outlaw, deputy or renegade you have the same goals as in the card game and roll five dice, maximum three times. You can set aside and reroll dice. Dice show symbols with different effects, which are implemented in the order of Arrow, Dynamite, Bull's Eye 1 and 2, Beer and Gatling - for yourself, your neighbor or all players. For arrow, bull's eye, dynamite or Gatling you lose a life, for beer you win one. Dynamite cannot be rerolled and arrows are implemented after each roll. When you lose your last life, you are out of the game.

Version: multi * Rules: en it + cz de es hu kr pl * In-game text: no

Dice game for 3-8 players, ages 8+

Bärenpark

Designer: Phil Walker-Harding
Publisher: Lookout Spiele / Mayfair Games



A new Bear Park is planned; bears are given lots of open terrain and roomy animal houses, but you need to puzzle parts cleverly to accommodate the most valuable animals and bear statues for lots of points. In your turn, you place a tile from personal stock - animal house, green areas or enclosures - into your park, according to the rules; then you evaluate effects of icons covered by the new tile - take a park tile or an additional park area board from general stock - and place a statue when a park area is completely full. If someone has filled all four park areas, you add up the points on park parts. Expert variant, using Achievement tiles.

Version: multi * Rules: de en * In-game text: no

Tile placement game for 2-4 players, ages 8+

Barracuda

Designer: Christoph Cantzler
Publisher: Drei Hasen in der Abendsonne



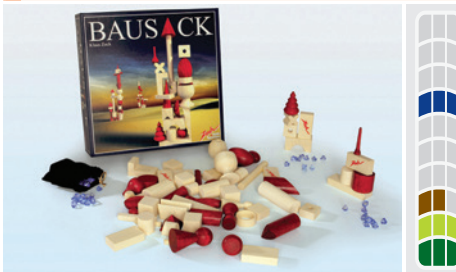
You negotiate for bars and cash, but nobody has all the information - all players know how much rent you pay to the bank, but only two negotiation partners know how much they pay to each other. Aim of the game is to place all one's markers as leaseholder or partner into a bar and keep them there for one round. As an alternative, you win with most men in bars, when someone goes bankrupt and thus ends the game. At the start, you draw a bar, place a marker and must then, in each round, pay your rent and do an action - open a bar, place a partner, take over a bar, auction/close a bar or spend money to change turn order.

Version: multi * Rules: de en es fr it * In-game text: no

Negotiation game for 3-5 players, ages 10+

Bausack

Designer: Klaus Zoch
Publisher: Zoch Verlag



A bag full of unusual building blocks - you find a mushroom, an egg cup, a pyramid, or a Christmas tree. Players build towers according to their rule of choice: A joint tower built by all. Or an individual tower, you 1) bid for blocks to place or 2) bid for placing a block and also for refusing a block, if you cannot bid to refuse you quit the game or 3) have a base and build your own tower, but at the start all players have chosen blocks and placed them in a row; then you build and can take blocks from other rows. Or 4) you win with three red blocks in your tower, blocks are auctioned and placed in any tower.

Version: multi * Rules: de en fr nl * In-game text: no

Game of creative building for 2-6 players, ages 8+

Beasty Bar and New Beasts in Town

Designers: Stefan Kloß, Anna Oppolzer
Publisher: Zoch Verlag



Party at the Beasty Bar, your animals want to attend. You place one of four animals in hand at the end of the queue and apply its action, followed by "permanent animal actions in the queue and, finally, the entrance check at Heaven's Gate: When five animals are in the queue the two foremost ones can enter and the last animal is thrown out. You end your turn with drawing a card. When all animals are played you win with most animals in the bar. *New Beasts in Town* introduces new animals and corresponding rule changes; it can be combined with Beasty Bar, in this case you choose 12 animals of value 1-12 for your deck.

Version: multi * Rules: de en fr it * In-game text: no

Card placement game for 2-4 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Beat the Parents!

Publisher: Spin Master

6+



Parents versus children; the team that has both markers at the opposite starting cases, wins. Parents play red, children play yellow. Both teams place their „All or nothing“ tokens face-down on any cases of their side of the board. If a team answers correctly, moves the marker one step and is asked another question; the turn ends, when an answer is wrong or if a team answered all questions of the card correctly or when a marker reaches the opposite side. An „All or nothing“ chip that you reach, must be revealed and resolved. If you meet an opposing marker, you send it back two cases.

Version: de * Rules: de en * In-game text: yes

Quiz game for 2 or more players, ages 6+

Beeren klau'n

Designer: Jacques Zeimet
Publisher: Noris Spiele

4+



Magic Raven „Schnabelgrün“ hat created Giant Berries, which we want to pick, and from time to time we must pull the raven out of the swamp. Schnabelgrün starts on any bush. You turn up a card and resolve it: For a number Schnabelgrün moves along the bushes; if he ends up on berries, you take them. If he ends up on an empty bush you turn the bush to the swamp side. When Schnabelgrün ends up on an empty swamp you put two berries on it to save him. If the card shows raven + berry you can take a berry from another player. If you cannot place 2 berries on a swamp when necessary, the player with most berries discards to and wins.

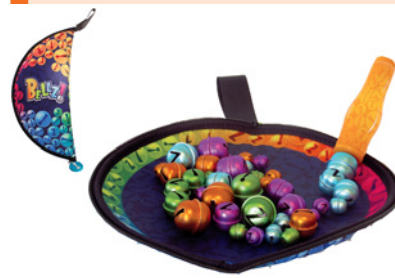
Version: de * Rules: de * In-game text: no

Move, roll and collecting game for 2-4 players, ages 4+

Bellz

Designer: Don Reid
Publisher: Game Factory

6+



40 Bellz - little bells in four colors, 20 small ones, 12 medium ones and 8 big ones - are shuffled on the playing surface, which is the spread-out inside of the cloth package. The active player takes the magnetic wand, decides on the big end with the strong magnet or the thin end with the weak magnet and collects Bellz in his color with it. He cannot switch the ends and his turn ends if he picks up more than one color of if a Bellz falls off the wand. In this case he puts back all Bellz collected so far. If you are happy with the number of Bellz you collected you take them off the wand and set them aside. Whoever collects his 10 Bellz first, wins the game.

Version: multi * Rules: de fr it * In-game text: no

Magnetic collecting game for 2-4 players, ages 6+

Benjamin Blümchen

Publisher: Schmidt Spiele

2+



Wo ist Benjamin? The Benjamin Blümchen game gimmick can for - rule-free play - hidden while the child is watching and then be looked for by the child, later also without watching the hiding. If you use the picture cards, you lay them out face-down. The accompanying adult reveals three cards, hides Benjamin at one of the three locations and switches him on; Benjamin now gives a clue every 10 seconds. The player looks at the cards and searches for Benjamin. When he is found, the cards are turned back over and new ones are revealed. If you play with several children, all search simultaneously; whoever finds Benjamin, is next to hide him again.

Version: de * Rules: de * In-game text: no

Search game for 1 or more toddlers, ages 2+

Berge des Wahnsinns

Designer: Rob Daviau
Publisher: iello



Remains of an ancient city are found in Antarctica - scientists discover relics and must escape from the cursed spot, spreading madness complicates communication. Plane Phase: The expedition moves and - in the Encounter Phase - copes within a time limit with challenges cases reached, on case tiles or case itself, using equipment. Players with a madness card act accordingly. Discussion is allowed until someone plays a card. Success gives rewards - relic, search, arcane equipment, healing or praise; failure results in madness cards or penalty rolls. All win jointly, if the collected more relic cards than there are wound cards.

Version: de * Rules: de en fr * In-game text: yes

Cooperative survival game for 3-5 players, ages 12+

Big Cityz

Designer: Peer Sylvester
Publisher: moses. Verlag



Chihuahua is not only a dog, but one of 200 cities from all over the world, about which you should give good assessments. Four declaration tables are laid out; you draw a city card and place it on a green declaration if you are sure this is correct, or a red one, if you are sure this is not correct for the city. Risk spaces with two number values relate to two adjacent cases. Other players can veto your assessment; then you check and score for a correct guess. Wrong vetoes score three penalty points, a wrong risk placement two penalty points. Declaration tables with certain numbers of cards on them are replaced.

Version: de * Rules: de * In-game text: no

Assessment game for 2-6 players, ages 12+

Bioblo Classic Box

Publisher: Bioblo

3+



Bioblo - short for Biological Blocks - are new innovative building blocks: Flat, longish oblongs with a comb structure. They come in different colors, are light and easy to use, even when you place them vertically in your construct. They are also an ecological novelty - they are made from 60% wood shavings and a biological synthetic component on plant basis (mainly sugar cane) and thus are made from 100% renewable resources. Another advantage: You can clean them in a dishwasher or washing machine. The Bioblo Classic Box offers 202 blocks and a cotton bag for those who do not want to re-align the blocks in the box.

Version: de * Rules: de * In-game text: no

Building blocks for 1 or more players, ages 3+

Black Stories Junior Christmas Stories

Designer: Andrea Köhrsen
Publisher: moses. Verlag

8+



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

Version: de * Rules: de * In-game text: yes

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

Black Stories Investigation

Designer: Liesbeth Bos
Publisher: moses. Verlag

8+



You solve murder cases of other players. 28 murder case cards show two to four clues; you hold a four-clue card as your case and also cards for your hand. As active player, you play a murder case card from your hand on another player; he compares it with his case card for concordance and places the card in the ensuing case on his clue track. If you have collected enough information, you can solve. If the solution is correct, you receive chips in accordance with blood drop icons on your investigator card and number of cards on the clue track. If you have used all three investigator cards, you win at the end of the round with most chips.

Version: de * Rules: de * In-game text: no

Communicative deduction for 2-4 players, ages 12+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Knowledge
Tactics Creativity Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

Blank

Designer: Henri Kermarrec
Publisher: The Creativity Hub

8+



A game that changes with each play. Six of 72 cards come with illustrations and effects, 30 are illustrated and 36 are blank. 14 of 38 rules cards give rules, 24 are blank. Aim of the game is, to be first to shed all your cards. Three rules cards are displayed. You are dealt seven of 72 cards and play minimum one card from your hand, corresponding in number or color to the top card on the discard pile, and following all rules cards. In case of a mistake you draw a card; effects of newly discarded cards are resolved. If you are out of cards, you win and may create a rules card or design a game card.
Version: en * Rules: en * In-game text: yes

Card shedding game for 3-6 players, ages 8+

Blindes Huhn

Designer: Heike Risthaus
Publisher: Ostia Spiele

10+



You try to win chickens of maximum value in auctions and to land the Blind Hens with your fellow players. Three cards are drawn by the auctioneer and auctioned as a package - the auctioneer offers 1 or 2 of them openly, he alone knows all cards. You make a bid; the highest bidder takes the package and pays the auctioneer with cards already in his hand. When the auctioneer is the highest bidder, he pays one card in turn to all players, they choose the card. When the end-of-game card is drawn, you score color majorities and card values in three colors as well as Blind Hens and golden grains.
Version: multi * Rules: de en * In-game text: no

Bid and bluff game for 3-5 players, ages 10+

Blindes Huhn extrem

Designer: Michael Schacht
Publisher: Abacusspiele

8+




Your goal: The fewest Blind Hens! Number cards are dealt evenly to all and sorted in your hand, but you must not rearrange them during the game and you can only play the utmost left or utmost right card. All play a card in turn - the highest takes the trick and you get a penalty card for several chickens in the trick; one card with a pig gives you a reward card with an instant advantage - play any card or a face-down card or select the next starting player. The last trick is governed by special rules. Then you score your tricks - chickens and penalty cards for negative points, reward cards and no chickens for points.
Version: multi * Rules: de en * In-game text: no

Card game for 3-5 players, ages 8+

Blue Balloon

Publisher: Beleduc

4+



A box has color-marked holes in its cover, but only the hole in the blue balloon with the six dice pip marking lets sticks fall into the box. Sticks are dealt evenly to all players and you can use the color die or the number die. You roll and place a stick in the resulting dent. If you roll a color or a number that is already taken by a stick, you must add this stick to your stock. If you roll Blue or a Six, you may let a stick fall into the box and roll again. If you are out of sticks first, you win.
Version: multi * Rules: cn de en es fr it nl * In-game text: no

Dice game for 1-10 players, ages 4+

Bohnanza 20 Jahre

Designer: Uwe Rosenberg
Publisher: Amigo Spiele

10+




Make money with beans! You have bean fields and beans in unchangeable sequence in hand! In your turn, you must plant a card from your hand and may play a second card. Then you can take, trade or give away cards turned up from the stack, maybe plus hand cards. Then you plant left-over or received beans. If you must or want to harvest a field, the Bohnometer of the variety determines the revenue, harvested beans are flipped for money accordingly. When the draw pile has been emptied three times, you win with most money. The Anniversary edition introduces the new bean variety Springbohne, which you can use instead of Gartenbohne.
Version: de * Rules: de * In-game text: no

Card game for 3-5 players, ages 10+

Bonk

Designer: David Harvey
Publisher: Game Factory

8+



Steel marbles versus a wooden one! The slides in the corners of the board face the middle, three steel marbles sit in each corner and the wooden target marble at the starting point. The game is best played by four players in two teams, one player at each slide and team members side by side. All play simultaneously and let steel marbles roll down the slides to send the wooden marble into the opposing goal, for a point. When you succeed, the target marble is placed back on start. You can pick up marbles in your own corner or that of your partner at any time, and also hand them to your partner. The first time to score five points, wins.
Version: de * Rules: de en * In-game text: no

Dexterity game for 2-4 players, ages 8+

Boom, Bang, Gold

Designer: Alexandre Emerit
Publisher: Haba

7+



Rivalry for gold in the Ghost Mine! Rubble, gold, special and action tiles are spread face-down in the mine. A round comprises detonation, search for gold, action tiles and secure gold: All throw dynamite into the mine to flip tiles over; all then simultaneously use one hand to take tiles from the mine, one by one; if you spot your special tile - Rat, Bat, Snake or Ghost - you call "Take care, ...!" and all other players must put their hands on their head and call "Help!" before continuing. When action tiles have been played and resolved, you secure remaining gold. When the clock shows 12, you win at the end of the round with most gold.
Version: multi * Rules: de en es fr it nl * In-game text: no

Collecting game with action for 2-4 players, ages 7+

Booo!

Designer: Christophe Gontier
Publisher: Blackrock Games

7+



Ghost apprentice competition in Blackrock Castle. For the Master title y-you must frighten most visitors. The ghost starts in one of the middle rooms. The starting player selects a route number for the game and places the first visitor. Then all search by themselves for a route from the ghost to the visitor - he moves along corridors and through rooms and walls of the route color. You can use trapdoors and change wall color in transitions. If you are first to find a route, you show it and take the visitor and the wall marker of the used color, even from another player. If you have four wall markers or five visitors, you win.
Version: multi * Rules: en fr * In-game text: no

Spotting game for 2-6 players, ages 7+

Bop it!

Publisher: Hasbro

8+



Futuristic, cool, hip, fun! The game unit randomly names actions which you must act out very fast using different parts of the unit. The feature "scream" can be shut down. If you react correctly you hear a specific sound and a new order. If your reaction is wrong, the run ends or - in the multiplayer variant - you quit the game. If you have managed to score 100 points at the beginner's level, the unit accesses the Master Level, and after that the Professional Level. In those levels spoken orders are mixed with sound orders. You can play alone or hand on the unit to other players or play in party mode. New packaging.
Version: de * Rules: de en * In-game text: yes

Reaction game for 1 or more players, ages 8+

Icon explanation



GABIS explanation on page 3

BrainBox Das große Quiz

Designer: Gary Wyatt

Publisher: The Green Board Game / Carletto



10+



You answer questions, receive category cards for correct answers and win, if you are first to get back to the start area with a card from each of the eight categories. You roll a die and move, can change direction in a turn, but not across the same case twice. You draw a card of the category, look at it for the runtime of the timer, roll a die and hand the card to your neighbor. He asks you a question about the card, in relation to the dice result. If you answer correctly, you receive the card. For cases with a question mark, Flip-Flop cases and White cases you apply special rules. As an alternative you can play for the most won cards within a time limit.

Version: de * Rules: cz de en fr * In-game text: yes

Memo and quiz game for 1 or more players, ages 10+

BrainBox Auf dem Bauernhof

Designer: Gary Wyatt

Publisher: The Green Board Game / Carletto



4+



Aim of the game is, to win a maximum of cards within 10 minutes. You draw a card, look at it for the runtime of the timer, roll a die and hand the card to your neighbor. He poses a question in relation to the dice result. When the answer is correct you receive the card and the turn passes to the next player. You need to look at the pictures very closely, because all answers can be found in the picture. Reading ability or adult assistance is necessary. Various theme sets, here „Auf dem Bauernhof“.

Version: de * Rules: cz de en fr * In-game text: yes

Educational memo game for 1 or more players, ages 4+

BrainBox Städte der Welt

Designer: Gary Wyatt

Publisher: The Green Board Game / Carletto



8+



Aim of the game is, to win a maximum of cards within 10 minutes. You draw a card, look at it for the runtime of the timer, roll a die and hand the card to your neighbor. He poses a question in relation to the dice result. When the answer is correct you receive the card and the turn passes to the next player. You need to look at the pictures very closely, because all answers can be found in the picture. Various theme sets, here „Städte der Welt“.

Version: de * Rules: cz de en fr * In-game text: yes

Educational memo game for 1 or more players, ages 8+

BrainFlip

Publisher: FoxMind / Carletto

6+



You place 36 out of 50 double-sided cards in a 6x6 grid. One player is BrainMaster and takes 10 cards in hand. He selects a card on the table and must, if asked to, write his choice down secretly. Then he answers questions with yes/no, but to the contrary - he answers NO when the question would demand YES for an answer. For each answer, he sets aside a card from his hand. If you think you know the card, you call "BrainFlip" and point it out. If you are correct, you score a point. If nobody guessed correctly after ten questions, the BrainMaster scores. In a variant, the BrainMaster answers in the normal, correct way.

Version: multi * Rules: de fr * In-game text: no

Question/answer game for 2-6 players, ages 6+

Brettspiel Adventskalender 2017

Designer: diverse

Publisher: Frosted Games



Year Three for the pre-Christmas treasure chest with an expansion behind each of the 24 doors and one behind a secret door: 51st State, A Column of Fire, Alexandria, Cacao, Chimera Station, Clank!, Cottage Garden, Flamme Rouge, Flick'em Up!, Gentes, GLÜX, Guilds of London, Iquazú, Magic Maze, Mistfall, Mysterium, Nomads, Rajas of the Ganges, Riga, Schöne Scheiße, Snowdonia, Splendor, The Castles of Burgundy, The King's Will, The Lost Expedition. The box-size has been halved and there will be no compact edition this year.

Version: multi * Rules: de en * In-game text: no

Collection of expansions for 24 + 1 games

Bring Your Own Book

Publisher: Noris Spiele



Each player takes a book or a magazine and cue cards are set out face-down. One player is Goethe of the round, draws a cue card and names one of the categories on it. All players but Goethe search their books for a passage fitting the cue - word, sentence or paragraph. If you succeed, you call "got it" and all other players have 60 seconds to find something, too. Then all read their selection - any random one if you did not find something suitable - and Goethe chooses what he likes best and awards the card. If you have three or four cards, you win. In a variant, you vote for the winner of the round.

Version: de * Rules: de en * In-game text: yes

Creative communications game for 3-8 players, ages 14+

Broom Service

Designers: Andreas Pelikan, Alexander Pfister

Publisher: alea / Ravensburger



As a collector, witch or druid you try to produce lucrative potions and to deliver them via broom service for income. In each of the seven laps you choose four out of ten roles. As the active player you choose a role and then choose either its courageous more risky or its cowardly action - the cowardly one is resolved instantly. Then, if other players hold the same role, the must play the card in turn and also decide on courageous or cowardly, implementing cowardly and taking over with courageous from the previous player who chose courageous. Collector roles bring resources, witches move pawns and deliver potions and druids deliver potions.

Version: de * Rules: de * In-game text: yes

Role selecting and collecting game for 2-5 players, ages 10+

Broom Service Das Kartenspiel

Designers: Andreas Pelikan, Alexander Pfister

Publisher: alea / Ravensburger

8+



Potions are delivered by Broom Service. Order cards in relation to the number of players are prepared and Witch cards are distributed. In four turns you play between three and nine rounds. You choose three cards and play a witch card in either courageous or craven mode; the next player must, if possible, play the same card and again decide on courageous or craven; if he chooses courageous, the previous courageous witch is turned over. At the end of the turn you can meet orders with successfully set-down witches and gain them for victory points. The same order can be met by more than one wizard, but removes another order from the display.

Version: multi * Rules: de en fr * In-game text: no

Card game for 3-6 players, ages 8+

Brumm Brumm

Designer: Frederic Moyersoen

Publisher: Blue Orange / Asmodee

4+



A track is assembled and the snails sit behind their respective starting lines; the wheel in the snail body must be positioned to form a continuous dark line with the other markings. In order of the actual ranking, players roll a number of dice corresponding to their rank/position and select one die for their range of movement. With one finger, the snail is pushed forward by as many turns of the wheel, but movement ends immediately when any snail leaves the track; such a snail is placed back to where it was. If your snail crosses the finish line first, you win.

Version: de * Rules: de en es fr it nl pt ru * In-game text: no

Race game for 2-4 players, ages 4+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Creativity
Tactics

Knowledge
Memory

GABIS explanation on page 3

Communication Interaction
Dexterity Action

Bubblee Pop Level up!

Designer: Grégory Oliver

Publisher: Bankiiz Editions / Blackrock Games



Bubblees float in the sky above planets; each player has such a planet for up to 20 Bubblees. In each round two adjacent Bubblees of his choice fall on a player's planet. When this causes an arrangement of three or more Bubblees of the same color in a horizontal or vertical row, you take all of them off and transfer them to the scoring zone for one point each. Removing such a row triggers a special ability in relation to the color of the Bubblees. *Level up!* introduces five new solo levels and two new colors, orange and white, which come with new special abilities. You now select five of the colors for a game.

Version: multi * Rules: en fr * In-game text: no

Expansion for Bubble Pop for 1-2 players, ages 8+

Buccaneer Bones

Designer: Kris Gould

Publisher: Wattsalpoag



Six ships for each player sail on six routes between harbor and islands, with the one goal to capture treasures - they are pirate ships, after all! You roll dice, can re-roll once and can move a ship towards the harbor for two identical results. Three identical dice take you from harbor to island or back. When your ships are already on an island, you have special abilities from them in your turn, in relation to dice results. In case of a failed roll you may mark a treasure belonging to a richer pirate and steal in your next turn with a triple result. If you steal your third treasure, the game ends and you win.

Version: multi * Rules: de en es fr * In-game text: no

Dice game for 1-4 players, ages 8+

Bullyparade Der Film Das Brettspiel

Designers: Bully Herbig, Team Huch

Publisher: HUCH!



The Red Carpet of the First Night of the film is the goal, characters from the film move through landscapes like Wild West, New York, Space and the Royal Empire towards it. You draw and play a *Beweg Dich!* Card to move, draw up to *Mach halt was!* cards and lay out *Kopfgeldjäger* and *Klone*, that is, headhunters and clones. If necessary, you pay them, and, if you cannot pay, go back to case 1 of the episode. Then you play no, one or two *Mach halt was!* cards and implement their action immediately. Whoever arrives at the Red Carpet first, wins. In the team version, team members select characters from the same episode.

Version: de * Rules: de * In-game text: yes

Move & event card game for 2-8 players, ages 8+

Bullyparade Der Film Das Kartenspiel

Designers: Bully Herbig, Team Huch

Publisher: HUCH!



Shed your cards! All of them! You have five cards; one card begins the discard pile. The active player discards a card with either the same color the same image as the top card on the discard pile. Black cards can be played anytime, you name a color for the next card. If you play a card with special effect, this effect is resolved instantly. If you cannot discard a card, you draw a card. If you are down to one card, you call "Toupet" or draw a card. If you are out of cards, you call "hip Hip Toupet" and all others score a penalty point per character on their cards. If someone has 50 or more points, you win with fewest points.

Version: de * Rules: de * In-game text: yes

Card game for 2-7 players, ages 8+

Bummelbahn

Designers: Dan Keltner, Seth Jaffee

Publisher: Lookout Spiele



Train drivers want to create the best train and deliver goods. Cards in the game have multiple functions - car, building, money or freight. The active player has two actions out of: 1. Draw a card. 2. Build - new car for your train, within pull capacity of the engine; or upgrade a car or remove car; a building cannot be upgraded; you must remove it for building a new one. 3. Loading, within capacity limit, by placing a card behind a car; loading another player's train earns you a bonus. 4. Delivery from your own train to fill an order. At the end, you score engine and cards, filled orders, buildings and freight loads on your train.

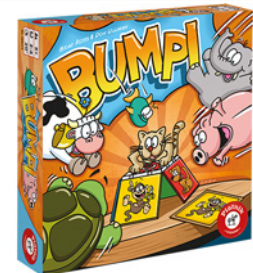
Version: de * Rules: de * In-game text: no

Placement and collecting game for 2-4 players, ages 10+

Bumpi

Designers: Brad Ross, Don Ullman

Publisher: Piatnik



Wanted: The correct Bumpi Cube! Eight five-sided Bumpi Cubes are set out and a task card is turned up. Now all search for the corresponding Bumpi Cube by pressing down the red-white Bumpi side on top of the cube with their finger, which causes the five sides of the cube to flatten out on the table. If you found the correct cube, you announce this and receive - after a check - the task card. Unsuitable cubes are released by lifting the finger, they spring back up. If you announce an incorrect cube, you lose a task card. Cards demand animals on colored background, groupings of two animals or of four colors. Whoever collects five cards first, wins.

Version: multi * Rules: cz de hu sk pl * In-game text: no

Spotting game with special dice for 2-6 players, ages 5+

Bunny Kingdom

Designer: Richard Garfield

Publisher: iello



Bunny lords conquer new worlds for their king, collect Golden Carrots, found cities, acquire fiefdoms and comply with secret assignments. For each area on the board there is one card. In a round, you lay out two cards from your hand face-down and hand on the rest to your neighbor; then all in turn resolve their two cards. Scrolls remain face-down, areas are marked with a bunny. In the building phase, you place buildings according rules into controlled areas and in the Harvest phase you score carrots = strength x wealth of your fiefdoms. After four rounds, scrolls as secret assignments are revealed and checked for compliance.

Version: de * Rules: de en fr * In-game text: yes

Drafting and development game for 2-4 players, ages 12+

Icon explanation



GABIS explanation on page 3

Recommended Minimum Age

Buttons

Designer: Benjamin Schwer

Publisher: Noris Spiele



Buttons for Stars! You win with five stars in a row or twelve stars on the board. Button next to button or button on star is not allowed. You can roll dice or pass. If you roll, others can make use of the dice with golden pips only. The active player uses all dice and puts a button at a crossing of black and white dice results. If you cannot place something, you remove all buttons and a black dice for the round. If you pass, you also set aside a die. When each player has set a die aside, those you passed, receive a star for each triple of symbols covered and one star for a covered triple of the symbol on their own button card.

Version: de * Rules: de * In-game text: no

Placement game with dice for 2-4 players, ages 8+

Byzanz

Designer: Emanuele Ornella

Publisher: Asmodee / Lautapelit



Packages of goods are auctioned on the market at Byzantium; a number of goods in accordance with an offer card are displayed and you make a bid with goods cards from your hand; whoever wins the auction, pays his bid to the market and also one of the cards from the offer. The remaining offer you take up in your hand and display the offer card. When all have won an auction, all take - in order of their offer cards - a type of goods from the market. You can sell sets of identical goods - also with a trader for a joker - at any time and keep the highest card for profit, face-down. When all cards have been auctioned, you win with the biggest profit.

Version: multi * Rules: de en fi fr se * In-game text: no

Card game for 3-6 players, ages 8+

Cacao

Designer: Phil Walker-Harding
Publisher: Abacusspiele

8+



You have 11 worker tiles featuring between zero and three workers along one edge and place them adjacent to jungle tiles, jungle and worker tiles alternate. Depending on the type of jungle tile bordering your worker(s) you receive cocoa beans or sell beans or move the water carrier on the score track. Temples score gold for victory points for majorities in adjacent workers at the end of the game. Sun worshipping places give you sun tokens, they can be used to overbuild worker tiles or score gold at the end. You can only own three sun tokens at any given time. When all workers are gone, you win with most gold.

Version: multi * Rules: de en * In-game text: no

Tile placement game for 2-4 players, ages 8+

Cacao Chocolat

Designer: Phil Walker-Harding
Publisher: Abacusspiele

8+



Cacao Chocolat introduces four modules to expand Cacao individually or in any combination. **Map Tableau:** two jungle tiles; you pay for their use with Map tiles. **Watering Module:** Three tiles Watering, per activated worker the water carrier can go back one case and allows you store four cacao fruits from stock in your village. **Chocolate Module:** Cacao fruit, activated worker and Chocolate Kitchen give you a bar of chocolate; Cacao fruit and chocolate bars can be sold on the Chocolate Market. **Hut Module:** build hut for gold at end of turn; at the end of the game, building costs are scored like gold, some huts give you a bonus.

Version: multi * Rules: de en * In-game text: no

Expansion for Cacao for 2-4 players, ages 8+

Cacao Diamante

Designer: Phil Walker-Harding
Publisher: Abacusspiele

8+



Four modules for use with Cacao c and Cacao Chocolat. **The Gem Mines:** You put gems from the mine car on newly placed Gem Mines, activated workers on adjacent tiles -> one gem; a set of four colored gems must be swapped for a mask = gold at the end. **The Tree of life** replaces gold mines; adjacent tiles with activated workers -> one gold; without workers -> three gold. **The Favour of the Emperor:** New tile in column of emperor -> one gold, emperor moves on this tile. **The New Workers:** - Tiles with various new worker distribution, you can use them in any combination or more tiles in total.

Version: multi * Rules: de en * In-game text: no

Expansion for Cacao for 2-4 players, ages 8+

Café Fatal

Designers: Brett J. Gilbert, Trevor Benjamin
Publisher: Zoch Verlag

8+



In Mathilde's Café, you roll dice for free food. Tables are laid out, morsels are in the bag and you use six dice. At the start of a round, one morsel is put on each table, two more go on two tables determined by two dice. As active player, you roll all available dice and place all with your chosen value on a suitable table, as per rule requirements. If, at the end of a round, you have the majority at a table, you get all morsels; in case of a tie, the higher dice value decides, in case of another tie they stay on the table. At the end, your morsels are worth one, two or five points, completed cheeses, pizzas and cakes score double their value.

Version: multi * Rules: de en * In-game text: no

Dice game for 3-5 players, ages 8+

Café Melange Herr Ober, die Rechnung bitte!

Designer: Stephan Riedel
Publisher: Clicker-Spiele



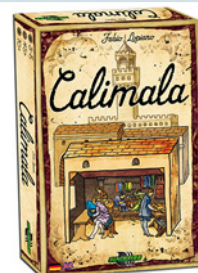
Rush hour at Café Central in Vienna. Clever seating of guests and celebrities earns you victory points, but only if you reserved seats according to preferences, for instance shape or color of furniture. The expansion features 36 new order cards, replacing those of the basic game; you are dealt three orders. If you play a VIP, you mark him with a reservation token. If you play a reservation card, you can play a second one and choose any characteristics for it. In each section of the game you can play an order card. When the 21st guest arrived, you score all order cards at the end of the round. Needs basic game to play.

Version: multi * Rules: de en * In-game text: no

1st expansion for Café Melange for 2-4 players, ages 10+

Calimela

Designer: Fabio Lopiano
Publisher: ADC Blackfire Entertainment



Arte di Calimela, the guild of cloth merchants in Florence, was patron for buildings and works of arts and tried to take over civic power. As member of the guild you win prestige from delivering cloth and sponsoring buildings and work of arts. The active player puts a disc, on an action case, on top of others already there, up to maximum four - for resources, building, work of art, weaving, ship, transport or donation; then you activate the case and up to three discs in a stack, maybe also using action cards, and all implement the actions. A fourth disc in the stack goes into the city council and triggers a scoring.

Version: multi * Rules: de en * In-game text: no

Worker placement for 3-5 players, ages 10+

Captain Dice

Designer: Satochika Daimon
Publisher: Grandoor Games / Japon Brand

10+



Pirates rampage for booty on treasure cards! All roll their six dice simultaneously and place them two and two on empty cards with suitable dice symbols. When given card constellations are achieved, you can ring and stop the dice phase. Then you add attack cards on treasure cards and take back your dice. Attack cards are resolved for their range, in order of attack speed. Treasure cards under remaining attack cards and treasure cards without attack card between your attack cards, are assigned and new cards are placed. When there are only eight treasure cards on display, you win with most treasure cards.

Version: jp * Rules: de en fr jp * In-game text: no

Dice game for 2-4 players, ages 10+

Captain Silver

Designers: Wolfgang Dirscherl, Manfred Reindl
Publisher: Queen Games

6+



Pirates looking for treasures! All play simultaneously and want to find items depicted on ocean cases by feeling for them in their bags. Correctly identified items are placed on the first case of the row or adjacent to items already there; wrong items are placed on the volcano island. When a row is complete, all rows are scored: Wrong items cost you a coin, for correct items you receive, depending on the case, either coins or move your ship to maybe receive coins or a treasure chest. Then you lose one coin for each item on the volcano island that is also depicted on the volcano card of the round. After three rounds, you win with most points.

Version: multi * Rules: de en * In-game text: no

Tactile game for 2-4 players, ages 6+

Captain Sonar

Designers: Roberto Fraga, Yohan Lemonnier
Publisher: Pegasus Spiele

4+



Two enemy submarines fight in the depths of the ocean. You have your post assigned and all must cooperate efficiently. You can play in real-time or based on rounds. Roles are Captain, First Officer, Radio Operator and Engineer; several roles can be held by one player. The Captain sets the course, the opposing radio operator listens, makes notes and uses drones and sonar. The First Officer manipulates rotary switches to activate ship systems by himself or by the captain. The engineer monitors system defects happening during course changes. Surfacing repairs the ship and resets the course. When a ship has four damage points, the opposing team wins.

Version: de * Rules: de en es fr it nl * In-game text: no

Cooperative conflict game for 4-8 players, ages 10+

Colour codes for target groups (Headline Colour)
For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)
Chance Strategy Creativity
Tactics Knowledge Memory

GABIS explanation on page 3
Communication Interaction
Dexterity Action

Caramba

Designer: Haim Shafir
Publisher: Amigo Spiele

7+



Each player has a set of dice - one orange for marking score and five dice with three black, two blue and one red side. Three markers in black-blue-red are small-medium-big. All players roll simultaneously and try to achieve the same color on all five dice. You can re-roll any number of dice as often as you want. If you manage five dice of the same color, you quickly take the figure of the same color, regardless from where or from whom, and start rolling again. You can have more than one marker. When the last marker has been taken, you score 1, 2 or 3 points for the black, blue or red marker. The first player to reach or top 20 points, wins.

Version: de * Rules: de en * In-game text: no

Dice and reaction game for 2-4 players, ages 7+

Carcassonne Edition II

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



A modern classic in a new outfit - for this new editions the graphics of the game have been redesigned. Cover and tiles have been changed and the rules have been revised for even easier access to the game: Otherwise the game is the same: You place landscape tiles for a landscape of cities, roads, meadows and monasteries next to each other, adjacent card edges must correspond. Seven meeples are placed on newly placed tiles and are scored when the landscape type is completed. Meadows are scored at the end of the game and the winner is the player with the highest score. Two mini expansions - The Abbot and The River - round off this edition.

Version: de * Rules: de en es fi fr nl * In-game text: no

Tile placement game for 2-5 players, ages 8+

Carcassonne Wirtshäuser und Kathedralen

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



First expansion for Carcassonne, featuring 18 new landscape tiles. Some of them show inns which score two points for the highway robber for the completed road segment. When the tiles with inn symbol are part of an unfinished road, the road is not scored! Cathedrals score three points for each tile in a completed city; if a city with cathedral is not complete, the city does not score points. Other new components are point tiles for scoring and one big meeple for each player, which is equal to two standard meeples. One set of meeples for a 6th player completes the expansion.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Carcassonne Händler & Baumeister

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



2nd expansion for Carcassonne featuring 24 new landscape tiles, 20 of them with commodities. There are also commodity tokens and one pig and one builder for each player. When a player completes a city with commodity symbols, he receives one commodity token per symbol. If you own most of a type of commodity at the end of the game you score ten points. Pig and builder are treated like normal meeples - the pig raises the value of cities for farmers and may only be placed with your own farmer. The builder allows double turns in cities or on roads when they are extended or completed.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Carcassonne Burgfräulein und Drache

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



In the 3rd expansion the land around Carcassonne is plagued by a Dragon. The Dragon moves when a volcano is placed or when a card with the Dragon is placed: Each player must move the Dragon one tile horizontally or vertically until the Dragon has moved over six tiles or is stopped by a cul-de-sac. The Lady removes an opponent's knight if she is placed next to an occupied town, the placing player may not place a pawn anywhere in this move. The Fairy can be moved when no pawn is placed. Tunnel and Monastery are new features within a town.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Carcassonne Abtei und Bürgermeister

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



Fifth expansion with 6 estates, wagons, mayors and abbeys each. An abbey closes a gap and completes all adjacent tiles for a scoring and is scored like a monastery when a monk is present. The Mayor is placed in cities and scores the coats of arms in a city. An estate is placed at the crossing point of four tiles with a meadow and the meadow is instantly scored. The wagon is placed on road, city or monastery and scored like a meeple; and a wagon can also be relocated instead of being taken back after a scoring. The new landscape tiles feature cities with two separate boroughs, roads with three meadows and roads with roundabouts.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Carcassonne Der Turm

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



The 4th expansion brings 18 landscape tiles with tower icon, 30 wooden tower parts and a tower for tile storage. Depending on the number of players you receive 5-10 tower parts. In your turn you draw and place a tile as usual. Then you can place one of your men, or place a tower part on a tower location, or add a tower part to an already existing tower, or put a meeple on a tower to complete the tower. Placing a tower part entitles a player to capture one meeple of another player; equal numbers of prisoners between players are exchanged; you can also buy back a prisoner for 3 points from the score track and place him immediately.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Carcassonne Graf, König und Konsorten

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



6th expansion with one new expansion and three mini-expansions, previously published. *Graf von Carcassonne*: City cards are laid out for Carcassonne and begin the game, The Count is placed into the city. If you trigger a scoring and do not score yourself, you may put a meeple into Carcassonne. *König und Raubritter*: The King goes to whoever owns the biggest city, for one point at the end of the game. The Robber Baron goes to the owner of the longest road for one point per completed road. *Der Fluss II* is placed at the start and you can place a meeple there already then. *Kultstätten* steal points from monks. New edition.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne, for 2-6 players, ages 8+

Carcassonne Brücken, Burgen und Basare

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



The 8th expansion contains 12 new landscape tiles with bridge markers, 12 bridges and 12 castle parts. When a bazaar is turned up, the tile is placed and a bazaar takes place. You turn up one tile per player and the tiles can be bought with victory points. A bridge continues a road and is built on the tile just placed or a tile adjacent to this tile. The ends of bridges must be placed on meadows. A small town of two tiles can be expanded to a castle and scores the points of the first building that is scored in the vicinity. New edition.

Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Carcassonne Schafe und Hügel

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



9th expansion with 18 landscape tiles, showing hills or vineyards, 18 sheep and wolf chips and 6 shepherds. Shepherds are placed on meadows and you draw a chip: A sheep is placed, a wolf removes sheep and shepherd. If you expand a meadow with shepherd you can expand the flock - again by drawing a chip and placing the sheep, a wolf would again chase away sheep and shepherd - or score the flock for 1 point per sheep, sheep and shepherd are then removed. Sheep on merged meadows count for all players; at the end of the game sheep have no value. Hills decide ties for their owner, vineyards next to monasteries score 3 points each. New edition.

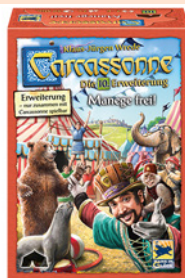
Version: de * Rules: de * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 8+

Carcassonne Manege frei!

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

7+



Expansion #10 for Carcassonne, including 20 landscape tiles - 12x tent with one tent slot and 8x artists with two artist slots - as well as 16 animal tiles of value 1 to 7, one tent token and 6 ringmaster pawns. Tent tiles are placed as usual; on the first one you place a face-down animal and the tent token; when another tent tile triggers a scoring, you also score the tile with the tent-meeple on the tent tile and its eight neighbors score the points of the revealed animal tiles. On artist tiles, you place a meeple for an artist; whoever adds a tile next to it, places a 2nd or 3rd meeple on the artist tile for five points in a scoring.

Version: de * Rules: cz de en fi hu nl * In-game text: no

Expansion for Carcassonne for 2-6 players, ages 7+

Carcassonne Amazonas

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



The starting board is placed near to the edge of the table, you have four meeples and two camps and all boats are placed at the source of the Amazon. You draw and place a tile as usual and can then place meeple or camp on it, or move your boat on the Amazon and score the tile if necessary. Tributaries and villages are scored as usual, camps at the end of the game. You can only add tiles behind the front edge of the Amazon. A meeple on boat symbols moves the boat. An Amazon tile expands the Amazon, then boats in first and second position score points for piranhas and caimans on the new tile. Series: Carcassonne Around the World

Version: de * Rules: de en fr * In-game text: no

Tile placement game for 2-5 players, ages 8+

Carcassonne Goldrausch

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



The series Carcassonne Around the World takes us to the Wild West with this edition - tiles are placed as usual and you place cowboys on railway tracks, mountains, prairies and roads. Newly placed mountains are equipped with mining tiles. Instead of placing a cowboy you may place or relocate your tent or take a mining tile from the mountain on which your tent is currently located, independent of other cowboys or majorities on the mountain. Scorings for mountains and railways feature additional details, e.g. double points for only one engine on the track and mining permits on mountains, both in interim scorings and the final scoring.

Version: de * Rules: de en fr * In-game text: no

Tile placement game for 2-5 players, ages 8+

Carcassonne Südsee

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

7+



Landscape tiles are laid out to form a South Seas island archipelago. Runways connect islands and yield shells, the islands yield bananas and fish come from the ocean. Four ships are on display. In your turn you draw a landscape tile and place it next to at least one already in place, landscape features must correspond! Then you can place an islander on it or take back an islander. Completed runways, islands, ocean regions or markets are scored and you get the goods. Finally, you can deliver goods to a ship for points. When the last tile is placed or the last ship taken you win with most points after a final scoring.

Version: de * Rules: de en es fi fr nl * In-game text: no

Placement and position game for 2-5 players, ages 7+

Carcassonne Über Stock und Stein

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

7+



Tiles show fields with or without harvest symbol, lanes, meadows and animals. Harvest chips show six different harvest symbols. You begin with four meeples and 2 stables. You draw and place a tile at a suitable place in the display. Then you can put a meeple on lane or field or place a stable on a meadow, provided the landscape types are still free. Then you score, if applicable, and can then, if you extended a lane, move your meeple along the lane for one 1 per tile. Harvest symbols on completed fields get you chips. When all tiles are placed you score points for lanes, open fields, harvest chips and animals on 8 tiles around a stable.

Version: de * Rules: de en es fi fr nl * In-game text: no

Tile placement game for 2-5 players, ages 7+

Carcassonne Big Box

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

8+



The introductory set for the classic game comes with the core game and eleven expansions. The rules recommend that your first game should be a core game without using the farmers, and then, you can, step by step, add the farmers as well as the expansions *Wirtshäuser und Kathedralen* and *Händler und Baumeister*. The expansions *Der Fluss* and *Der Abt* can be used at any time. For adding the *Minis* you should have some experience with the game, as their combinations can result in complex situations. If you use all expansions at the same time, you have an intensely challenging game of about two hours.

Version: de * Rules: de * In-game text: no

Introductory set for Carcassonne for 2-6 players, ages 8+

Carcassonne für 2

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück

7+



The game classic in a tin - for a game of two. There is no board with a scoring track and therefore there are only six meeples; the rules are the same: You place landscape tiles for a landscape of cities, roads, meadows and monasteries next to each other, adjacent card edges must correspond. Meeples are placed on newly placed tiles and are scored when the landscape type is completed. In this edition, farmers are a variant and are not used in the core game; but if they are, the usual rules apply and meadows are scored at the end of the game; if nobody can draw or place a tile, you win with the highest score.

Version: de * Rules: de * In-game text: no

Placement and position game for 2 players, ages 7+

Carcassonne Junior

Designers: Marco Teubner, Klaus-Jürgen Wrede
Publisher: Hans im Glück

4+



On occasion of the national holiday, 14th of July in France, sheep, hens and cows are traditionally let loose. The children of Carcassonne have fun in catching them again and they are depicted on the tiles doing this. In your turn, you select a stack, turn up the top card and add it to the display, next to a card already there and with corresponding edges. When a path is completed, all players place a meeple on the path, if a child in their color is depicted on the path. Whoever is first to place all his meeples, wins. New edition with a new name, first edition „Die Kinder von Carcassonne“

Version: de * Rules: de + many more * In-game text: no

Tile placement game for 2-4 players, ages 4+

Colour codes for target groups (Headline Colour)

For children + learning For families With friends For experts

Colour codes for features (Bar in Evaluation box)

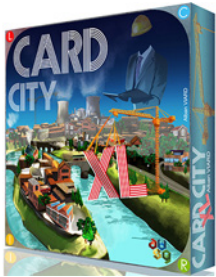
Chance Strategy Tactics Creativity Knowledge Memory

GABIS explanation on page 3

Communication Interaction Dexterity Action

Card City XL

Designer: Alban Viard
Publisher: AVStudio Games



A development of Card City, featuring 240 options for a game: You select one of three levels of difficulty, one of five victory conditions and one of 16 options for number and kind of variants. You are still mayor of the city and acquire buildings in each turn, use them to develop city districts so that those areas create revenue and victory points. A game comprises ten turns of five phases each - Acquisition of New Buildings, Construction, Development, Revenue and End of turn. Possible victory conditions are most points from Residential Districts, Industry + Parking, Commerce + Parking or Happiness from residential areas or most Money.

Version: multi * Rules: en fr * In-game text: no

Development game for 1-4 players, ages 12+

Caro

Designer: Annedore Krebs
Publisher: Noris Spiele



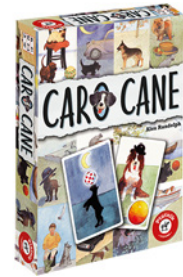
Building blocks, but only seemingly! In the elegant box of abstract design you find a number of squares made out of high-quality wood and coming in four colors: white, light grey, dark grey and burgundy red. These blocks demand that you to think around corners! In turn you place a square for a high score and consider carefully, because space is scarce and not every combination of colors is allowed. And of course, the other players, too, have a piece to place!

Version: de * Rules: de * In-game text: no

Abstract placement game for 2-4 players, ages 8+

Caro Cane

Designer: Alex Randolph
Publisher: Piatnik



Dogs, trees, people and other items on 36 cards are shown in numerous ways, but their category is easily recognized. Each card shows a dog and items from two categories. One open-faced card begins the discard pile. The active player selects a card from hand which corresponds, besides the dog, in one other category with the top card on the pile. He says "Dog plus corresponding category plus third category on his card" and discards the card. If you cannot discard a card, you draw one. Whoever can discard his last card, wins. With variant "Sit, dog!" about correlations on adjacent, turned-up and laid-out cards.

Version: multi * Rules: de en fr hu it pl * In-game text: no

Concentration game for 2-4 players, ages 4+

Cartagena

Designer: Leo Colovini
Publisher: Piatnik



Pirates flee along the tunnel from the Cartagena fortress to their boat or through the jungle of Tortuga from their boat to the Pirate Bay. You have two actions in your turn - you play a card and move one of your six pirates to the next free card symbol or you move back to the nearest case with one or two pirates and draw one or two cards. Whoever is first to have all pirates in the boat or at the Bay, wins. In the complete version, you combine both paths and use one action to move the boat between islands. Includes three variants: Captain Morgan for drawing cards, Freibeuter for a card limit and Zauberin with special effects for card symbols.

Version: multi * Rules: cz de hu sk * In-game text: no

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

Carthago

Designers: Bernd Eisenstein, Ralph Bienert
Publisher: Game's Up



In this ancient commercial center, you want to increase wealth and influence and improve your position in the Merchant's Guild, in decades of five action rounds each. After preparing the decade you play action rounds with one turn per player: You place the action disc on the action case, play a corresponding trade or base card, plus one more for each action disc of another player in the case. For a Guild token in the case you do the Guild action, too, the token then moves to the next case without a token. After three decades, you multiply ships you received with guild seats you acquired and add completed achievement tiles.

Version: multi * Rules: de en fr * In-game text: no

Worker placement with cards for 2-4 players, ages 12+

Castro

Designer: Jürgen P. K. Grunau
Publisher: Noris Spiele



Castro offers a combination of the mechanisms from Yatzy and "Four in a Row". Squares on a game board are marked with results of dice rolls, each player has 15 pagoda roofs. You roll five dice and have five rolls to achieve a useable result, which you need not announce before rolling. You may set dice aside and re-roll them later. The dice result determines - within certain restrictions for when the result was achieved - where on the board you can place one of your pagoda roofs and if you can cover another player's roof with one of your own. If you cannot place a roof, you lose a roof. Whoever achieves four roofs in a row first, wins the game.

Version: multi * Rules: de en fr it * In-game text: no

Dice and placement game for 2-4 players, ages 8+

Catan Seefahrer

Designer: Klaus Teuber
Publisher: Kosmos



20 Jahre Jubiläums-Edition - a special edition for this expansion for Catan. This edition features eight scenarios in a campaign on the history of Catan. A new resource is introduced - gold from a new landscape tile, it is a trade currency only. Basically, the rules of Catan apply; and you need various components from the core game for the individual scenarios. New rules relate to building and use of ships, the Pirate comes into play alone in some scenarios, and together with the Robber in others. This edition also features four extra scenarios "Die Legende der Seeräuber". This expansion for the expansion is also available in a separate box.

Version: de * Rules: de en es fr it pt ru * In-game text: yes

Expansion for Catan for 3-4 players, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3



Recommended Minimum Age

Caverna Cave vs. Cave

Designer: Uwe Rosenberg
Publisher: Mayfair Games



Epoch I: First Wealth - The mountain is prepared as living quarters for the tribe of dwarves. Each round comprises three phases: 1. An action tile is revealed. 2. Players alternate to move an open action tile to their side of the board and implement the action. 3. All action tiles are moved back onto the track. Action options are receiving or trading goods, setting up or pulling down a wall, excavating a cavern or furnishing a cavern, replenishing goods, Room actions or Anytime-Action. After eight rounds, you add your gold and points on openly displayed furnishings on your cave map. Includes a solo variant.

Version: en * Rules: de en nl pt ru * In-game text: no

Placement and developing game for 1-2 players, ages 12+

Caverna Höhle gegen Höhle

Designer: Uwe Rosenberg
Publisher: Lookout Spiele



Epoch I: First Wealth - The mountain is prepared as living quarters for the tribe of dwarves. Each round comprises three phases: 1. An action tile is revealed. 2. Players alternate to move an open action tile to their side of the board and implement the action. 3. All action tiles are moved back onto the track. Action options are receiving or trading goods, setting up or pulling down a wall, excavating a cavern or furnishing a cavern, replenishing goods, Room actions or Anytime-Action. After eight rounds, you add your gold and points on openly displayed furnishings on your cave map. Includes a solo variant.

Version: de * Rules: de en nl pt ru * In-game text: no

Placement and developing game for 1-2 players, ages 12+

Michael Feldkötter

Iquazú





4 other new family games
and more information at
haba.de/familygames

Dynamic game board:
Gemstones disappear and
bonus cards appear – a new
tactic is now required!

The players bravely navigate the most dangerous place
in the land to keep their gemstones safe. Repelling down
behind the great Iquazú waterfall, you must skillfully play
your cards to place your gramstones in the best spots.
Whoever can do this best, will win the game.



 10-99 years

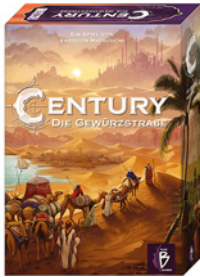
 2-4 players

 50 min.

HABA®

Century Die Gewürzstraße

Designer: Emerson Matsuuchi
Publisher: Plan B Games / Abacusspiele



Part I of a trilogy on trade routes in the 15th, 16th and 17th century. Beginning with two start cards for taking Curcuma and upgrading spices - Curcuma - Saffron - Cardamom - Cinnamon - and a few spice cubes you can: 1. Play a card and acquire spices, transform them or swap them. Or you can 2. Acquire a card - first one in the row for free, all others for one spice per card in front of the intended card. 3. Rest and take all played cards back in hand. 4. Discard spices and take the corresponding point card, maybe plus a coin. If someone has five point cards, you win at the end of the round with most points from cards and coins.

Version: de * Rules: cn de en es fr hu it kr nl pl * In-game text: no

Card game with deck building and swapping for 2-5 players, ages 8+

Challenge Austria

Designers: Melita and Robert Sedlacek, Roberta Baron
Publisher: Piatnik



A track is color-coded for each Austrian province; cards are white for questions on all of Austria or colored when referring to provinces; you can answer those only when your pawn is in the respective province. At the start, you choose a province and draw five questions. Then, in a turn, you roll dice and move your pawn, can then buy, sell or swap questions, or return them for a fee and draw new ones. Then you can answer questions in hand and earn 5 € for a correct answer or pay 3 € for a wrong one. There are special roles for moving from one province crest to another and for team play, too. Whoever earns a previously agreed sum first, wins.

Version: de * Rules: de * In-game text: yes

Quiz game for 3-9 players, ages 14+

Charterstone

Designer: Jamey Stegmaier
Publisher: Feuerland Spiele



Charterstone is a Legacy game, board, rules and components are not given from the start, but come into play and/or change permanently during the game, based on decision of players. On order of the king, six citizens, each with a unique set of abilities, are tasked with founding and developing a village outside the realm. Each player is assigned an area on the board, buildings are placed as stickers into your village and become action cases for all players. At the end of twelve games, which you should play with the same players, if possible, you have a unique game that can then be replayed like and "standard" worker placement game.

Version: de * Rules: de en fr pt ru * In-game text: yes

Legacy worker placement for 1-6 players, ages 14+

Chef Alfredo

Designer: Michael Schacht
Publisher: Queen Games

5+



Chef Alfredo makes the best soups, but unfortunately he has forgotten which one is in which pot. Four pots with recipe tiles are on the stove. You roll a die: For Chef Alfredo you switch two pots. An ingredient result is put into a pot, you put it in and check, but do not announce a mistake. Your left neighbor takes the die without changing it and can accept your choice of pot and roll again, you receive a Chef tile. If he doubts your choice, he compares the die and the recipe tile in the pot. Whoever is correct, takes a Chef tile and all ingredients from the pot go back to stock. When all Chef tiles are taken, you win with most of them.

Version: multi * Rules: de en fr * In-game text: no

Dice and memo game for 2-4 players, ages 5+

Chicken out!

Designer: David Parlett
Publisher: Piatnik

7+



Chickens are out, but need to be counted! Cards featuring black chickens - are always added up - and red chickens - are sometimes subtracted - and foxes, which set the total to 0 or 20 or double it or are equal to the last chicken card played, are handed out evenly. From your face-down stack, you play a card and tot up the total. If you pass 21 or go "chicken out" by not playing a card, you take all cards. If you reach 21 exactly, cards played are set aside and you can play two or more cards. If you are out of cards, each chicken card scores 1 and each fox scores 10 after the next taking or setting aside of cards.

Version: multi * Rules: cz de fr hu it pl sk * In-game text: no

Card summing game for 2-5 players, ages 7+

Chickwood Forest

Designer: Matt Loomis
Publisher: Zoch Verlag



Robin Rooster steals from the reach eagles, gives to the poor sparrows and earns glory! The active player plays a card at a castle and then takes a castle with all cards, adds up alms markers on benefactor cards and places alms in an unbroken row from village to village. When all have robbed a castle and distributed alms, the next round begins. When there are not enough cards for this, you score glory from castles, villages in relation to alms, loot cards, chest majorities, unique garments, jewelry and additional glory from more than one Maid Marihen. Henchmen and surplus chests cost you glory.

Version: multi * Rules: de en * In-game text: no

Collecting game for 2-5 players, ages 12+

Chill & Chili

Publisher: Schmidt Spiele

8+



For a good vegetable yield you need vegetable cards and irrigation. The active player can renew market cards for 1 coin, moves a water chip from the pond board into the pond and then has one action out of 1. Buy a card - tools for money into the pond or a free vegetable card from the stack or an open one from the market for money. 2- Plant vegetables with the necessary number of cards or display tools for permanent advantages like getting water, money or a card. 3. Take chips from the pond, for money or for water. When the last chip goes into the pond, you score watered beds or double for completely watered beds, cards in hand and coins.

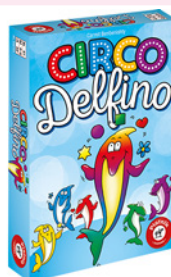
Version: de * Rules: de * In-game text: no

Development game for 2-5 players, ages 8+

Circo Delfino

Designer: Carmit Benbenishty
Publisher: Piatnik

6+



Playful dolphins need to form formation - a formation comprises dolphins in three colors and ascending numbers; only number and color of the dolphins are considered; the number of cards involved is irrelevant. The active player draws a card from the stack and puts it openly into the display of cards. If you spot a formation, you call "got it!" and point out the cards; if you are correct, you take the cards; if not, you discard a card; when the stack is empty, you win with most cards. In the version Superkür, you add five Super cards and can use mixed colors, for instance combine a red and a blue dolphin into a purple one.

Version: multi * Rules: cz de en fr hu it pl sk * In-game text: no

Card game on sets for 2-6 players, ages 6+

Citadels

Designer: Bruno Faidutti
Publisher: Hans im Glück



An adaptation of *Ohne Furcht und Adel* - the basic rule is the same: You secretly choose a character for the round; then you are called for in character sequence, reveal your character, take gold or a building, use your ability and build a building for gold. Changes come from the cards - there are now 27 characters, of which you use eight or nine for a game; there are 90 buildings, of which you use 68, and you can play action cards, acquired from the building stack. At the end of the round in which someone built his 7th building, you score for gold and silver on buildings, a complete set of building types and for unique buildings.

Version: de * Rules: cz de en es fr it nl * In-game text: yes

Card game for 2-8 players, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

City of Spies: Double Agent

Designers: Gil d'Orey, Antonio Sousa Lara
Publisher: Stronghold Games



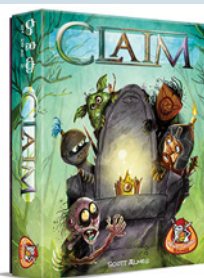
Your goal: The best spy network - all players send spies to locations to recruit more experienced spies. You place characters and markers on locations; when all markers are placed, you resolve location in sequence, for character abilities and location rules, the most powerful player wins the reward. After four rounds, you add points from characters in hand, completed missions and number of set-down tiles. The *Double Agent* expansion offers new options: A 5th player, two new locations - hotel and harbor with special rules, the ability Double Agent, two mission tiles and seven new characters, two of them with a new nationality.

Version: en * Rules: de en pl pt * In-game text: no

Expansion for City of Spies for 2-5 players, ages 10+

Claim

Designer: Scott Almes
Publisher: White Goblin Games



Five factions of the realm decide the succession of the King. You hold 13 of 55 cards for the factions. In Phase I, you recruit followers. The top card from the stack is turned up, the leader and his opponent play a card, you must follow suit and special abilities of factions are resolved. The highest card of the color played by the leader or the leader win the revealed card for a follower. The loser draws a card from the stack for a follower. After 13 such rounds, you collect followers in Phase II - Again, both play a card, the player in the lead goes first; the winner takes both cards and after 13 rounds you add up your score.

Version: multi * Rules: de en fr nl * In-game text: no

Trick-taking game for 2 players, ages 10+

Claim it!

Designer: Kris Gould
Publisher: Watsalpoag



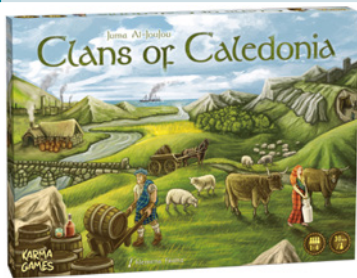
1855 in the Wild West - players are gold diggers which claim their territories and defend them against take-over. You roll three dice and place your white marker and can then either roll again or replace the white markers with markers of your own color. You must assign one die to a row, the other to a column and the third die to a white or black marker. Depending on the situation on an area there are different rules for what markers you can place. If you have claimed the necessary number of areas there is one last round and then the player with the biggest area of connected squares wins.

Version: en * Rules: en es fr * In-game text: no

Dice and placement game for 2-5 players, ages 8+

Clans of Caledonia

Designer: Juma Al-Joujou
Publisher: Karma Games



Historic Scottish clans with unique abilities produce, trade and export agricultural goods and whisky. Phases of all five rounds: Preparation, beginning with round 2, with replenishing the export tale and taking back traders 2. Actions, one per player in turn order, until all have passed - trading of one kind of good; taking an export order; expanding, with bonuses for buildings and neighborhoods; improving shipping or technologies; hire trader, fill an export order, with bonuses; or passing your turn. 3. Production - Units on the board produce goods and income. 4. Scoring, you collect fame according to the current scoring tile.

Version: multi * Rules: de en * In-game text: no

Economics game for 1-4 players, ages 12+

Codenames

Designer: Vlaada Chvátil
Publisher: Czech Games Edition / Asmodee



Two teams elect a Master Spy. 25 random codenames are laid out. Both Master Spies agree on a random code key and insert it into the holder. The code determines agents for each team, neutral persons and the Assassin in the display of codenames. Master Spies alternate to give a clue of word + number, indicating the number of codenames the clue is relating to. When a team touches a code name and is correct, it can keep guessing and the card is covered with the team color. Touching of neutral agents or agents of the other team terminates your turn, they are also covered in appropriate colors. If you touch the Assassin you lose the game for your team.

Version: de * Rules: de en + 27 more languages * In-game text: yes

Word guessing game for 2-8 players, ages 14+

Codenames Duet

Designer: Vlaada Chvátil
Publisher: Czech Games Edition



25 codenames are displayed in a 5x5 grid. A Key card is set out, each player sees one side with cases marked in green - those are the codenames that other player should find. You alternate turns; a turn comprises one clue made up from a word and a number to indicate the number of codenames that fit the clue word. When your partner touches a correct codename, he can go on guessing. Touching a neutral agent ends the turn; touched cards are covered accordingly. If you touch the killer, you lose instantly. When 15 codenames are found within nine rounds, you win. Mission cards vary the number of rounds and of neutral agents. Can be played in teams.

Version: en * Rules: de en it nl pl * In-game text: yes

Cooperative word guessing for 2-4 players, ages 11+

Codenames Duet

Designer: Vlaada Chvátil
Publisher: Czech Games Edition / Asmodee



25 codenames are displayed in a 5x5 grid. A Key card is set out, each player sees one side with cases marked in green - those are the codenames that other player should find. You alternate turns; a turn comprises one clue made up from a word and a number to indicate the number of codenames that fit the clue word. When your partner touches a correct codename, he can go on guessing. Touching a neutral agent ends the turn; touched cards are covered accordingly. If you touch the killer, you lose instantly. When 15 codenames are found within nine rounds, you win. Mission cards vary the number of rounds and of neutral agents. Can be played in teams.

Version: de * Rules: de en it nl pl * In-game text: yes

Cooperative word guessing for 2-4 players, ages 11+

Codenames Pictures

Designer: Vlaada Chvátil
Publisher: Czech Games Edition / Asmodee



Variant of Codenames. The rules of Codenames apply - but there are 5 x 4 images laid out in a grid. The master spies of both teams alternate to give clues made up from a word and a number; the number indicates the number of images to which the clue relates. If a team touches a code picture and is correct, it can keep guessing and the image is covered with the team's color. If you touch neutral agents or one of another color terminates your move, the images are covered accordingly. If you touch the assassin, you and your team lose the game instantly. Variants for giving clues and end of the game are given.

Version: de * Rules: de en + 13 more languages * In-game text: no

Image guessing game for 2-8 players, ages 14+

Codenames Undercover

Designer: Vlaada Chvátil
Publisher: Czech Games Edition / Asmodee



Adult variant of Codenames. 25 random codenames are laid out. A random code key is inserted into the holder. The code determines agents for each team, neutral persons and the Assassin in the display of codenames. Master Spies of both teams alternate to give a clue of word + number, indicating the number of codenames the clue relates to. Touching a correct code name allows another guess, the card is covered with the team color. Touching of neutral agents or agents of the other team terminates your turn, they are also covered in appropriate colors. If you touch the Assassin you lose the game for your team. Can be combined with Codenames.

Version: de * Rules: de en it pl ro * In-game text: yes

Word guessing game for 4-8 players, ages 16+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Knowledge
Tactics Creativity Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

Coinhole

Publisher: Hasbro

8+



Sink coins! You make them jump and hit the table before disappearing in the hole. In *Staffellauf*, two teams are playing. When one team has sunk the coin, their board is placed on the board of the other team that has one more try to sink the coin; if they manage it, the other time must take a turn, etc. and you win if your team was last to sink a coin. In *Team Coinhole*, the winner is the team that is first to score 21 points. You score coins in the hole or on the board; team results are compared and the balance is scored by the team with the higher score. *Geschwindigkeitsjagd* is a variant for experienced Coinhole players.
Version: de * Rules: de * In-game text: no

Dexterity game for 2 or more players, ages 8+

Concordia

Designer: Mac Gerdts
Publisher: PD-Verlag



Fame and Fortune in the Roman Empire. As a colonist you go on the modular board into one of the provinces in the Empire or in Italy to produce brick, food, cloth, wine or tools. All begin with an identical set of cards and acquire additional cards, which are used for actions and victory points. The Tribune lets you take up spent cards again, which results in an intermediate scoring. If you build the last house or buy the last character card, you take Concordia, followed by a last turn for each player. Then you score Gods on character cards in relation to buildings, goods, colonists, etc. Concordia gives you 7 points.
Version: multi * Rules: de en * In-game text: yes

Development game for 2-5 players, ages 12+

Concordia Aegyptus / Creta

Designer: Mac Gerdts
Publisher: PD-Verlag



Two new boards! In the *Aegyptus* scenario, Memphis is the starting town; town tiles B are removed, a bonus food is placed in Kush; PRAEFECT gives additional food when producing in Nile provinces and for players with incense trade for production in a province with a harbor town at the Red Sea. ARCHITEKT allows several sea colonists per sea route; sea colonists to the Red Sea needs COLONIST: Special case Incense Trade for sea colonists. Szenario *Creta* - Knossos is starting town, town tiles C are removed; Gavdos is a province with one town and variable bonus goods for production, money bonus +2.
Version: multi * Rules: de en * In-game text: yes

New Concordia scenarios for 2-5 players, ages 12+

Conex

Designer: Prospero Hall
Publisher: Haba

8+



Placing cards from your hand scores points, action cards and stars give bonus points. In your turn, you either draw two cards or place a colored Conex corner of a card - for as many points - on the scoring board or on a card already on display - only on a background of the same color, the card can only touch one card or the board, must not cover any Conex corners and not exceed the playing area. For a card with a dice symbol you roll and draw cards or receive stars, which you can use later to remove a free card and cards from players' hands or to double points. Placing a corner on the +2 card gives you two bonus points.
Version: multi * Rules: de en es fr it nl * In-game text: no

Card placement game for 2-4 players, ages 8+

Contrast

Designer: Julien Percot
Publisher: Pink Monkey Games / Asmodee

8+



Symbol cards carry symbols for four colors and for big, small, heavy, light, thick, thin, circular and angled - you hold six such cards. An image card is turned over and each player decides on one of his symbols to describe the cards. Each player who selected the symbol that was selected most often, scores a point. If there is a tie or all player selected the same symbol, no point is awarded. In case of a tie for five or six players and a selection of 2-2-1-1 or 2-2-1 those symbols win that were selected by two players.
Version: multi * Rules: de en fr + pl * In-game text: no

Symbol assignment for 2-6 players, ages 8+

Cortex² Challenge

Designers: Johan Benvenuto, Nicolas Bourgoin
Publisher: Captain Macaque / Asmodee

8+



Aim of the game: A complete brain. 3D cards are on display for visual and tactile checking and are then set aside. The top card of the task pile is revealed: Multitasking, observation, Squares, Rows, Unique, Combinations, Tracking and tactile challenges. If you found the solution, you cover the card with your hand and answer. If you are correct, you take the card, up to a maximum of four cards. Two cards with identical back sides are swapped for a piece of the brain puzzle. For a wrong answer, you pass your next turn.
Version: multi * Rules: de en es fr it nl + cz dk no fi se sl * In-game text: no

Knowledge and logic game for 2-6 players, ages 8+

Cortex² Challenge Kids

Designers: Johan Benvenuto, Nicolas Bourgoin
Publisher: Captain Macaque / Asmodee

6+



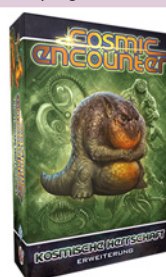
Also for Kids: Aim of the game - a complete brain. 3D cards are on display for visual and tactile checking and are then set aside. The top card of the task pile is revealed: Mirror Image, Lasso, Rows, Color, Labyrinth, Observation, Combination and tactile challenge. If you found the solution, you cover the card with your hand and answer. If you are correct, you take the card, up to a maximum of four cards. Two cards with identical back sides are swapped for a piece of the brain puzzle. For a wrong answer, you pass your next turn.
Version: multi * Rules: de en es fr it nl + cz dk no fi se sl * In-game text: no

Knowledge and logic game for 2-6 players, ages 6+

Cosmic Encounter Kosmische Herrschaft

Designers: J. Kittredge, B. Eberle, P. Olotka, B. Norton
Publisher: Fantasy Flight Games / Asmodee

8+



As a unique Alien race, you want to conquer planetary systems and attack planets of other races. You win if you are the first to set up five colonies on planets outside your own home system. To achieve this, you need a well-balanced combination of aggression and negotiation abilities. *Kosmische Herrschaft* is the latest expansion featuring 30 new Aliens and was originally compiled by fans. The now official expansion features new Reward cards, e.g. Einschüchterung, Schicksalshafter Angriff and Rückzug as well as new ship markers that allow you to generate special ships like Flagships or Salvage Ship.
Version: de * Rules: de en * In-game text: yes

Sci-Fi Development game for 3-8 players, ages 12+

Cranium Dark

Publisher: Hasbro

18+



Make your friends guess terms, using pantomime, plasticine, pen or words! The active player draws a Cranium card and an Action! card and must then get the other players to guess the term on the Cranium card, using the means stated on the Action! card. This could be, for instance "form the term while someone sits on your lap" or "act like a motivation coach" for terms like "hypochondriac" or "milk a cow". Some cards forbid you to speak in your turn. When the term is guessed in the run-time of the timer, active player and guesser each take one of the cards. Whoever is first to own seven cards, wins.
Version: de * Rules: de en * In-game text: yes

Party and guessing games for 3 or more players, ages 18+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Cranium Knetkünstler

Publisher: Hasbro

5+



Due to a malfunction, items have been thrown out of the space ship and players must collect them before the aliens do it. Nine cards are displayed on the board, space ship windows are placed. You reveal a card and shape the item, you can gesticulate - when the item is guessed by your fellow players within a minute, the item has been retrieved and the card is placed behind a window. If not, or when the card shows an alien, the alien approaches and the card is discarded. If you retrieve four items before the alien reaches the final mark, all players win together.

Version: de * Rules: de * In-game text: no

Creative game for 2 or more players, ages 5+

Crazy Race

Designer: Alessandro Zucchini
Publisher: Ravensburger

8+



On a randomly assembled board, five palms mark five legs. You take a car and a car card + a start donkey card to determine your starting position. You roll one die per case that you want to enter and should not surpass the limit of your current animal. If you succeed, you move one step per die, or else one step only. The special ability of your animal can be used once per round. If someone passes a palm, you choose, at the end of the round, one of the animals on display for your new animal. At the end of the last round you move your car the bonus steps indicated on all your animal cards; if you are in first position, you win!

Version: de * Rules: de * In-game text: no

Race game with dice for 2-5 players, ages 8+

Crime Master

Designer: Sonja Klein
Publisher: Gmeiner Verlag

2+



Scene of Crime: Metropolis. 25 cases await their solution. One player is Crime Master, detectives decide on team work or individual investigations. One player draws a case and lists all facts on the card and the details that need to be found out. The Crime Master takes the card "Solution of the Case". Investigators I turn pose questions that must be answered with yes or no. Everyone can keep asking until he gets a "no". When you name correct details, you score one point. When the investigators can think of no questions anymore or twelve points have been awarded, you win with most points.

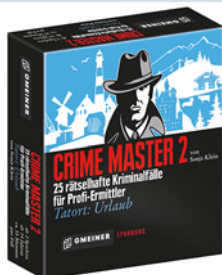
Version: de * Rules: de * In-game text: yes

Deduction game for 2 or more players, ages 14+

Crime Master 2

Designer: Sonja Klein
Publisher: Gmeiner Verlag

2+



Scene of Crime: Holiday regions. 25 cases in Germany, Austria and Switzerland need solving. One player is Crime Master, detectives decide on team work or individual investigations. One player draws a case and lists all facts on the card and the details that need to be found out. The Crime Master takes the card "Solution of the Case". Investigators in turn pose questions that must be answered with yes or no. Everyone can keep asking until he gets a "no". When you name correct details, you score one point. When the investigators can think of no questions anymore or 12 points have been awarded, you win with most points.

Version: de * Rules: de * In-game text: yes

Deduction game for 2 or more players, ages 14+

Crocofant

Designer: Wolfgang Dirscherl
Publisher: HUCH!

5+



Animals in disguise are used for a memo and for a spotting game. For the memo, the 36 tiles are displayed face-down. You roll one of the dice and turn up a tile to find the animal or an animal with this pattern. If you find it, you take it and the next player rolls the other die; if you do not find it, the next player uses the same die. If you have six animal tiles, you win. For the spotting game, the tiles are displayed openly; you roll both dice and search the animal fitting this combination. If you find it, you put your hand on it and take it if you are quickest, even from another player, unless the owner himself reacts the fastest.

Version: multi * Rules: de en es fr nl * In-game text: no

Memo or spotting game for 2-4 players, ages 5

Cross Roads

Designer: Martin Nedergaard Andersen
Publisher: Game Factory

7+



The little ant wants to take home supplies, but lots of other ants leave confusing tracks. A card is laid out, you add one of your five cards to one already on display, at right angles to it. One half of the new card must cover one half of a card already in place and the value of the new card's half must be one lower or one higher than the half it covers. If you cannot place a card, you draw a card. To cover two halves of two cards touching each other is called *Flotter Duft* and your left neighbor draws a card. If you cover two halves of two adjacent cards, you have caused *Flinker Stinker* and all other players draw a card. Whoever is out of cards, wins the game.

Version: multi * Rules: de en fr it * In-game text: no

Card game for 2-4 players, ages 7+

Crossboule C3

Designer: Mark Calin Caliman
Publisher: Zoch Verlag

2+

6+



Variant of Boules, featuring soft balls, playable in any surrounding. The small target boule is called "Jack"; if you throw it, you determine how everybody throws their boules, "left hand only" or "roll them" etc. You try to get your own boules as close as you can to Jack. You can play "Dog eat Dog" or in teams. First you throw Jack; then each player in turn throws one of his boules. When all are thrown, you score for lowest distance to Jack and for combos that are formed by one or more of your boules touching Jack. With 13 points you win a set, with two sets you win the match. Two-Player Sets in many color versions.

Version: multi * Rules: de en fr nl * In-game text: no

Dexterity game for 2 or more players, ages 6+

Colour codes for target groups (Headline Colour)
For children + learning With friends
For families For experts

Crossfire

Designer: Emerson Matsuuchi
Publisher: Plaid Hat Games / Asmodee

2+



Guessing persons with secret roles. In the Crossfire Mode, Team Red wants to shoot the VIP, Team Blue wants to protect him, and others have their private goals. Cards that you receive at the start are looked at, handed on and shuffled with those of neighbors in a given procedure. Then you have three minutes to discuss information and roles, the role you claimed can be changed. Then all point at another player -> Unarmed persons put their hand down; agents reveal their role; a person shot by an agent reveals his role; when the VIP was shot, Team Red wins. In the Sniper Mode, the Sniper wants to eliminate all assassins.

Version: en * Rules: en * In-game text: yes

Deduction game for 5-10 players, ages 14+

Colour codes for features (Bar in Evaluation box)
Chance Strategy Knowledge
Tactics Creativity Memory

Cry Havoc

Designers: Grant Rodiek, Michał Orazc, Michał Walczak
Publisher: Portal Games



Three alien species have simultaneously discovered an unexplored planet whose rich resources are guarded by the indigenous Troggs. In a game of two and three players, Troggs are not actively played, but are obstacles for the invaders. As a faction, you win with most victory points, mainly from controlling crystal-producing regions then a scoring is triggered. You can also score victory points for territories under your control, prisoners, eliminated enemy units and for making use of certain tactics and abilities. In five rounds you play events, draw cards, have actions, fight, make prisoners and score.

Version: de * Rules: de en pl * In-game text: yes

Asymmetrical area control for 2-4 players, ages 10+

GABIS explanation on page 3
Communication Interaction Dexterity
Action

Cucina curiosa

Designer: Reiner Knizia
Publisher: Noris Spiele



Stormy seas, the kitchen wobbles and the lobsters escape. The kitchen must be straightened so that you reach the lobsters and not bones. Each player has a board and a set of tiles; one player shuffles and stacks his tiles face-down. Then he reveals a tile in turn, the others find this tile in their stock and all place the tile on a free square on their board, never overlapping. You can rotate the tile, paths need not continue. When 16 tiles have been placed you score one point for each lobster that you can reach from the entry, and two penalty points for each bone.

Version: multi * Rules: de en fr * In-game text: no

Placement game for 1-4 players, ages 8+

Da ist der Wurm drin

Designer: Carmen Kleinert
Publisher: Zoch Verlag



Worm-burrowing party in neighbor's garden! You pick a worm head and let it disappear into your worm's tunnel. Then you roll the die and push a worm section of this color into your worm's tunnel. When the first worm head appears at the other end, the round is finished. You win, if the head of your worm is furthest ahead. In the version for older children you can place your daisy tile and your strawberry tile next to the corresponding slit in the tunnel of the worm which you believe will become visible first. If you picked the right slit, you can feed the tile to your worm by pushing it into your own tunnel.

Version: multi * Rules: de en fr it * In-game text: no

Dice game for 2-4 players, ages 4+

Da Yunhe

Designer: Björn Müller-Mätzig
Publisher: Müller-Mätzig Spiele



Der Große Kaiserkanal – The Great Imperial Channel is important to develop Beijing into Beijing, the capital. You draft an action card, reveal it and resolve some or all of the options offered by the card, followed by a rather complex move of the Great Coordinator with many consequences and the resolving of this move. When a revolt is triggered it is scored immediately and then the round is passed to the next player. There are 10 actions from Tea Break to Intrigue, Building, Removing Unrest to Destroying Channel, and so on. During the game and at its end you win or lose prestige due to the various actions.

Version: de * Rules: de * In-game text: no

Development game for 2-5 players, ages 10+

Dark is the Night

Designers: Zach Abbott, Anwen Boyer, Josh Estill
Publisher: Ape Games




Monster versus huntress - the huntress moves on eight cases around the campfire, the monster on the twelve cases of darkness. Monster movements are recorded with the monster disc. Both select their starting position, the monster only names the orientation of his location. Both opponents must move on an adjacent case in their turn and then may do an action. The monster only has direct attack on an adjacent case. The huntress can use one item marker per turn to locate the monster and can stab at it into the dark. When, five rounds after using the last marker, none of the contrahents has eliminated the other, the game ends in a draw.

Version: de * Rules: de en * In-game text: no

Asymmetrical position game for 2 players, ages 10+

Dark Moon Shadow Corporation

Designer: Evan Derrick
Publisher: Stronghold Games



Asymmetric team-play, uninfected versus infected. You roll dice and place them for actions, voting, tasks and events. In the Shadow Corporation expansion, an unscrupulous corporation is introduced who wants to exploit the virus for profit. Corporation dice move the success marker backwards; amputation is now an action option; clearance for the evacuation ship and its take-off are voting options. If the evacuation ship takes off, the game ends. The uninfected win, if all on board are healthy; but if only one infected made it onto the ship, the corporation has achieved its goal and acquired a virus sample.

Version: en * Rules: en * In-game text: yes

Team game for 3-7 players, ages 12+

Dark Tales

Designer: Pierlucca Zizzi
Publisher: dV Giochi



Stories in the Land of Dark Tales do not always have a Happy End! With randomly selected Setting Cards A and B you choose the Story. In your turn you draw a card, play - optional - an item and resolve the effects according to the valid card A and then you play a card. You score the icons of the card for victory points, placement location and effects. Items that you receive are laid out. The interactions between cards and items are the key to the game, the effects of the items change with the background stories, the Setting cards. If someone cannot move, you resolve card B and win with most victory points.

Version: multi * Rules: en it * In-game text: yes

Card game with a fairy tale topic for 2-4 players, ages 14+

Darwinning

Designer: Timo Multamäki
Publisher: Dragon Dawn Productions




A species on its way through the ages! You improve it by winning tricks. The last one in the food chain plays one or several cards, all others play a better combination or a single card. The best combination wins the trick and you improve your species with one card from the winning combination. However, if you win the last trick, all others improve their species! Then a survival check is done - missing food and bite marks depending on the position in the food chain reduce population. A card can be used to improve traits, increase population or add a new environment; those categories are scored at the end of the game.

Version: multi * Rules: de en fr it * In-game text: no

Development by trick taking, for 3-6 players, ages 8+

Das Feuer der Diamanten

Designer: Marco Thomisch
Publisher: Krimi total



The daughter of a Russian diamond baron is about to be married to his Indian business partner, but her fiancée is found dead! For the first time, there are ten suspects - six female and four male roles - and one investigator. A free download offers six innocuous additional roles for a game with 17 people! The host assigns roles and first information together with the invitation. You play your role, suitable costumed, if possible, must tell the truth and give information on third parties. The culprit may lay, the game master supplies missing clues. When the culprit is named in the final voting, the case has been solved.

Version: de * Rules: de * In-game text: yes

Crime dinner game for 8-17 players, ages 16+

Das Fundament der Ewigkeit

Designer: Michael Rieneck
Publisher: Kosmos



A Ken Follet game. England, France, Spain and Spanish Netherlands at the time of religious conflict - as a family you want to have influence everywhere and trade goods. You place dice on cards, value equals duration of validity. Color dice give you an action on the action track or acquire persons in countries for their actions and religion tokens and a trade post in the country, which allows you to sell goods for victory points. Full religion tracks trigger conflict, affiliation to the majority scores points, to the minority loses you the trade post, you can change it after the black die has run down. Run-down dice are rolled and placed again.

Version: de * Rules: de en fr it * In-game text: no

Worker placement for 2-4 players, ages 12+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Collecting game for 2-4 players, ages 5+

Collecting game for 2-4 players, ages 5+

Roll & move game for 2-4 players, ages 4+

Spotting game for 2 players, ages 5+

Educational quiz game for 2-4 players, ages 8+

Card game for 2-4 players, ages 14+

Set collecting game for 2-4 players, ages 10+

Set collecting game for 2 players, ages 10+

Zombie survival game for 2-6 players, ages 12+

■ Communication ■ Dexterity
■ Interaction ■ Action

Deckscape Der Test

Designers: Martino Chiacchiera, Silvano Sorrentino
Publisher: Abacusspiele



Doctor Thyme tests the abilities of all players. He explains his project and presses a button, an alarm sounds, the room is locked down the doctor falls through a trap door and the room gets dark. Players must solve puzzles to find their way out. In the cooperative game, all win or lose together and only need paper and pen, all other information is available from the game; the card sequence must not be changed. There are puzzles and items - puzzles show an image and a question that must be answered. Items are necessary to solve puzzles; those cards stay on the table. Wrong solutions are penalized with an X, missing items score 2X.

Version: de * Rules: en it * In-game text: yes

Escape Room with cards, for 1-6 players, ages 12+

Deckscape Test Time

Designers: Martino Chiacchiera, Silvano Sorrentino
Publisher: dV Giochi



Doctor Thyme tests the abilities of all players. He explains his project and presses a button, an alarm sounds, the room is locked down the doctor falls through a trap door and the room gets dark. Players must solve puzzles to find their way out. In the cooperative game, all win or lose together and only need paper and pen, all other information is available from the game; the card sequence must not be changed. There are puzzles and items - puzzles show an image and a question that must be answered. Items are necessary to solve puzzles; those cards stay on the table. Wrong solutions are penalized with an X, missing items score 2X.

Version: en * Rules: en it * In-game text: yes

Escape Room with cards, for 1-6 players, ages 12+

Deckscape The Fate of London

Designers: Martino Chiacchiera, Silvano Sorrentino
Publisher: Abacusspiele



A version of Live Escape Room games. In this edition, England needs assistance, four contraptions must be defused before midnight! Players must solve puzzles to meet the task. In cooperative play, all win or lose together and only need pen and paper, all other information is included in the game. The sequence of cards must never be changed! There are puzzles and items - puzzles show an image and a question that must be answered. Items are needed to solve puzzles, they remain on the table. Wrong solutions are marked with X, missing items with 2X.

Version: en * Rules: en it * In-game text: yes

Escape Room with cards for 1-6 players, ages 12+

Deja-Vu

Designer: Heinz Meister
Publisher: Amigo Spiele



36 cards show three of 36 items in varying combinations; each item appears only twice in total. Three face-down cards are set aside the rest is stacked and items are spread out. In turn, you reveal a card and all memorize the items on it. If you think that an item has appeared for the second time, you grab it quickly. Note! You can take any item at any time, but if you took an item that later in the game appears on a card, you made a mistake and must quit the game. When all cards have been turned up, the ones set aside are revealed to check for premature grabbing, and then you note one point per item and win after three such rounds with most points.

Version: de * Rules: de en * In-game text: no

Memo and reaction game for 2-6 players, ages 8+

Der kleine Rabe Socke Mau-Mau

Publisher: Amigo Spiele



52 cards comprise number cards in four colors and action cards. You hold five cards; one card begins the discard pile. The active player puts a card from his hand on the discard pile - number on identical number or animal on identical animal - or draws a card. Action cards are played in the same way and then implemented by the left neighbor - draw one or two cards or pass your turn. The raven for color change can be played anytime, the next player must play the color named by the active player. If you are out of cards, you end the round and receive a crown; with three crowns, you win.

Version: de * Rules: de * In-game text: no

Mau-Mau variant for 2-4 players, ages 4+

Der magische Zwerge Wald

Designer: Reiner Knizia
Publisher: Hasbro



The legendary jewel is safe and now dwarfs must escape the Forest Troll. All tiles are placed black side down into the board and you lay out your puzzle, number side up. You can only visit number cases of your own color and must keep to the number sequence; if you reach such a case you can turn over the corresponding puzzle part. In a turn you can move one step in any orthogonal direction. If you step on a magnetic tile, you check it - a black one is a trap, but if it shows an item of your color, remember the location! When all your puzzle parts are turned over and you are first to have found your magic item and gone to it, you win.

Version: de * Rules: de * In-game text: no

Magnetic move and memo game for 2-4 players, ages 4+

Der mysteriöse Wald

Designer: Carlo A. Rossi
Publisher: iello



Jonas enters a fantasy world through a magical painting and crosses the mysterious forest. In Phase 1 you look at the path and memorize the necessary equipment. In Phase 2 players in turn roll four dice, choose two and put them on the backpack board; Loki the assistant must always be selected. When the backpack is filled, Phase 3 begins. The first path tile is turned over, you place Jonas on it and add the necessary equipment. If you do not have it, Loki can help. If you reach the last path card and are able to fight the Queen of Drakonia with the necessary equipment, all players win together.

Version: de * Rules: de en fr * In-game text: no

Cooperative memo game for 2-4 players, ages 6+

Der Pate: Corleones Imperium

Designer: Eric M. Lang
Publisher: CMON / Asmodee



Rivalry for dominance in New York, with blackmail for protection money and goods. Those are used to complete jobs for Don Corleone, to pay bribes and you try to assert yourself in fights for area control. You pay tribute to the Godfather and want to launder your money and put it away safely in your suitcase. Four rounds = acts, based on the first movie, comprise five phases: 1. Open new business. 2. Deal with family business - place characters and allies for blackmail, protection money and completing jobs. 3. Area rivalry. 4. Offer bribe money from your own suitcase for allies. 5. Tribute to the Godfather.

Version: de * Rules: cz de en fr * In-game text: yes

Development game for 2-5 players, ages 14+

Der Rattenfänger von Hameln

Designer: Agnes Largeaud
Publisher: Purple Brain Creations / Asmodee



You want to send the rats from your house to those of your neighbors. One house per player is laid out, the rats sit in-between. Then four character cards = rat cards plus one Pied Piper card are revealed and each player is dealt four action cards. The active player puts one action card each on top of two characters; with two cards, a rat or Pied Piper are activated and move accordingly. The rat marker of a house they cross is raised or lowered by one level; if it reaches the roof, you are out of the game and the active player gets your rat marker(s). When only two players are left, the one with the lower rat marker position wins.

Version: de * Rules: de en fr * In-game text: no

Fairy tale game for 2-5 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Deutscher Spielepreis 2017 Goodie Box

Designer: diverse
Publisher: Frosted Games



In 2017, too, the "little brother" of the Brettspiel Adventskalender, the Goodie Box for Deutscher Spielepreis 2017, is published as a tribute to one of the most important awards for games in the German-speaking countries. The Goodie Box features four expansions, for three of the Top Ten Games - Ein Fest für Odin, First Class and Great Western Trail - and for IceCool, Deutscher KinderspielePreis 2017.

Version: multi * Rules: de en * In-game text: no

Collection of expansions for four games

Diamant

Designers: Alan R. Moon, Bruno Faidutti
Publisher: iello



Five caves are explored by turning up tiles. For Gem tiles the gems are distributed evenly to all, a rest stays on the tile; relics stay in place for the time being. Danger cards are harmless while only one of a kind has been revealed. When a second card of a danger type is revealed, all explorers flee the cave without treasures. After each tile, explorers decide if they continue exploring or leave early. If you leave, you also take your share of gems on tiles; if you leave alone, you take all gems and also all relic cards for diamonds and secure all treasures in your chest. After five caves the explorer with most gems wins. New edition.

Version: de * Rules: de en fr it kr * In-game text: no

Bluff and collecting game for 3-8 players, ages 8+

Dice Forge

Designer: Régis Bonnessée
Publisher: Asmodee / Libellud



Dice are used to collect gold as well as sun and moon splinters for use in actions to collect fame points. In 9-10 rounds, you have one turn. 1. All receive a Great Gift from the gods via effects of two dice. 2. Active player - reinforcement from cards with reinforcement effects. 3. Active player - ask for help from the gods -> take dice from the sanctuary and forge = replace die face. Or do heroic deed with selecting a card, maybe ousting another hero, and resolving effects. 4. Additional action for the price of two sun splinters. At the end, you score fame points on hero deed cards and your own hero board, including markers.

Version: de * Rules: ca cn de en es fr hu it pl pt * In-game text: no

Dice game for 2-4 players, ages 10+

Die Ameise & die Heuschrecke

Designer: Yoann Levat
Publisher: Purple Brain / Asmodee



The Grasshopper tries to steal supplies from the Ant. In a round, two players are active as Ant and Grasshopper. The Ant places her ants on adjacent path tiles and secretly chooses a type of path. The Grasshopper guesses by placing his marker on a tile. The Ant reveals its choice - when the Grasshopper guessed correctly, she takes all such path tiles with ant. If not, the ant takes all selected cards with an ant. Supplies thus collected are marked and path tiles with insects are taken. When someone reached the maximum of two supplies or there are not enough path tiles, you win with most points from supplies and path tiles with insects.

Version: de * Rules: cn de en fr it ro * In-game text: no

Fairy tale game for 2-4 players, ages 8+

Die Bunte Bande

Publisher: Noris Spiele



Circles are connected by shapes. Each player has four circles of one color. One circle per player is placed in the middle, it must touch the other players' circles. The remaining circles are laid out in a big circle at a distance, circles of the same color not next to each other. You roll the die and take a shape of this color and put it on the table; it must touch any circle or any other shape. When no suitable shape is in stock, you relocate one on the table. Aim of the game is to connect all your circles. If you are first to achieve this, you win.

Version: multi * Rules: de en fr it * In-game text: no

Placement game with shapes for 2-4 players, ages 4+

Die Burgen von Burgund

Designer: Stefan Feld
Publisher: alea / Ravensburger



Players are princes in 15th century Burgundy and acquire victory points from trade, animal husbandry, city development and knowledge extension in five turns with five rounds each. For each turn a display of function-hex-tiles and trade tiles is prepared. In each round you roll your dice for two actions, in any order and also the same one twice. Workers are used to change dice values. Actions are: Take or place hex tiles, sell goods or take workers. At the end of a round you get coins from mines owned and results from knowledge tiles. After 5 turns you score for unsold goods, coins, workers and your own yellow tiles.

Version: multi * Rules: de en fr * In-game text: no

Resources management game with dice for 2-4 players, ages 12+

Die Burgen von Burgund Das Kartenspiel

Designer: Stefan Feld
Publisher: alea / Ravensburger



Princes in the valley of the Loire develop their principality. Five turns comprise six rounds each: You have two action cards in hand, choose one for the dice value and display it. Then you resolve an action according to the dice value - take card from a row, put a card from Projects into the Principality and resolve the effect, sell good from store for silver, increase workers, take silver or change workers/silver for victory points. With workers you can change values of cards on display and use silver to buy three action cards before, during and after the action. At the end you score card triplets, bonus and victory point cards as well as sets of animals.

Version: de * Rules: de en fr * In-game text: no

Card game for 1-4 players, ages 10+

Die Burgen von Burgund Das Würfelspiel

Designers: Stefan Feld, Christophe Toussaint
Publisher: alea / Ravensburger



Cases in your principality are marked for dice results; completely marked color areas earn you bonuses or double points. For each color area, dice result requirements are stated on the sheet. Complete marking of color areas, size 1 to 4 cases, also earns you points. The same player always rolls five dice and marks timer results (they determine end of round and end of game). For a result of a double timer, you can sell goods for silver and points. Then all use the remaining four dice for a combination of one number and one color die or else take one worker. In a turn, you can only use one available bonus.

Version: de * Rules: de en fr * In-game text: no

Dice game for 1-5 players, ages 10+

Die drei kleinen Schweinchen

Designer: Laurent Pouchain
Publisher: Asmodee



Players embody three little pigs building their houses by rolling five dice. You can roll up to three times in your turn and use the result to build: For two symbols of a kind - door, window or roof - you take this straw part; for three symbols a straw or wooden part and for four symbols a straw, wood or stone part. A house can be build of mixed materials, and a house with roof is complete, even without door. For two or more wolf symbols, you spin the wheel and remove indicated parts from another player's house. When 3-5 stacks are empty, you add up piglet heads on your houses with roof; flower pots and complete houses give one bonus point each.

Version: de * Rules: cn cz de en es fr hu it pl ro sk * In-game text: no

Tile placement game with dice, for 2-4 players, ages 7+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity
 Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Die Händler von Osaka

Designer: Susumu Kawasaki
Publisher: Asmodee / Z-Man Games



Traders in Osaka want to sell goods in Edo. In your turn, you use one of three options: Buy all non-reserved cards and your own reserved ones from the market, take coins or reserve a card. You pay with coins on cards in hand, the respective ships advance towards Edo. Placement of your marker reserves a card. A ship arriving in Edo triggers Payday, you can insure goods with cards from hand, then you sell all goods of the ship's color for SP and achievement tokens and lose all uninsured goods on ships on a wave case. If someone has eight or more achievement tokens, you win with most victory points.

Version: de * Rules: de en fr jp pl * In-game text: no

Set collecting game for 2-4 players, ages 12+

Die Legende des Wendigo

Designer: Christian Lemay
Publisher: Le Scorpion Masqué / Asmodee



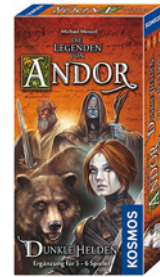
A group of scouts at the camp fire is telling the legend of the Wendigo with his heart of ice, not knowing that he still roams the woods and will steal one of them every night, if they do not unmask him. Scout tiles show scouts with varying characteristics; the Wendigo player removes one scout tile in every round and replaces it with his Wendigo tile, also showing a scout in front. Now, all players have 45 seconds to find the Wendigo in the altered display. If they do not manage to find him within five of such turns, the Wendigo wins.

Version: de * Rules: de en * In-game text: no

Deduction game for 2-6 players, ages 6+

Die Legenden von Andor Dunkle Helden

Designer: Michael Menzel
Publisher: Kosmos



Die Dunklen Helden - Knochen-Golem, Bär, Halbkral, and Seher - expand the game by a fifth and sixth player; there are corresponding hero boards with a male and female side. There are stringent rules for the use of Dark Heros in the legends of the core game and in the edition „Die Letzte Hoffnung“. A new piece „Schwarzer Herold“ supports the final opponent and all creatures but the final opponent always roll an additional blick die, the result is added to their combat strength. Variants are listed for a simplified game using the legends from „Die letzte Hoffnung“ in a game for five and six players.

Version: de * Rules: de en * In-game text: yes

Supplement for the core game for 2-6 players, ages 10+

Die Mumien des Pharaos

Designer: Gunter Baars
Publisher: Ravensburger



Mummies look for their escaped pets, but must return to the burial chamber. You reveal a search card and slide pyramid or gap tile or plinth tile, with or without mummy, onto the free space: Sandstone or hole -> slide again; Secret corridor - slide a row of pyramids; wrong pet -> end of your turn. Correct pet -> you take the card and your left neighbor implements the action of the next search card: Slide the surplus tile into the board, refill plinth tiles or both. A mummy that drops into a hole during sliding gives you a Pharaoh Seal. When all cards are taken, you win with most points from cards, seals and set of seals.

Version: de * Rules: de * In-game text: no

Slide and search game for 1-4 players, ages 8+

Die Omama im Apfelbaum

Designers: Andrea Kattinig, Klemens Franz
Publisher: Piatnik



In the book of the same name by Mira Lobe Andi has no granny and then suddenly he has two; one for adventures up in the apple tree and one next door, who he tells things and then does chores for her. In the game players have the adventures, tell Frau Fink about them, assist her and then tell Mama; but you must react quickly, memorize everything and tell wonderful stories. You take an apple token, get a card and play the Omama side or Frau Fink side for 30 seconds. For Omama you roll dice for combinations on cards and then tell a story with the card terms. For Frau Fink you construct dice combinations and must then name card terms correctly.

Version: de * Rules: de * In-game text: yes

Cooperative game for 2-5 players, ages 8+

Die Prinzen von Machu Picchu

Designer: Mac Gerdts
Publisher: PD-Verlag



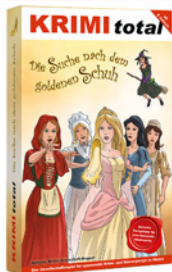
Incan Princes try to save their civilization in the shelter of Machu Picchu, the Spaniards try to find Machu Picchu. By moving within a city quarter you trigger actions - you can produce, introduce new Incans and acquire virgins or shamans. When llamas are sacrificed you achieve progress on the Incan Path and this in turns yields victory points. The game ends with the salvation of Machu Picchu - if all virgins and shamans were acquired - or the Spaniards conquer Machu Picchu at the end of Day Nine and gold is included in the calculation of victory points.

Version: multi * Rules: de en * In-game text: no

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

Die Suche nach dem goldenen Schuh

Designer: Britta Grafchaft-Boppel
Publisher: Krimi total



Crime dinner for the nursery! But not only for the duration of a dinner! In the childrens' version of the KRIMI total crime games, a program for children is offered that fills a whole afternoon. Six fairy tale characters have a party in the Fairy Tale Forest. But the Golden Shoe was stolen - Dornröschen, Schneewittchen, Rotkäppchen, Aschenputtel, Frau Holle and Hexe investigate. The culprit knows her crime and may lie. For the parents, all steps are listed and explained, including facultative additional actions like dancing, learning to curtsy or coloring search pictures. Some action can even be played outdoors.

Version: de * Rules: de * In-game text: yes

Crime game for 6 players, ages 8+

Die verrückte Vogelscheuche

Designer: Klaus Zoch
Publisher: Noris Spiele



Sparrows want to get grain from the straw bales, Magic Raven Schnabelgrün helps them. You roll two dice and may hide grain chips in the bales. Then Schnabelgrün flies to the bale determined by the color die and you take the chips from this bale. Whoever is first to collect six grains, wins. Two blue bales and choice of color if Schnabelgrün already sits on the color rolled allow for some tactics. In variants Scarecrow and rotten grains are introduced. The Scarecrow chases Schnabelgrün away and if rotten grain is in the bale you cannot take any grain, unless you spend on magic star.

Version: multi * Rules: de en fr it * In-game text: no

Memo and collecting game for 2-4 players, ages 4+

Die Villa des Paten

Designer: Jörg Domberger
Publisher: Gmeiner Verlag



Investigators use items in color symbols on police cards to arrest 13 body guards and the Godfather, who are on display in formation. The card backsides show number and color symbol of the necessary cards for the arrest. Police cards are dealt evenly, four are laid out. An attackable body guard (two free edges in the display) is turned over and players in turn play police cards with the necessary symbols in given order or pass, if necessary. Any two cards can replace any symbol. As a bonus for making an arrest players get back one card. Players can confer about the order of arrests.

Version: de * Rules: de * In-game text: no

Cooperative card game for 2-4 players, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

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Diesel Demolition Derby

Designer: Matthew Dunstan
Publisher: LudiCreations



Society in a crisis - Underground fighting legion - engineers and workers create diesel-driven demolition machines. In a series of derbies, you win if you command the highest combined strength; if you win three derbies you win the game. In the rounds of a derby all simultaneously lay out a card from hand and hand on the rest, permanent abilities as well as round abilities are resolved immediately, then special abilities in descending order of strength. Remaining cards stay on the table. This is repeated until all players have only one card left; this is discarded, derby abilities are resolved and the winner is determined.

Version: en * Rules: en * In-game text: yes

Card game for 2-6 players, ages 14+

Divinity Derby

Designer: Carlo A. Rossi
Publisher: Ares Games



10+



Mythological creatures in a race, their gods bet on the outcome and Zeus is the referee. For each of the three races, movement cards are prepared in two card holders, all players make bets based on visible cards and selections of other players. Two bets are placed before the start of a race, the third one in the middle of the race. In a turn, you select one card from each holder and move creatures accordingly. When all are over the finish, cards drawn for Zeus can disqualify creatures. Then bets are scored for victory points and after three races you win with most. Variants are included.

Version: en * Rules: en * In-game text: no

Race and betting game for 3-6 players, ages 10+

Dixit: Harmonies

Designer: Jean-Louis Roubira
Publisher: Asmodee / Libellud



Harmonies is already the eighth expansion for Dixit. You can play this expansion, as usual, together with the core game and any other Dixit expansion; there are 84 new cards, this time created by Paul Echegoyen. You hold six cards; the narrator selects a card and makes an utterance - sound, quotation, word, etc. All others hand one of their cards to the narrator that they believe suits his utterance best. The narrator shuffles all cards and displays them. All others vote which card is that of the narrator. If some guess correctly, they and the narrator score. When all guess correctly or wrongly, all score but the narrator.

Version: multi * Rules: 28 languages * In-game text: no

Expansion for Dixit for 3-6 players, ages 8+

Dized

Designers: Jouni Jussila, Tomi Vainikka
Publisher: Playmore Games



Dized is an application for smart devices that teaches how to play board games. Dized allows the game to start immediately after opening the box and the step-by-step visual and interactive tutorials simulate a friend at the table, teaching what needs to be known and when. It also comes with a rule look-up tool that helps to find any rule in the game. Some of the games featured in the app are Scythe, 7 Wonders, Bang! and Kingdomino. It is free to download but subscribers get additional content and features. The app will be available in several languages such as English, German, French and Spanish.

Version: - * Rules: de en es fr * In-game text: -

Rules Tutorial App for 1 or more players, ages 8+

DKT Alpen

Publisher: Piatnik

8+



DKT, Austria's equivalent of Monopoly, now under the aegis of Austria's traditional and oldest producer of games, has been given a new, typical Austrian twist with a special edition for her capital. Following the well-known rules players, in the guise of tourists, move through the Austrian mountains and want to make big money with mountain huts and hotels. In this version, amendments to the traditional rules - roll & move, buying lots and paying rent or building houses and hotels - demand body action, you must "wedeln" or moo! Summer and winter tourism demand different activities and tourist attractions, after all!

Version: de * Rules: de * In-game text: yes

Economics game with dice for 3-5 players, ages 8+

DKT Classic

Publisher: Piatnik

8+



DKT, Austria's equivalent of Monopoly, has been re-launched unchanged by Austria's traditional and oldest producer of games. You roll the die and move your marker. If you end on a free lot, you can buy it. If you do not want to buy, the lot is NOT auctioned. If you end up on owned lots, you pay rent to the owner. On lots you own you can build houses and hotels. If the bank has not enough houses to satisfy the demand, houses are auctioned. Event squares must be observed. You may only be indebted to the bank. If you go bankrupt, you quit the game and your assets are auctioned. The last one in play wins.

Version: de * Rules: de * In-game text: yes

Economics game with dice for 3-6 players, ages 8+

DKT Europa

Publisher: Piatnik

8+



This version features 21 European countries, and the special squares, too, have been adapted to the topic. The rules correspond to those of the standard edition. You roll the die, move and buy lots of land. Land that is not bought is not auctioned. On lots owned by other players you pay rent. On your own lots you build houses and hotels. If the bank has not enough houses to satisfy demand, houses are auctioned. Event squares must be observed. You cannot run up debts. If you go bankrupt, you quit and your assets are auctioned. The last in play or the richest player after an agreed amount of time of play wins.

Version: de * Rules: de * In-game text: yes

Economics game with dice, for 3-6 players, ages 8+

DKT junior

Publisher: Piatnik

5+



The junior version of the Austrian classic! Players spend their pocket money on acquiring fairground attractions and traffic in entrance tickets. When a player has collected 5 different entrance tickets, the game ends and the winner is the player with the highest amount of money. You roll the die, move your marker and can either buy an attraction or pay entrance fee for it. At the house you receive pocket money or pay the owner. The piggybank can be looted or you can pay money into the piggybank. Surprise cards are carried out. On the way to the playground you pause for a round and come back into the game via your own home.

Version: de * Rules: de * In-game text: no

Economics game with money for 2-4 players, ages 5+

DKT Urlaub

Publisher: Piatnik

8+



There is now yet another version for DKT, Austria's equivalent of Monopoly, now under the aegis of Austria's traditional and oldest producer of games. Following the well-known rules of the core game players invest in the most favored holiday destinations. You buy hotels, cruise ship companies, restaurants or boarding houses in Austria, Italy, Croatia, Spain, USA, Turkey or Egypt. In addition to the standard rules - roll & move, buy real estate lots, build boarding houses and hotels on them and pay or collect rent - you can use train or plane to reach your destination more quickly. Souvenirs let you make additional money.

Version: de * Rules: de * In-game text: yes

Economics game with dice for 3-6 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

DKT Wien

Publisher: Piatnik

8+



DKT, Austria's equivalent of monopoly, now under the aegis of Austria's traditional and oldest producer of games, has been given a new, typical Austrian twist with a special edition for her capital. Following the well-known rules you visit Hofburg or Donauturm or even the sewers in Vienna's „Underworld“, evoking a flavor of „The Third Man“. You build hotels and typical Viennese cafés, hoping for customers, and instead of going to jail you take a Fiaker and visit a Heuriger in Grinzing. And if money runs scarce, there is always a therapy on the couch of a fellow player!

Version: de * Rules: de * In-game text: yes

Economics game with dice for 3-5 players, ages 8+

Doggy Bag

Designer: Antonin Boccara

Publisher: Blam! Editions / Blackrock Games

8+



Straying dogs want to win back part of the loot handed over to Fagin. Someone rolls a die and all place as many tiles from behind their screen into the bag. Then you take a role marker for the number of bones that you think you can draw from the bag without drawing a black one. A role effect is resolved. Then all draw bones from the bag in descending order of markers. When you manage your bet, you place the bones in front of your screen, your turn ends. If not, you put black and grey bones in front of your screen, the rest goes to Fagin. Three black bones end the game for you. When all black bones are drawn, you win with most bones.

Version: multi * Rules: en fr * In-game text: no

Betting and collecting game for 2-6 players, ages 8+

Dokmus

Designer: Mikko Punakallio

Publisher: Asmodee / Lautapelit



Dokmus has been rediscovered; as a tribal warrior you ask for help from the God. Then you draft one Guardian card per round, which is revealed in turn and players can place three pieces per round – in numerical order of the cards – and implement the Guardian action. Terrain types chosen for a piece influence positions of pieces already present. Guardian actions are Take Talisman, Move tile or piece, Rotate tile or and of Guardian actions #2 to #4. After eight rounds you score ruins, discovered temples and majorities in sacrificed pieces.

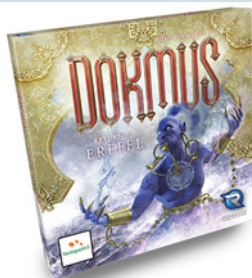
Version: multi * Rules: de en fi se * In-game text: no

Placement game for 2-4 players, ages 10+

Dokmus Return of Erefel

Designer: Mikko Punakallio

Publisher: Asmodee / Lautapelit



Erefel is a new guardian for any number of players; his position in turn order is that of the non-chosen guardian of highest value. His function: Once per turn you can do an action, demanding discarding of a token, without discarding. New terrain tiles introduce roads through meadows and forest; a forest with road can be entered without discarding a token. There are four scenarios - Ice, Wind, Water and Sun - and you choose one for a game, it is placed in the middle and is treated like the empty space in the core game. All elements of the expansion can be used together or in any combination, always with the core game.

Version: multi * Rules: de en fi se * In-game text: no

Expansion for Dokmus for 2-4 players, ages 10+

Doktor Bibber

Publisher: Hasbro

6+



Patient Paul lies on the table in the operating theatre and players try in turn to heal poor Paul. In order to do so they use the pin-cers to extract bones and other things, here called „Autschi“, from Paul's belly. But take care! Don't touch anything but the things that need to be taken out. Don't jolt anything or scrape along the edges of the wounds! If you do, Paul will start to scream from pain and his nose will gleam red and your turn ends. In this re-launch of the game there are 12 Doctor cards; you draw one and it tells you which Autschi to remove and names the fee for the operation. After all cards are taken, you win with most money.

Version: de * Rules: de en * In-game text: no

Dexterity game for 1 or more players, ages 6+

Doktor Bibber Ich einfach unverbesserlich 3

Publisher: Hasbro

6+



Minion David is the patient on the operating table in this edition of Doktor Bibber. Once again, players try in turn to heal him and to get various Autschis out of Minion David without triggering the alarm. You select an Autschi and fish cup cake cough, banana peel and other aggravating things out of David without touching the wound edges; because if you touch them, alarm is triggered, the monitor lights up and the turn passes to the next player. Edition without doctor cards and fees.

Version: de * Rules: de en * In-game text: no

Dexterity game for 1 or more players, ages 6+

Dominion Basisspiel 2. Edition

Designer: Donald X. Vaccarino

Publisher: Rio Grande Games / ASS



You are a monarch and want to expand your realm and for that purpose you assemble your deck of cards from action cards, treasure cards, victory point cards, curse cards, reaction cards and attack cards. It holds your resources, your victory points and possible actions. All start with identical cards, 7 "copper" and 3 "property". From 25 sets of cards, 10 are chosen for the game. In your turn, you play an action, buy a card, discard cards and draw 5 new cards. When 3 sets are depleted, you win with most victory points in the deck including hand cards and discard pile. 2nd edition with changed cover and revised cards.

Version: de * Rules: de en + other languages * In-game text: yes

Deck building game for 2-4 players, ages 13+

Dominion Ergänzungsset

Designer: Donald X. Vaccarino

Publisher: Rio Grande Games / ASS



Expansion for Dominion that can only be used with a complete core game or with the set of basic cards. The expansion features two sets of seven cards which are affiliated to the core game and the Intrigue expansion. Those new cards are revised cards from the original editions and are meant to replace the cards of those editions. All cards can be used with any of the Dominion expansions. New for the core game are Händlerin, Vasall, Vorboten, Wilddiebin, Torwächterin, Töpferin und Banditin; für Intrigue there are Herumtreiberin, Geheimgang, Höflinge, Patrouille, Austausch, Diplomatin und Mühle.

Version: de * Rules: de en * In-game text: yes

Supplement for Dominion for 2-4 players, ages 13+

Doppel X

Designers: Christian Fiore, Knut Happel

Publisher: Schmidt Spiele

8+



All stand around the table and, on a signal, throw their die into the box with game board. Dice in a hole or outside the box are taken back, all others score for the position of their die. Then all play in turn and throw their die plus one neutral die into the box, hoping also to push opposing dice into a hole. Then ALL score their dice for actual position and value. An X on a die does not score, but if, after a throw, there are two or more X in the box, their owners score and all others do not score. If you have no die in the box, you can bet on dice positions of the next active player.

Version: de * Rules: de * In-game text: no

Dice game for 3-8 players, ages 8+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Knowledge
Tactics Creativity Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

Dr. Microbe

Designers: Roberto Fraga, Delphine Lemonnier
Publisher: Pegasus Spiele

8+



First experiments in the laboratory. A task is revealed and all try simultaneously, to put microbes into their petri dish with their pincers. Conditions: one microbe in each area of the dish; depicted microbes must be placed in the depicted area, corresponding in shape and color; plus one microbe in each empty area. The microbe in the large area must differ in shape and color from the others, those in small regions only in shape - two of them must have the same color, the third one another color. Correct placement wins you the card, you win the game with five cards. Variant with a Supervirus.

Version: de * Rules: de * In-game text: no

Dexterity game for 2-4 players, ages 8+

Dragon Castle

Designers: Lorenzo Silva, Hjalmar Hach, Luca Ricci
Publisher: Horrible Games

8+



Dragon Castle is set up, a Dragon Card for a bonus and a Spirit card are displayed. You hold a Realm board and a shrine and, in your turn, take a pair of tiles or a tile + shrine or discard a tile from Dragon Castle for one point. Tiles you took are placed openly on empty cases or face-down tiles on your real. Four or more adjacent tiles of the same kind must be turned over for points and you can erect a shrine on them. Anytime in your turn you can discard open tiles or shrines to activate the Spirit power for a special ability. At the end, you add points from point tokens, shrines, time tokens, and completed Dragon Card.

Version: multi * Rules: de en it * In-game text: no

Tile placement game for 2-4 players, ages 8+

Dragon Farkle

Designer: Robert J. Hudecek
Publisher: Asmodee / Z-Man Games



As a Wannabe hero you want to defeat the dragon, supported by companions and magical items. As the active Wannabe, you can recruit new soldiers, fight a skirmish or try the final battle in the dragon's cave with an army of at least 5000 soldiers. For each action, you roll six soldier dice and the event die - it brings the dragon or alliances and magical items. For soldier results you take markers; in skirmishes, you compare attack values and in the final battle you must deal three damage to the dragon; for point value results the dragon eats soldiers.

Version: de * Rules: de en pl * In-game text: yes

Dice game for 2-5 players, ages 13+

Dragon Pets

Designers: Paolo Cecchetto, Christian Giove
Publisher: Japanime Games / Global Distribution

8+



Who says that dragon breeding is easy? 4x4 dragons form a forest, player markers sit in front of rows and columns, a draw pile holds dragon and egg cards. The active player rolls dice and places them on markers of their color, on his side. Then you have optional actions in sequence, cost one coin: Catch a dragon with a seeker on it - replenish forest - reroll dice. Then you must place a seeder on a dragon, according to a die on a marker - color and value for column and row; the white die can be used to reduce a dice value. Pairs of dragons give you gold, pairs of all colors a bonus. When dragons are used up, you pay penalty for single dragons.

Version: en * Rules: en it * In-game text: no

Placement and collecting game for 2-4 players, ages 8+

Dragonsgate College

Designers: Thomas vande Ginste, Wolf Plancke
Publisher: NSKN Games



As Head of House in a college for dungeon hunters you must make your house fit for entering the Dragonsgate. Phases of a round are: 1. Preparation - replenish apprentices and professors. 2. Income - 2 coins + income from buildings. 3. Dice phase. 4. Action phase - you use a die from the pool for one action, corresponding to a dice value next to the action; the dice is then spent. 5. Clean-Up - Discard apprentices and professors; pay up-keep or lose prestige; new turn order. Only in round V: 6. Scoring - Coins, imps, starting player, majorities in buildings, apprentices and professors, sets of career tokens.

Version: en * Rules: en pl * In-game text: no

Tile placement and dice drafting game for 2-4 players, ages 12+

Dragoonies

Designers: Valéry Fourcade, Jean-Philippe Mars
Publisher: Piatnik

6+



To receive a share of the dragon treasure you need to find the right dragon tiles quickly. You have two dragons of a color; 16 dragon tiles are laid out in a circle, showing three characteristics - color, number of dragon horns and dragon item. All play simultaneously: One player names a number from 2 to 6 and places as many search cards into the dragon tile circle. All search for the characteristic that is visible most often on the tiles and place a dragon on the tile with that characteristic. There can be more than one correct solution. You earn a dragon coin for a correct solution and lose one for a mistake. You win with seven dragon coins.

Version: multi * Rules: cz de en fr it hu sk pl * In-game text: no

Spotting and reaction game for 2-4 players, ages 6+

Drako

Designer: Adam Kałuża
Publisher: REBEL.pl



Dragon vs. three dwarves, or three dwarves vs. one dragon - each side in this uneven conflict commands different abilities, represented by a unique card deck; the abilities of the dwarves are distributed among the three of them who must try to defeat the dragon. You draw four cards from your deck, the dragon starts the game with one action; afterwards, you alternate turns combining two actions any way you want, but you cannot pass. Possible actions are: Draw two cards or play one card. If you play a card you choose one of its symbols to resolve. If you defeat your opponent you win; when the last dwarf card is played, the dragon wins, too.

Version: multi * Rules: en pl + cn de es it pt * In-game text: no

Conflict simulation for 2 players, ages 8+

Icon explanation

Solo Play

Two Players

Large Groups

8+ Recommended Minimum Age

Dream Home

Designer: Klemens Kalicki
Publisher: REBEL.pl

8+



Your house is built and needs to be furnished. In each round you do one room, decorate it or use the help of specialists or determine the look of the roof. Room cards and special cards are displayed in two rows. The active player chooses a column and takes both cards. The room card is placed correctly on an empty case, within the maximum size, or is placed face-down as an empty room. Special cards are used for decoration, openly for an assistant or tools or face-down for a roof card. Rooms can be extended. After 12 rounds, you score for rooms, decorations, furnishing bonuses for room types in your house and the roof.

Version: en * Rules: cz de en es fr hu it kr nl pl ru * In-game text: no

Placement and development game for 2-4 players, ages 8+

Dream Home 156 Sunny Street

Designer: Klemens Kalicki
Publisher: REBEL.pl

8+



The dream home is expanded with rooms, decor, helpers and tools - Home Gym, Dartboard, Engineer for vertical expansion and plumber as well as Digger, Toolbox and Ladder - and can now be furnished by up to five or six players. There are also two modules: Construction Plans features twelve construction plan cards with home functionality objects that can be met; you are assigned two plans for three and five points and score for the completed one of higher value. Family and Friends comes with twelve cards for Friends characters, that you can invite to your house for additional points after placing a room. Includes a solo variant.

Version: en * Rules: en pl * In-game text: no

Expansion for Dream Home for 1-6 players, ages 8+

GABIS explanation on page 3

Dreams

Designer: Olivier Grégoire
Publisher: Zoch Verlag



Gods place stars for the True Vision to unmask the Mortal among them, who in turn tries to figure out the True Vision. Dream cards are on display, God token stacks are prepared and one of them is distributed to give each player a role and to the gods also the number of the True Vision dream. Then all in turn place stars for main points of the dream image. When all stars are placed, gods bet on the player color number of the Mortal and he bets on the number of the True Vision dream. You score for correct bets and for not being unmasked. When someone has a score of 16, you win at the end of the round with most points.

Version: multi * Rules: de en fr it * In-game text: no

Deduction game for 3-6 players, ages 10+

Dreck am Stecken

Designer: Stefan Breuer
Publisher: Gmeiner Verlag



All players – virtual ones in case of less than 6 – each are dealt a culprit and a crime card as well a time table of the main crime. You question a player – from round 2 even a virtual one. He must answer with yes or no, can lie, and places one of his 3 truth cards or his 1 lie card. A virtual player answers by special rules. With the "threat" card you can check a card placed. If a player wants to solve or if all have been questioned 4 times, all must name their suspicions for all players. You score for correct suspicions and lose points for wrong ones. You win if you achieve the highest score.

Version: de * Rules: de * In-game text: yes

Deduction game for 3-6 players, ages 12+

Druids

Designers: Günter Burkhardt, Wolfgang Lehmann
Publisher: Amigo Spiele



Novices in the Druid academy in Stonehenge collect cards of domains/colors - Healing, Prophecy, Shapeshifting, Astronomy and Fine Arts. A card is led, you must follow suit and the highest card takes the trick. Tricks you win you sort by color, lowest card of a trick on top, trick on trick. For Gaia, Golden Sickle or Mistletoe, there are special rules, the Sickle, for instance, destroys a domain. The round ends after the last card or someone must display his fifth color. This earns you penalty points, all others score their top cards in their stacks. After five rounds, you win with most points.

Version: de * Rules: de * In-game text: no

Card collecting game for 3-5 players, ages 10+

Drunter & Drüber

Designer: Klaus Teuber
Publisher: Hans im Glück

9+



The burghers of Schilda build a new, obviously completely crazy town. City walls and roads have been left out, the river runs right through midtown. You are assigned a group of buildings and defend them against demolition. Wall, river and road tiles are placed, hopefully without covering your buildings, and nobody should notice which buildings you are protecting. You can also demand a vote on outhouses, as they are obstacles and cannot be built over easily. When no further tile can be placed, you turn over your building cards and add the points on non-covered buildings. You win with most points.

Version: de * Rules: de en * In-game text: no

Placement game for 2-4 players, ages 9+

Die Gärten von Versailles

Designers: Lena and Günter Burkhardt
Publisher: Schmidt Spiele

8+



The job as Royal Gardener can be secured with your personal garden. In seven rounds all play simultaneously; you select a card from hand, reveal it and take a garden tile in ascending order of your card. Tiles are placed next to one already in place, and should, but need not, continue garden types. For the biggest consecutive color area you receive a majority chip. After seven rounds, you score your two biggest garden type areas and majority chips. After a second such phase you score your three biggest areas, majority chips and the biggest building area.

Version: de * Rules: de * In-game text: no

Placement game for 2-4 players, ages 8+

Dungeon Rush

Designers: Rustan & Eli Håkansson
Publisher: Stronghold Games

8+



Heroes race across three dungeon levels to oust the dragon lord and his dragon and to collect most coins. You have two heroes on display. In a round you reveal monster cards and you quickly place your right and left hand – for the respective hero position – on one of the monsters to attack it, our both hands on the same monster. The fastest player at a monster fights, the skirmish is resolved with ability comparison hero/monster. If the hero wins, he gets the ability trophy and coins at the end. If you lose, it costs you a coin at the end. After nine rounds each player on his own may try to attack Lord or Dragon for bonus coins.

Version: en * Rules: de en es fr fi it pl ru se * In-game text: no

Collecting and card comparison game for 3-5 players, ages 8+

Dungeon Saga Valandors Rückkehr

Designer: Jake Thornton
Publisher: mantic / Asmodee

1+



In the role of hero or evil overlord you enter the dungeon; heroes and monsters have individual markers, abilities are noted on hero and necromancer sheets. Combats are resolved with dice; the result can be influenced with cards and abilities. There are rules for a quick access to the game. In Valandors Rückkehr, Mortibris is defeated and the heroes are legendary. But Mortibris is not dead and owns pages from Valandors Foliant. Six new adventures seamlessly continue the core game; again, heroes are scouting for Mortibris. The adventures can be played as a campaign or individually in any order.

Version: de * Rules: de en * In-game text: yes

Expansion for Dungeon Saga for 1-5 players, ages 14+

Colour codes for target groups (Headline Colour)
For children + learning With friends
For families For experts

Dungeon Time

Designer: Carlo A. Rossi
Publisher: Ares Games

1+



Adventure in the dungeon, you have minutes for your missions! All play item and mission cards simultaneously on a story deck pile, draw cards, tell others what they need, etc. Cards in the story deck cannot be taken back! After five minutes, the story deck is turned over and cards are laid out as specified around the backpack board. When a mission appears and the necessary item for it, it is completed and all cards for it are set aside. When all missions for a scenario goal have been completed, all win together. If, however, you must place a card on the backpack board, due to lack of room around it, the game is lost for all.

Version: en * Rules: en * In-game text: no

Cooperative real-time game for 1-5 players, ages 8+

Colour codes for features (Bar in Evaluation box)
Chance Strategy
Tactics Creativity

Dvonn

Designer: Kris Burm
Publisher: HUCH!

2+



Game #4 in the Gifp project. The game features 23 white and 23 black pieces, plus two red Dvonn pieces for White and one for Black. You must control stacks and keep them in contact with Dvonn pieces. First, players alternate to place all their pieces on the board, Dvonn pieces first. Then you move one of your pieces or stacks on piece or stack, as far as the stack contains pieces and never on an empty spot; the top piece controls the stack. Pieces or stacks not directly on indirectly connected to Dvonn pieces go off the board. If nobody can move, the winner is the player who controls most pieces.

Version: multi * Rules: de en es fr it nl pl * In-game text: no

Abstract placement game for 2 players, ages 13+

GABIS explanation on page 3
Communication Interaction
Dexterity Action

Dynasties

Designer: Matthias Cramer
Publisher: Hans im Glück



As the representative of a European Principality you want to exercise influence in Europe with diplomacy, marriages and trade. The active player plays one of his action cards and uses one of the three options on the card, all in all there are five options: Trade, place Prince, place Duchess, make use of a personage or Special Action. When all have passed, the round ends with a scoring of unmarried princes and duchesses on the board and the playing of scoring cards. After the third round you play again scoring cards and then score family members on the board for majorities in countries and for presence in Crown Cities.

Version: de * Rules: de en * In-game text: no

Development game for 3-5 players, ages 12+

Eclipse

Designer: Touko Tahkikallio
Publisher: Asmodee / Lautapelit



Despite all efforts to keep peace, the tensions and misunderstandings among the seven main races and in the Galactic Council become more frequent. You control one of those interstellar civilizations, build battle ships, intensify research and technology and explore new star systems. In the complex strategy game you can try many strategies to win, adapted to strengths and weaknesses of your own civilization. After nine rounds you win with most victory points from controlling galactic sectors, battles, diplomatic alliances, researched technologies, discoveries and monoliths under your control.

Version: de * Rules: cz de en it fi fr pl * In-game text: yes

Complex development game for 2-6 players, ages 14+

Edge of Humanity

Designers: Pini Shekhter, Elad Goldstein
Publisher: Golden Egg Games



After an apocalyptic conflict, survivors try to rebuild civilization. You collect supplies, construct buildings for your colony and attract more survivors, both for Survival Points. For your first three games, preconstructed scenario decks are provided, with individual event decks as well as cards for survivors, actions and buildings, and location-specific encounters. In general, you play rounds comprising resolving an event, one action per player, bidding for trade piles, recruiting of survivors from your hand and clean-up with drawing of new trade piles. The game also provides rules and an additional deck for creating your own scenarios.

Version: en * Rules: en * In-game text: yes

SciFi deck building for 2-5 players, ages 13+

Einhorn Glitzerglück Eine Party für Rosalie

Designer: Kristin Mückel
Publisher: Haba

4+



Unicorns in Cloudland prepare a party for the arrival of baby unicorn Rosalie. Friend tiles are on the board, at the side and with players. You roll and move, or fly to a yellow or pink cloud for the glitter cloud, or Rosalie takes a step. On a pink cloud the wheel of fortune gives crystals for the Crystal Cloud. A rainbow is used for a shortcut and on a yellow flower pot you reveal the circular friend tile there - if it is the same as one of yours or a general friends tile, you put it into a pink cloud. When all friends and all crystals have been collected, all win together if the unicorns reach the party cloud before Rosalie arrives there.

Version: multi * Rules: de en es fr it nl * In-game text: no

Cooperative roll & move game for 2-4 players, ages 4+

El Grande Big Box

Designers: Wolfgang Kramer, Richard Ulrich
Publisher: Hans im Glück



As a Spanish Grande you use 30 Caballeros to acquire majorities in regions and to increase your influence at court. In a round you choose a power card for turn order and Caballero movement from stock to court. An action card determines further action options and movement of caballeros from court into regions. After each three rounds, the game is scored. New edition for the 20 Years Anniversary including all expansions - Großinquisitor & Kolonien, König & Intrigant, König & Intrigant 2 (the former Players Edition), König & Intrigant 3 (the former Unverkäufliche Sonderkarten), Grandissimo - plus a new Anniversary edition and new components.

Version: de * Rules: de en es it nl * In-game text: yes

New edition of El Grande for 2-5 players, ages 12+

Eldritch Horror

Designers: Corey Konieczka, Nikki Valens
Publisher: Fantasy Flight Games / Asmodee

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



As an investigator, you solve mysteries in order to ban the Great Old One. A round begins with an action phase for traveling, resting, exchanging, preparing, looking for support and using „action“. In the encounter phase, you fight monsters or resolve encounter cards and in the myth phase you resolve a myth card, including doom marker, revenge effects, appearance of gates, monsters and clues, displaying a rumor and myth markers and other events. When three mysteries have been solved, investigators win, but there are several ways to lose the game. Expansion Traumlande, featuring a new side board, eight new investigators and new allies.

Version: de * Rules: de en es fr jp pl * In-game text: yes

Cooperative horror adventure for 1-8 players, ages 14+

Elefun

Publisher: Hasbro

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



Elefun, the baby elephant, plays with butterflies and gently blows them high into the air with his trunk. In this version, three children are invited to play along in Elefun's game with the butterflies and are supposed to catch the butterflies with their net. First, you have to try and catch those dancing in the air. At the end of a round you can take care of those butterflies that have sunk to the floor. The player who catches most of the butterflies wins the game. In this edition Elefun accompanies the emerging butterflies with a happy hooting and there is again a fast refill-feature. Series: Elefun & Friends

Version: de * Rules: de en * In-game text: no

Dexterity and action game for 1-2 players, ages 3+

Icon explanation

Solo Play

Two Players

Large Groups

8+ Recommended Minimum Age

Emoji Twist

Designer: Arno Steinwender
Publisher: Ravensburger

8+



Emoji cards are in the box, number cards around the box. You turn the spinner and display the bottom card from the stack. All count the amount of emoji icons of the kind determined by the spinner and grab the corresponding number card. When all players have taken a number card, the emoji card is turned over - the backside shows the correct amount for each icon depicted on the front side. If you hold the correct number card, you win the round. When all cards are given out, you win with most cards.

Version: multi * Rules: de en fr it nl * In-game text: no

Reaction game for 2-6 players, ages 8+

Emojito!

Designer: Urtis Sulinkas
Publisher: HUCH!

7+



Using facial expressions and sounds, you try to express emotions stated on cards; either cooperatively versus the game, competitive or in teams; the respective markers are placed at the start. The active player draws a card and expresses the emotion as stated at the location of his marker. Then he draws six cards, shuffles his card into them, displays all cards and marks his emotion on his wheel. All other players select an emotion from the display with their wheel. Actor and correctly guessing players move their markers accordingly. If you cross the finish line, you receive a card; if you own X cards depending on the variant played, you win.

Version: multi * Rules: de en es fr nl + gr * In-game text: no

Party and communication game for 2-14 players, ages 7+

GABIS explanation on page 3

Ene Mene Muh Fred im Beet

Designer: Ingeborg Ahrenkiel
Publisher: Schmidt Spiele

3+



The flower bed must be planted, before mole Fred digs up all the bed. Cooperatively, all play against Fred and roll in turn: For a color, you plant, that is, place a flower in slit of the same color; if you roll Fred, he moves one case towards his finish, and if you roll the lady bird, you can plant any flower. Fred wins, if he reaches his finish before all flowers have been planted, otherwise players win together. In the competitive version, each player plays with a number of flowers, regardless of their color, and wins if he has planted them all before Fred reaches the finish.

Version: multi * Rules: de fr it * In-game text: no

Placement game with dice for 2-6 players, ages 3+

Ene Mene Muh Theo der Teichhüpfer

Designer: Ingeborg Ahrenkiel
Publisher: Schmidt Spiele

3+



Fogs jump into the big ponds and get players tiles for their own ponds. You place your frog on the catapult and make him jump into one of the ponds in the game box; you can adjust the position of the box for the jump. When you succeed, you take your frog and one pond tile out of the pond and add the tile to your own pond. When the jump fails, you can use your joker once in the game, but not for the jumps to collect the last two tiles for your pond. If you are first to have all six tiles in the pond, you win. In a version, you take the tile out of the pond without looking into it.

Version: multi * Rules: de fr it * In-game text: no

Dexterity game for 2-4 players, ages 3+

Escape

Designer: Kristian Amundsen Østby
Publisher: Queen Games

1+



The magical gems in the temple chambers must be activated within 10 minutes in this real-time adventure, complete with soundtrack, to enable adventurers to flee the cursed temple. All roll their five dice simultaneously and as fast as they can to use them to discover new chambers, enter chambers, activate gems, flee or remove blockades from dice. During two countdowns you must get back to the starting chamber each time or lose a die. For same tasks you need to cooperate. During the third countdown all players must reach the exit. If only one of them is left behind, all lose the game together.

Version: de * Rules: de en es fr nl * In-game text: yes

Cooperative real-time adventure for 1-5 players, ages 8+

Escape Illusions

Designer: Kristian Amundsen Østby
Publisher: Queen Games

1+



Adventure in real time - magical jewels in temple chambers must be activated within 10 minutes to enable adventurers to escape. All roll their five dice simultaneously and use them to uncover new chambers, enter chambers, activate stones, flee and remove blockage from dice; cooperation might be necessary. With the runtime of the third count-down of the sound track all need to be out of the temple. If only one remains behind, all have lost. Expansion 1 Illusions introduces components for the 6th player, an escape card, a treasure tile and modules *Kammern der Illusionen* and *Spezialkammern* with double chambers, treasure chamber and chalice.

Version: de * Rules: de en es fr nl * In-game text: yes

Expansion for Escape for 1-6 players, ages 8+

Escape Quest

Designer: Kristian Amundsen Østby
Publisher: Queen Games

1+



Adventure in real time - magical jewels in temple chambers must be activated within 10 minutes to enable adventurers to escape. All roll their five dice simultaneously and use them to uncover new chambers, enter chambers, activate stones, flee and remove blockage from dice; cooperation might be necessary. With the runtime of the third count-down of the sound track all need to be out of the temple. If only one adventurer remains behind, all have lost. Expansion 2 Quest features two new modules, *Questkammern* and *Charaktere* - Characters provide special abilities for players. Quest needs the base game to play and can be combined with *Illusions*.

Version: de * Rules: de en es fr nl * In-game text: yes

Expansion for Escape for 1-6 players, ages 8+

Escape Traps

Designer: Kristian Amundsen Østby
Publisher: Queen Games

1+



Adventure in real time - magical jewels in temple chambers must be activated within 10 minutes to enable adventurers to escape. All roll their five dice simultaneously and use them to uncover new chambers, enter chambers, activate stones, flee and remove blockage from dice; cooperation might be necessary. With the runtime of the third count-down of the sound track all need to be out of the temple. Expansion 3 Traps includes two new modules, *Fallenkammern* and *Zeitkammern*, which introduce an additional time element into the game, using a sand timer. Traps needs the base game to play and can be combined with *Quest* and *Illusions*.

Version: de * Rules: de en es fr nl * In-game text: yes

Expansion for Escape for 1-6 players, ages 8+

Escape Zombie City

Designer: Kristian Amundsen Østby
Publisher: Queen Games



The game mechanics of Escape combined with a Zombie topic! Within 15 minutes players must reach the bus, starting from the church, in this real-time adventure and leave the town in order to escape the zombie hordes. The town is set up from modular pieces randomly. Then all roll their five dice simultaneously and as fast as they can to collect - in the first phase of the game - items, tools, medicine and stores, fight zombies and find the exit. Some zombies must be fought cooperatively, but for this you need to be at the same location. In phase Two you must leave town on time on the bus.

Version: de * Rules: de en es fr nl * In-game text: yes

Cooperative real-time adventure for 2-4 players, ages 10+

Escape Zombie City The Survivor Chronicles

Designer: Kristian Amundsen Østby
Publisher: Queen Games

1+



The game mechanisms of Escape with a Zombie topic! Within 15 minutes players must reach the bus and leave town in this real-time adventure to escape from the Zombie hordes. The first expansion features two modules: Challenges and Characters. In Challenges so-called challenge rows are added and you must comply with those challenges before you can leave town; the more roads the more difficult. For Characters each player chooses a character - Nerd, Grandma, Policeman, Shopping Queen, Vendor or Construction Worker - with special abilities; you choose one for the game and can use it as often as you want.

Version: multi * Rules: de en fr * In-game text: yes

Expansion for Escape Zombie City for 1-5 players, ages 8+

Escape Room Das Spiel

Publisher: Noris Spiele

16+



As in any Escape scenario you are „locked in“ and must solve tasks and riddles to „escape“. Each of the four adventures - Prison Break, Virus, Nuclear Countdown and Temple of the Aztec - has three parts; each part is completed by entering a code using four out of 16 keys; you place them into the decoder from left to right. If you enter all three codes correctly within 60 minutes, you have won. You open the envelope for the current adventure part and use all information to find and solve the tasks and puzzles. An App for background music and solution is available, you can also download component templates to play again.

Version: de * Rules: de en nl * In-game text: yes

Logic puzzle game for 2-5 players, ages 16+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

Communication
 Interaction

GABIS explanation on page 3
 Dexterity
 Action

Escape Room Das Spiel Casino

Publisher: Noris Spiele

16↑



Casino - an expansion for Escape Room Das Spiel. As usual in an Escape Room scenario, you are „locked in“ and solve puzzles to „escape. In this scenario, we have made lots of money illegally in casinos all over the world. All seems to be well and without problems, when the phone rings in your shabby hotel room - Carolyn Castle has broken the first rule of the game - don't get caught! Unfortunately, the Mafia family Trapani seems to own the Casino, and yet, we must make enough money in 60 minutes to buy off Carolyn... The expansion provides solution cards the website offers the complete solution and a supplementary story for a conclusion.

Version: de * Rules: de nl * In-game text: yes

Expansion for Escape Room Das Spiel for 2-5 players, ages 16+

Escape Room Das Spiel Funland

Publisher: Noris Spiele

16↑



Funland is an expansion for Escape Room das Spiel. As usual in an Escape Room scenario, you are „locked in“ and solve puzzles to „escape. Bobo the Clown provides a freak show from which you need to escape in three adventure stages - Cage, Dressing Room and Fun Fair. You need components from the core game and information on the three stages from the expansion envelope. Each stage is completed with a code garnered from solved puzzles; if you enter all correctly, you win. The expansion also provides solution cards for parts 1 and 2, the website offers the complete solution and a supplementary story for a conclusion.

Version: de * Rules: de en es nl * In-game text: yes

Expansion for Escape Room Das Spiel for 2-5 players, ages 16+

Escape Room Das Spiel Murder Mystery

Publisher: Noris Spiele

16↑



Murder Mystery - an expansion for Escape Room Das Spiel. As usual in an Escape Room scenario, you are „locked in“ and solve puzzles to „escape. Side by side with Sherlock Holmes you solve a murder case. The boss of a steel company, Jones & Jones, was murdered in his study. Did he have enemies? Who hat evil designs? Who murdered him? In one hour, the killer will murder again - search Jones' study together to stop the murders and find the killer. The expansion provides solution cards the website offers the complete solution and a supplementary story for a conclusion.

Version: de * Rules: de nl * In-game text: yes

Expansion for Escape Room Das Spiel for 2-5 players, ages 16+

Escape Room Das Spiel Space Station

Publisher: Noris Spiele

16↑



Space Station - an expansion for Escape Room Das Spiel. As usual in an Escape Room scenario, you are „locked in“ and solve puzzles to „escape. In this scenario, you are on an exciting mission in space. But the mission suddenly turns into a nightmare with an explosion - the oxygen supply lasts for 60 minutes exactly and your only chance to survive is the escape shuttle. But to enter it, you must know the password! Will you figure it out in time ... The expansion provides solution cards the website offers the complete solution and a supplementary story for a conclusion.

Version: de * Rules: de nl * In-game text: yes

Expansion for Escape Room Das Spiel for 2-5 players, ages 16+

Escape Room Das Spiel Virtual Reality

Publisher: Noris Spiele

16↑



Virtual Reality is a new version of Escape Room Das Spiel. In both scenarios - Submarine and Behind Enemy Lines - you are „imprisoned“ and must solve puzzles and tasks to „escape“. You need two smartphones and the free app on both; one works as Chrono Decoder, the other one - with the cardboard holder - as 3D glasses. Each scenario comprises three parts, three correct codes must be entered into the decoder within 60 minutes. Some puzzles cannot be solved without virtual reality, sometimes you must interact with it, that is, use an object in the virtual reality. One smartphone can be replaced by the Chrono Decoder from the core game.

Version: de * Rules: de nl * In-game text: yes

Expansion for Escape Room Das Spiel for 2-5 players, ages 16+

Ethnos

Designer: Paolo Mori

Publisher: CMON / Asmodee



Twelve tribes of six kingdoms need to be united by a leader to dominate Ethnos. In three eras, you are active in turn and can: 1. Enlist an ally - draw an open or face-down card, or 2. Play a combat unit of 1-10 cards of the same tribe or realm, one of them as leader; you might place an influence marker into the realm of the leader card and use the ability of the card. Remaining hand cards are discarded into the display. When the third dragon is drawn, the era ends; you score influence and combat units for fame and discard all cards and combat units, markers are kept.

Version: de * Rules: de en fr it ru * In-game text: yes

Set collecting game for 2-6 players, ages 14+

EXIT - Das Spiel Das Haus der Rätsel

Designers: Inka and Markus Brand

Publisher: Kosmos

1↑



Live Escape Games - A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks. With a decoder disc, a book and an image of a room, showing items with symbols, as well as the components of the game - which can only be used for one game - you need to find the solution. In the new system of difficulty levels, „Das Haus der Rätsel“ represents the „Level Einsteiger“. Die drei ??? invite guests, but have themselves disappeared when the guests arrive. Now a difficulty grading has been introduced for the series

Version: de * Rules: de * In-game text: yes

Live Escape Game for 1-4 players, ages 10+

Icon explanation

Solo Play

Two Players

EXIT - Das Spiel Das geheime Labor

Designers: Inka and Markus Brand

Publisher: Kosmos

1↑



Live Escape Games - A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks like finding a missing person, defuse a bomb or find an antidote formula. You have a decoder disc, a book and an image of a room with items with symbols. In the course of the game you might have to fold, paint or destroy components of the game, so each copy can only be played once. In „Das geheime Labor“ players participate in a medical project and find themselves in the locked laboratory after being drugged by vapours.

Version: de * Rules: de * In-game text: yes

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

Large Groups

Recommended Minimum Age

EXIT - Das Spiel Die verlassene Hütte

Designers: Inka and Markus Brand

Publisher: Kosmos

1↑



Live Escape Games - A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks like finding a missing person, defuse a bomb or find an antidote formula. You have a decoder disc, a book and an image of a room with items with symbols. In the course of the game you might have to fold, paint or destroy components of the game, so each copy can only be played once. In „Die verlassene Hütte“ players, after a car problem, find shelter in a deserted hut in the forest and find themselves locked in the morning.

Version: de * Rules: de * In-game text: yes

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

GABIS explanation on page 3

EXIT - Das Spiel Der Tote im Orientexpress

Designers: Inka and Markus Brand
Publisher: Kosmos



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

Version: de * Rules: de * In-game text: yes

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

EXIT - Das Spiel Die Grabkammer des Pharaos

Designers: Inka and Markus Brand
Publisher: Kosmos



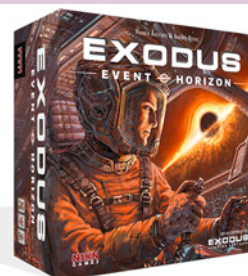
Live Escape Games – A group is imprisoned in a room and must get free within 60 minutes, by searching for clues or solving puzzles for keys or codes for number locks. Depending on the topic you need to solve additional tasks. You have a decoder disc, a book and an image of a room with items with symbols. In the course of the game you might have to fold, paint or destroy components of the game, so each copy can only be played once. In „Grabkammer des Pharaos“ players are tourists and find themselves imprisoned in a burial chamber in Tutankhamun's tomb. Classed as „Level Profis“ in the new difficulty level grading.

Version: de * Rules: de * In-game text: yes

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

Exodus: Event Horizon

Designer: Andrei Novac
Publisher: NSKN Games



More than a hundred cycles have passed, since the Centauri retreated. Each of the six human factions did regenerate, grew and prospered using Centauri technology, and created new realms, and again there was war, among human factions as well as against re-strengthened suddenly returned Centauri. This second expansion can be played with the core game or in combination with the Edge of Extinction expansion. It features a new multiplayer/solo scenario - The Centauri Stronghold with new game modes for 1-6 players. Otherwise, the mechanisms of the expansion employ those of the core game.

Version: en * Rules: en * In-game text: yes

Expansion for Exodus for 1-6 players, ages 14+

Exploding Kittens

Designers: Matthew Inman, Elan Lee, Shane Small
Publisher: Asmodee



You explode - you lose! You are dealt four cards plus one Defuse. Then you shuffle players minus 1 Exploding Kitten cards into the remaining cards, and then you shuffle in the remaining Defuse cards. In your turn, you have two options. You either pass your turn or you play as many cards as you want, openly, and resolve the effect. Then you draw a card. If it is an Exploding Kitten, you explode, too, and are out of game, unless you can counter with a Defuse card. The last one in play wins.

Version: de * Rules: de en pl * In-game text: yes

Card game for 2-5 players, ages 7+

Eye Catch

Designer: Maureen Hiron, Sheyla Bonnick
Publisher: Game Factory



64 animals on backgrounds of varying colors need to be caught. They are stacked face-down, two are displayed. In turn, you turn up one card - if you spot a 'catch', you call 'catch' and take the three cards. If several players call at the same time, the three cards are set aside. If you call wrongly, you give back the last card you won. A catch are three identical animals or three identical colors or two animals and two colors, both identical. In a variant, you memorize cards on display, turn over three cards from stack or table, take an eventual catch and keep turning up until three open cards do not form a catch, those are turned back down again.

Version: multi * Rules: de en fr it * In-game text: no

Spotting and reaction game for 2-4 players, ages 6+

Fabelsaft Die Limetten-Erweiterung

Designer: Friedemann Friese
Publisher: 2F-Spiele



A game about fruits for fabled juices would not be complete without green fruits being featured in the game. Therefore, this expansion introduces 20 new locations, some thrilling betting tiles, a mysterious invisibility cloak and, of course, 15 fruit cards of green limes. For a game, you use cards from the core game and the cards of the expansion; you play with 24 locations on display and you use the rules from the core game and the rules of the new locations. Location #10L introduces the invisibility cloak; if you own it, you can place yourself next to other player markers or the thief without having to hand over fruits.

Version: de * Rules: de en fr nl * In-game text: yes

Expansion for Fabelsaft for 2-6 players, ages 8+

Fabled Fruit The Lime Expansion

Designer: Friedemann Friese
Publisher: Stronghold Games



A game about fruits for fabled juices would not be complete without green fruits being featured in the game. Therefore, this expansion introduces 20 new locations, some thrilling betting tiles, a mysterious invisibility cloak and, of course, 15 fruit cards of green limes. For a game, you use cards from the core game and the cards of the expansion; you play with 24 locations on display and you use the rules from the core game and the rules of the new locations. Location #10L introduces the invisibility cloak; if you own it, you can place yourself next to other player markers or the thief without having to hand over fruits.

Version: en * Rules: de en fr nl * In-game text: yes

Expansion for Fabelsaft for 2-6 players, ages 8+

Facecards

Designer: Leo Colovini
Publisher: Ravensburger



All facecards are stacked face-down, you hold some cards and an album. You select a well-corresponding pair of cards from your hand and put one card down face-down before you, the other face-down in the middle. Now some cards are added to those in the middle and then all cards there are shuffled and revealed, as are player cards. If you hold the camera you go first to select a player's card and then a card from the middle that you believe could be the second card of the pair. If you are correct, you and the card owner take one of the cards for your albums. Correctly guessed pairs with cards from two categories give you a bonus card. Includes variants.

Version: de * Rules: de en fr it nl * In-game text: no

Guessing and collecting game for 3-7 players, ages 10+

Fang mich

Publisher: Noris Spiele



There are 20 picture cards, 19 of them are hidden, somewhere in the room or even somewhere in the house or garden. Players hide the pictures together and in any caches; the picture must always be placed so that the big animal side is visible. One player then turns over the last card and names the animal depicted on its backside. This animal must now be found. If you find it, you keep it for a point and turn it over to determine the next animal that must be found. When all the animals have been found, you win with most points, that is, cards.

Version: de * Rules: de * In-game text: no

Search and memo game for 2 or more players, ages 3+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Fast Forward: Festung

Designer: Friedemann Friese
Publisher: 2F-Spiele



Fast Forward is a series of games, based on the new Fable concept. Games using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue at any time or begin again with another group of players. In Fast Forward Games, you do not read any rules at all, but begin to play from the first card on. *Festung* is a game of conquest featuring 90 cards; you want to be first to conquer the breath-taking fortress on the horizon, you must take risks to succeed.

Version: de * Rules: de en es fr nl * In-game text: yes

Fast Forward game for 2-4 players, ages 10+

Fast Forward: Flucht

Designer: Friedemann Friese
Publisher: 2F-Spiele



Fast Forward is a series of games, based on the new Fable concept. Games using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue at any time or begin again with another group of players. In Fast Forward Games, you do not read any rules at all, but begin to play from the first card on. *Flucht* is a cooperative game of puzzle solving; you are pursued by a monster and do not know where it is, so you must look for help everywhere.

Version: de * Rules: de en es fr nl * In-game text: yes

Cooperative Fast Forward game for 1-4 players, ages 12+

Fast Forward: Furcht

Designer: Friedemann Friese
Publisher: 2F-Spiele



Fast Forward is a series of games, based on the new Fable concept. Games using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue at any time or begin again with another group of players. In Fast Forward Games, you do not read any rules at all, but begin to play from the first card on. *Furcht* asks the question: Are you afraid of ghosts or will you confront danger and frighten your opponents in a fast and simple game?

Version: de * Rules: de en es fr nl * In-game text: yes

Fast Forward game for 2-5 players, ages 8+

Fear

Designer: Friedemann Friese
Publisher: Stronghold Games

8+



Fast Forward is a series of games, based on the new Fable concept. Games using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue at any time or begin again with another group of players. In Fast Forward Games, you do not read any rules at all, but begin to play from the first card on. *Fear* asks the question: Are you afraid of ghosts or will you confront danger and frighten your opponents in a fast and simple game?

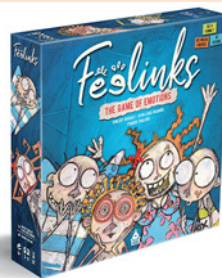
Version: en * Rules: de en es fr nl * In-game text: yes

Fast Forward game for 2-5 players, ages 8+

Feelinks!

Designers: Vincent Bidault, Jean-Louis Roubira
Publisher: Act in Games / Blackrock Games

8+



Choose your own emotion and guess that of your partner! 120 cards describe situations relating to family, friends and school. The Master of Emotions reads out all emotions on display and explains them, if necessary. Then he draws a situation card from the suitable group and reads one of the situation. Each player selects one of his voting cards for one of the emotions. Then you are secretly assigned a partner and reveal. Then you try to select a number for your partner's emotion in your cards and you score for double or single correlations. Friends situations are intended for players of age 12+.

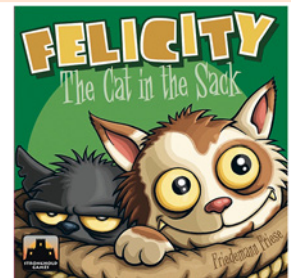
Version: en * Rules: en fr * In-game text: yes

Communication game for 3-8 players, ages 8+

Felicity

Designer: Friedemann Friese
Publisher: Stronghold Games

8+



You bid with mice for the famous cat in the bag, but there might be cat, dog or rabbit in the bag. At the end, you score positive for good cats and mice, and negative for bad cats. An offer with one card per player is laid out face-down; you bid in turn. If you pass, you are out for the round, take the mice on the lowest card in play and the next card of the row is revealed. The last one in play gets the cards; a dog in them chases off, depending on its size, a positive or negative cat. After nine rounds, you add up card values and add mice markers; rabbits are worth nothing. You win with most points.

Version: en * Rules: en * In-game text: no

Bluff and auction game for 3-5 players, ages 8+

Fertig!

Designer: Friedemann Friese
Publisher: 2F-Spiele

1



Office work with a difference! 48 cards must be sorted within eight rounds - in the Current Display. You work with a depot, a Current Display and a Future Display. You draw cards for the Current Display, maybe with candy, score suitable cards by stacking them in order on the Done! Stack; then you activate card actions with candy and, finally, place cards from the Current Display into depot and from there - in case of more than three in depot - beneath the draw pile. If you need to put card 00:48 into depot, you discard one coffee cup and the round ends. If you score card 00:48, you win; if you must discard a coffee cup and can't, you lose.

Version: de * Rules: de en es fr nl * In-game text: no

Sorting game for 1 player, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



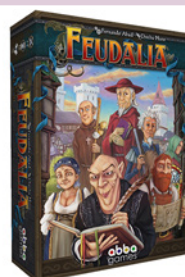
GABIS explanation on page 3

Recommended Minimum Age

Feudalia

Designer: Fernando Abad
Publisher: Abba Games

1



After long wars, the conquered lands must be restored. You reign over three fiefs, produce resources with workers and build the cathedral, both for victory points, and pay tax to the king. In your turn, you must play the Tax Collector - if you hold him - and have than any number of actions from hiring workers, income, field action, influence action (only once), upgrading fief, cathedral building, hiring master and master action. Then you play blue actions, discard cards, adjust your wealth, draw cards and adapt your fief. If someone has 10 points, you win at the end of a last full round with most points.

Version: multi * Rules: en es * In-game text: yes

Deck building and resources management for 1-4 players, ages 14+

Feuville

Designer: Udo Peise
Publisher: HUCH!

10+



On order of the king, you refurbish Feuville - with the help of mayor, architect, travelling entertainer or publican, but also with Fairy or Gnome. You roll and place two dice with persons and then, for each individual die, choose the action of the person - building tile or Royal Decree in their column or the person's special ability - or Magic of the Fairy or Help of the Gnome. Wall, tower and Sky tiles are added to your town, Decrees are scored for town boroughs or special scorings; or you place both on your board for later use. If you roll a double, the dragon awakens and burns down all columns not protected by a cloud in the towns of all players.

Version: multi * Rules: de en fr nl * In-game text: no

Tile placement with using dice, for 2-4 players, ages 10+

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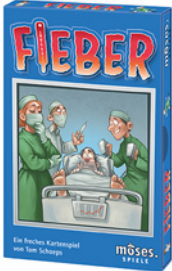


NEUE Promokarte



Fieber
 Designer: Tom Schoeps
 Publisher: mooses. Verlag

8+




The patient runs a temperature; you must lower it, but doctors are busy with infights. You begin the game with one card each of white, blue and red backsides. You play a card and draw a card; red cards raise the temperature, blue ones lower it and white cards either influence temperature, determine the next card color or turn order. The current temperature - never over 41° and never below 35° - is indicated on the board and you want to change it in a way that the next player cannot play a card. If you cannot play, you lose a card; if you lose all cards, you are out of play, the last one in play wins.
 Version: de * Rules: de * In-game text: no

Card game for 2-5 players, ages 8+

Finished!
 Designer: Friedemann Friese
 Publisher: Stronghold Games

1




Office work with a difference! 48 cards must be sorted within eight rounds - in the Current Display. You work with a depot, a Current Display and a Future Display. You draw cards for the Current Display, maybe with candy, score suitable cards by stacking them in order on the Done! Stack; then you activate card actions with candy and, finally, place cards from the Current Display into depot and from there - in case of more than three in depot - beneath the draw pile. If you need to put card 00:48 into depot, you discard one coffee cup and the round ends. If you score card 00:48, you win; if you must discard a coffee cup and can't, you lose.
 Version: en * Rules: de en es fr nl * In-game text: no

Sorting game for 1 player, ages 10+

Fireteam Zero
 Designers: Mike Langlois, Christian Leonhard
 Publisher: Ulisses / Asmodee


1




In the role of a special command unit in WWII, we fight living artifacts that thrive on chaos and blood spills, and must find and complete mission goals. A mission is selected and prepared, and you play rounds of three phases: 1. Tactic with drawing of new cards and the option of a Tactical Assault. 2. Heroes - with movement on the board and resolving of actions. 3. Threat - Movement and attack from monsters, appearance of new monsters and advance on the threat track with maybe revealing a situation turn-about with a new role. All win together when all mission goals have been met and all have reached the exit point.
 Version: de * Rules: de en es fr it pt * In-game text: yes

Cooperative horror game for 1-4 players, ages 14+

First Class
 Designer: Helmut Ohley
 Publisher: Hans im Glück


Each game is played with two out of five modules - Die Aufträge, Berühmtheiten und Postkarten, Wer ist der Mörder?, Passagiere und Gepäck oder Weichen und Mechaniker - and the core game. In six rounds 18 cards are displayed. In a round you take one action card from the display in turn and perform the action - take car or upgrade car, move conductor or engine, expand track, take orders or end-of-game cards or starting player marker, etc. After two rounds you score bonuses for track and points for trains and after a scoring of coins and end-of-game card you win with most points.
 Version: de * Rules: de * In-game text: no

Placement and collecting game for 2-4 players, ages 10+

First Martians
 Designer: Ignacy Trzawiczek
 Publisher: Portal Games


1




Successful landing on Mars! Players cooperatively complete stand-alone or campaign missions in pre-set number of rounds and with all astronauts surviving, in order to succeed; an App provides the goals as well as obstacles and problems. Missions come in categories - Explore, Research or Build, all in various levels of difficulty, as selected by players. Phases of a round are: * Events - they tell the story. * Morale - resolved by the starting player. * Production - oxygen, energy, food, stress and broken parts. * Actions, for instance, for morale, repairs, samples, healing. * Malfunctions - roll and resolve. * Clean-Up.
 Version: en * Rules: en * In-game text: yes

Cooperative SciFi game for 1-4 players, ages 10+

Five Tribes Die Launen des Sultans
 Designer: Bruno Cathala
 Publisher: Asmodee / Days of Wonder

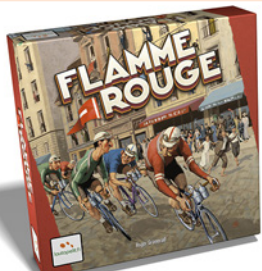




The Sultan has founded five cities which you want to acquire. In the cities, he voices wishes and rewards their fulfilling with riches. The expansion comes with all components for a 5th player, but you need to use the additional tiles of another expansion. New tiles of this expansion are five cities for victory points and the Great Lake. You cannot enter the Great Lake but it doubles points for adjacent palm trees and palaces. The wishes are displayed in the cities, you pick them up and receive gold if you fulfill them. The new bidding and turn order tracks are only used in a game of five players. Two new Djinn give gold.
 Version: de * Rules: de en fr * In-game text: no

Expansion for Five Tribes for 2-5 players, ages 13+

Flamme Rouge
 Designer: Asger Harding Granerud
 Publisher: Asmodee / Lautapelit

8+






Cycle race in Paris, you control a Rouleur and a Sprinteur and want to get one of them across the finish line first. The race takes place over rounds of three phases: In the Energy phase all draw four cards simultaneously and play one card each face-down for first and second cyclist. In the Movement phase you reveal cards and move cyclists. In the Final phase you remove played cards and resolve slipstream effects - advance by one additional square - and exhaustion - a driver behind a free square receives an exhaustion card as an energy card of value 2. Rules for alternate track building, handicap and mountain races.
 Version: multi * Rules: de en es fr + dk fi no se * In-game text: no

Bicycle race for 2-4 players, ages 8+

Flamme Rouge Peloton
 Designer: Asger Harding Granerud
 Publisher: Asmodee / Lautapelit

8+

Cycle race in Paris, you control a Rouleur and a Sprinteur and want to get one of them across the finish line first. The expansion introduces new track tiles, with now to three lanes on squares; on cobblestones, slip streaming is not possible. Two new groups of sprinteurs and rouleurs allow a game with five or six players. For those numbers, there are an obligatory breakaway tile and one to three supply zones. With fewer players, use of those elements is optional. Before round One, you bid for sending a player into breakaway. Two Dummy teams are available.
 Version: en * Rules: de dk fi it nl no pt se * In-game text: no

Expansion for Flamme Rouge for 2-6 players, ages 8+

Flee
 Designer: Friedemann Friese
 Publisher: Stronghold Games




Fast Forward is a series of games, based on the new Fable concept. Games using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue at any time or begin again with another group of players. In Fast Forward Games, you do not read any rules at all, but begin to play from the first card on. Flee is cooperative game of puzzle solving; you are pursued by a monster and do not know where it is, so you must look for help everywhere.
 Version: en * Rules: de en es fr nl * In-game text: yes

Cooperative Fast Forward game for 1-4 players, ages 12+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Flick 'em up! Winter der Toten

Designers: Monpertuis, Beaujannot, Gilmour, Vega
Publisher: Pretzel Games / Plan B Games



From the wild, wild West into a Zombie-ridden wasteland! Snip to survive! The play area and groups of survivors are prepared according to the chosen scenario. You play rounds; in each turn of the round an available survivor is activated - he can move, shoot and pick up / drop / swap items in a building, all as usual, by snipping. Depending on the loudest action of the survivor, a Zombie action is resolved; you position Zombies and place Zombies into the Zombie tower for a Zombie Storm. Zombies roll out of the tower and can topple survivors and cause them to lose 1 life point.

Version: multi * Rules: de en fr nl * In-game text: no

Action snipping game for 2-10 players, ages 8+

Flip a Bird

Designers: Arno Steinwender, Wilfried Lepuschitz
Publisher: Österreichisches Spiele Museum



Bird cards and special cards are stacked face down, each player has two cards. The active player draws the top card from the stack and places one of his cards. When the top card on the draw pile shows a closed cage, you place the card face down; if the card shows an open cage, you place it face up. If you believe that there are more birds in the row than the allowed maximum in relation to the number of players - you play your red Tip card; your left neighbor must then place his green Tip card, the others place theirs according to their opinion. All that made the right shice split the cards in they row between them. When the draw pile is empty, you score your birds.

Version: de * Rules: de en fr * In-game text: no

Card game for 3-6 players, ages 8+

Floh am Po

Designer: Peter Wichmann
Publisher: Zoch Verlag



Fleas want to go on holiday and take the Dog Bus! Each player has a dog at the start and places a randomly selected flea on it. Then, in turn, you roll two dice - fleas of the resulting colors on your dog are relocated to other dogs; fleas of resulting colors sitting on other dogs or in the middle are placed on your dog and then you move the dog for as many steps as there are fleas on its back. The first dog on the finish tile wins. In a variant for older children you roll a number of dice according to the position of the dog - one die for your dog on the first occupied tile towards the finish, two for the dog on the second occupied tile, etc.

Version: multi * Rules: de en fr it * In-game text: no

Race game with dice for 2-4 players, ages 4+

Food Chain

Designer: Kevin G. Nunn
Publisher: Mayfair Games



Food chain from worm to flea! For a round, you hold a deck of animal cards, showing an animal, the animal that eats this animal, and stars for card value. All play a card and reveal it simultaneously, and animals eat - Worm - Bird - Cat - Dog - Flea. If there is no immediate neighbor in the food chain for an animal, it remains for the next turn. If you played the highest eating card, you take all eaten cards: For instance, one bird played eats two worms, the first cat played eats bird + worms, a second cat cannot eat and remains on the table. After a number of rounds equal to the number of players, you win with most stars.

Version: en * Rules: en * In-game text: no

Card game for 3-6 players, ages 8+

Food Facts

Designer: Simon Haas
Publisher: Haas Games



Food-Fact cards need to be assigned correctly, based on data assessment. You hold two scoring chips and are dealt food fact cards, which you lay out with face-down numbers. A category card is turned up and one food fact card placed next to it, again with numbers face-down. The first player puts one of his cards to the left or right of this first card, if he believes the value of his card in the current category to be higher or lower than that of the first card, respectively. The next player can place a card wherever he thinks it belongs or doubt the display; whoever is correct in case of doubting, receives scoring chips.

Version: multi * Rules: de en fr it * In-game text: no

Assignment game for 2-6 players, ages 10+

Fortress

Designer: Friedemann Friese
Publisher: Stronghold Games



Fast Forward is a series of games, based on the new Fable concept. Games using the Fable concept feature pre-sorted stacks of cards, which are used according to the individual game and introduce all cards and rules in several games, played one after the other. You can interrupt play, continue at any time or begin again with another group of players. In Fast Forward Games, you do not read any rules at all, but begin to play from the first card on. Fortress is a game of conquest featuring 90 cards; you want to be first to conquer the breath-taking fortress on the horizon, you must take risks to succeed.

Version: en * Rules: de en es fr nl * In-game text: yes

Fast Forward game for 2-4 players, ages 10+

Fritz Stibitz

Publisher: Game Factory



As a squirrel you collect acorns for winter. All acorns are placed on the tree in the box, each player receives a tree log. The active player turns the spinner. When it points to a color you use the squirrel to pick up an acorn of this color and put it in the corresponding hole in your tree log. For an acorn symbol you can collect one or two acorns of any color for your log. For the Sneaky Squirrel you can steal an acorn from another player, and for the Sad Squirrel you must pass your turn to the next player. For the Squirrel Storm symbol you must put back all your acorns from the log to the tree. If you are first to completely fill your log you win.

Version: multi * Rules: de en fr it * In-game text: no

Collecting game for 2-4 players, ages 3+

Fröschelein, aufgepasst!

Designer: Manfred Ludwig
Publisher: Noris Spiele



Storks stalk through the swamps searching for their favorite food, frogs. You place your stork on his starting case and one frog on the white water lily. At any time there is only one frog in the water, moving from water lily to waterlily, whereas a stork can enter any dot and any water lily. You roll the dice - for pips you move your stork accordingly. For the frog you roll the color die and move your stork to the water lily of this color. For the risk symbol you either move your stork one step or turn over a stork tile and implement the action. When stork and frog meet, the frog is captured. Whoever is first to capture three frogs, wins.

Version: multi * Rules: de en fr it * In-game text: no

Dice and collecting game for 2-4 players, ages 4+

Fruit Fair

Designer: Kris Gould
Publisher: Wattsalpoag



Harvest in the orchard - you collect apples, cherries, plums and lemons; but take care, the raccoon steals fruits. You have also to decide if you 1) keep fruits to enter them in special competition or 2) send them to an exhibition immediately to win medals and ribbons. You play rounds of five phases: 1) assign workers, 2) raccoon, 3) harvest and planting, 4) go to exhibition and 5) assign special tiles for turn order, migrant workers, raccoon and lorry. When the necessary number of rounds I played, you sum the points on all awards and fruits that you own and you win with most points.

Version: en * Rules: de en * In-game text: yes

Placement and collecting game for 3-5 players, ages 10+

Colour codes for target groups (Headline Colour)

For children + learning (pink) For families (orange) With friends (teal) For experts (purple)

Colour codes for features (Bar in Evaluation box)

Chance (pink) Strategy (blue) Creativity (dark blue) Tactics (light blue)

Knowledge (yellow) Memory (orange)

GABIS explanation on page 3

Communication (red) Interaction (brown) Dexterity (green) Action (dark green)

Fruit Mix

Designer: Martin Nedergaard Andersen
Publisher: Game Factory

6+



48 cards differ in fruit type, plate shape and tablecloth. Five cards are on display, the others are distributed and stacked face-down, a rest is taken out of play. You have 15 seconds to memorize the cards in the middle, then they are turned over. The active player reveals his top card, puts it next to a card in the middle and turns it up: When both cards are different in all criteria, you put your card down and the other one out of play. When there are correlations, you put your card down and the other one underneath your stack. If someone is out of cards, you win at the end of the round if you hold no cards.

Version: de * Rules: de * In-game text: no

Memo game for 2-5 players, ages 6+

Fuchs du hast das Huhn gestohlen

Designers: Inka und Markus Brand
Publisher: Pegasus Spiele

5+



The hen-thief must be lured out of the foxhole. In your turn, you try to open a door in the fox den with the key on a chain, while another player rolls a die and advances cockerel Hannes one step for each cockerel symbol rolled. When Hannes reaches the moon space, the turn ends. If you manage to open the door before, you take the fox and the door. If the door shows an animal friend, you display it, a requirement of how to handle the key must be obeyed next round. When all friends are displayed, all owners draw a clue card and foxes are set aside according to attributes. If you still hold a fox after four cards, you have caught the thief.

Version: multi * Rules: de en * In-game text: no

Dexterity game for 2-4 players, ages 5+

Fuchs & Fertig

Designer: Bernhard Weber
Publisher: Zoch Verlag

6+



Ferdinand Fuchs is having a party and you should take the animals to it quickly by means of discarding all your animal cards. One card is displayed and you must give a guess or assessment if the next animal you turn up will be bigger, smaller than or as tall as the animal displayed. If you guess correctly, you can guess again. If you make a mistake, your turn ends and you put all animals back under your card stack. If you stop, you can discard all turned-up animals to the table. The animal used as reference for guessing changes after each card you turn up. If you are first to discard all cards, you win.

Version: de * Rules: de en fr it * In-game text: no

Assessment and memory game for 2-5 players, ages 6+

Fummelei

Publisher: Hasbro

8+



Put your thumb away! But before you take your thumb or even more fingers out of play using the Without-Thumb-Ribbon, you collect items from all over the house that you will need for the tasks - button shirts, cardboard cups, shoes with laces, coins and so on. Then you draw a card and complete the task: Form a shape according to a template or draw something or use one of the collected items as stated. In case for formed items and drawings the other players decide which creation wins. The winner gets the card and you win, if you are first to collect three cards.

Version: de * Rules: de * In-game text: yes

Dexterity game for 3 or more players, ages 8+

Fundels Buchstaben schreiben

Publisher: ASS Cartamundi

5+



Letters must be recognized by their shadow. You hold a writing card with a word and lay it down. Then you draw the top letter card and can use all suitable letters for your word on the writing card; for a star, you can fill in any letter on the writing card. The next player can use the remaining letters on the card and then draws a new card, using all the suitable letters on it, and so on. If you are first to have filled in the agreed-upon number of writing cards, you win.

Version: de * Rules: de * In-game text: no

Educational game for 2-4 players, ages 5+

Fundels Farben und Formen

Publisher: ASS Cartamundi

4+



Transparent cards show shapes and colors, and you put them on top of each other to create items, a house from a square and a triangle, for instance. The examples should be copied to develop an understanding for shapes and sizes in varying positions and orientations. To re-create an image card, you need two to six transparent cards. Depending on the order of the card you create spatial effects: Bear first and then bowl results makes the bear sit in the bowl; sand first and then bear creates a bear sitting on the sand.

Version: de * Rules: de * In-game text: no

Educational game for 1 player, ages 4+

Fundels Mit Zahlen spielen

Publisher: ASS Cartamundi

6+



Players decide if they want to play with ones, tens or hundreds and add cards to the stack accordingly. You draw three cards. You roll and implement the action - you form a number using 1, 2 or 3 cards, display the number and read it out. All others use the same number of cards to form a number that is higher or lower than yours, or you pass and choose, if the highest or lowest number of the round will win. The winner takes all cards that were used as victory points. In a variant, you try to use your own cards to raise or lower a number displayed in the middle. You win, if you are out of cards first.

Version: de * Rules: de * In-game text: no

Educational game for 2-4 players, ages 6+

Fundels Mit Zahlen zeichnen

Publisher: ASS Cartamundi

7+



Numbers as elements in drawings of animals or items. You write and draw numbers with or without using reference lines. Numbers are recognized, drawn, turned, mirrored or stretched and you learn to allow for distances. Image cards show colored images. Used colors are marked and the backside shows the necessary steps to copy the image. In three steps you use numbers, in a fourth step you draw free-handedly.

Version: de * Rules: de * In-game text: no

Educational game for 1 player, ages 7+

Funkelschatz

Designers: Lena & Günter Burkhardt
Publisher: Haba

5+



Dragon children discover an ice column full of sparkling stones; to reach them, the column must be melted. Unfortunately, they cannot vent fire, so they need help from their dad. In a round, players select a sparkling stone tile, the active player holding Dragon Dad chooses last. Then the active player removes the top ice ring, which causes stones to fall off, onto the board or into the holes. Then all players take all stones in the color of their sparkling stone tile and puts them into his cave; all stones fallen into holes belong to Dad and he is handed on. When the last ring was taken, you win with most stones at the end of the round.

Version: multi * Rules: de en es fr it nl * In-game text: no

Collecting game for 2-4 players, ages 5+

Icon explanation



Solo Play



Two Players



Large Groups

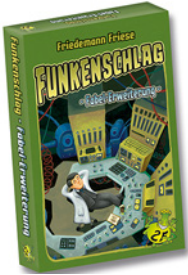


GABIS explanation on page 3

Recommended Minimum Age

Funkenschlag Fabel-Erweiterung

Designer: Friedemann Friese
Publisher: 2F-Spiele



The Fable Concept means game play with pre-sorted stacks of cards that introduce all cards and rules of a game during several game plays. In the Fabled Expansion for Power Grid, there are two Fable Decks for use with all four boards of Funkenschlag / Power Grid and Funkenschlag / Power Grid deluxe, for campaigns of three games each. During the game, you reveal Fable cards and add their actions and rules to the game; the order of introduction depends on individual game play of players. You can play more games after the campaign, change player numbers during the campaign or start a new campaign with other players during the campaign.

Version: de * Rules: de en it nl * In-game text: yes

Expansion for Funkenschlag for 2-6 players, ages 12+

Gads Hill 1874

Designer: Stephan Riedel
Publisher: Clicker-Spiele



An old Western town, famous for the first bank robbery in Missouri. Based on the game of Old Town, you reconstruct Gads Hill. How did it look more than 140 years ago? Where was the hotel of the Pinkerton detectives? Where did the duels happen? You receive info cards with information on the locations of buildings, possible locations are marked. When there is only one possible location left, the building is placed. Players score points for contributing information on the locations of buildings; in the end you win if you contributed most to the reconstruction.

Version: multi * Rules: de en * In-game text: yes

Deduction game for 2-4 players, ages 10+

Gaia Project

Designers: Helge Ostertag, Jens Drögemüller
Publisher: Feuerland Spiele



You are one of 14 people and want to colonize planets with suitable environments. In six rounds, you develop your people in phases: 1. Income - new resources from your people board, round booster, technology tiles and research progress. 2. Gaia - Power tokens are moved in the power circuit, which is the central element of the game. 3. Actions - set up mine, start Gaia project, upgrade building, form alliance, research progress, power and Q.I.C. actions, special, passive or free actions or pass. Gaining power also happens from other players' actions. 6. End of round. After two final scorings, you win with most points.

Version: de * Rules: cn de en it nl pl pt * In-game text: yes

Development game for 1-4 players, ages 14+

Galaxy Defenders

Designer: Simone Romano, Nunzio Surace
Publisher: Ares Games



As a secret agent you fight enemy aliens together in a team of up to five agents. You command unique abilities to defend your planet, based on the mechanisms of conflict simulation. The game controls the aliens; each mission can end several ways - successfully, partly successfully and in failure - and the success of a mission influences the flow of the story. Experience gained develops your agent's abilities. The rounds of a mission comprise Refresh, Strategy with choice of leader, Battle - including Movement, Combat and Action - and Event, implemented according to enormously detailed and very complex and copious rules.

Version: en * Rules: de en * In-game text: yes

Complex SciFi conflict simulation for 1-5 players, ages 12+

Game of Quotes

Designers: Marc-Uwe Kling, Martin Pflieger, Johannes Krenner
Publisher: Kosmos



You combine quotations and wrong sources into as funny quotations as you can achieve, the other players hand out stamp tokens for one or two „Witzig“ points. In four rounds, you meet for different tasks, all play simultaneously: Refill your hand to seven cards - Make up combination of the round, always including handing over your hand, sometimes you choose source or quote cards, sometimes you write down source or quotation - cite your quotation, may using the description instead of the source - give out stamp token. After four rounds, you add up your „Witzig“ points and win with most points.

Version: de * Rules: de * In-game text: yes

Game of quotations for 3-6 players, ages 12

Game of Thrones Das Trivia-Spiel

Designer: Jonathan Ying
Publisher: Fantasy Flight Games / Asmodee



With their knowledge about the series Game of Thrones by HBO, players and teams fight for control over locations in the Seven Kingdoms of Westeros. In this game knowledge is a mighty weapon. The more questions you answer in a turn the more control you have over a location. In the advanced game you can collect resources - one for each question you answer and win favor from characters for rule modifications or enter alliances and break them again. There are more than 1200 questions, sorted by Seasons 1-4, and there are also questions about images. If you hold the majority in most locations, you win.

Version: de * Rules: de en es it pl * In-game text: yes

Quiz game with a license topic, for 2 or more players, ages 18+

Game of Thrones Der Eiserne Thron Das Kartenspiel

Designers: E. M. Lang, C. T. Petersen, N. French
Publisher: Fantasy Flight Games / Asmodee



Based on novels and board game, you represent one of the six great houses of Westeros, assisted by other familiar characters, in military, intrigue and fights for power. The Core Game holds all that is necessary for a game of four players, and features ready-to-play decks for Lannister, Stark, Targaryen, and Baratheon; you start with seven cards in hand. A round comprises topic = plot, then draw, assemble, challenges, dominance, status and taxes. If you are first to collect 15 power points, you win. Many expansions are already available for the 2nd edition.

Version: de * Rules: cz de en es fr it pl * In-game text: yes

Living Card Game for 2-4 players, ages 14+

Game of Thrones Kampf um den Eisernen Thron

Designers: B. Eberle, J. Kemppainen, P. Olotka, G. Olotka
Publisher: Fantasy Flight Games / Asmodee



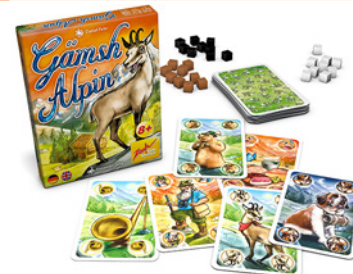
Conflict on and about Westeros - you control one of the great houses of Westeros and use members of the houses to gain power and control over other houses. Power and influence are the driving engines of the game; power represents political and bodily strength; influence is the construct of manipulation and blackmail. Talks are the main feature of the game, you discuss cards to play, support, alliances and treason. Each game turn features an encounter between challenger and defender, third parties can provide support. The winners increase their influence, the losers lose power.

Version: de * Rules: cz de en es fr gr * In-game text: yes

Negotiation and conflict game for 3-5 players, ages 18+

Gämsch Alpin

Designer: Daniel Fehr
Publisher: Zoch Verlag



Each team of two players agrees on a secret sign. You hold four cards, four cards are on the table. All swap a card from hand for one from the table. If you have assembled a quartet, you send the secret signal - when your partner notices it, he announces it with "Gämsch", maybe even a quartet for himself and you with "Double-Gämsch". When an opponent notices the sign first, he calls "Counter-Gämsch". With "Outgämsch" you announce the sign of a team before it was given. Correct announcements score points. Föhn cards are special cards on the table for additional points. When a team has 9 points, the game ends and the team with most points wins.

Version: multi * Rules: de en * In-game text: no

Collecting and reaction game for 4 or 6 players, ages 8+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Geheimsache

Designer: Jörg Domberger
Publisher: Gmeiner Verlag



Spies are meeting their criminal contacts according to a strict, but variable weekly schedule. You are dealt two informant cards in each of the five colors plus two cards from the mixed stack. You see the weekly plans of all other and must deduce your own. In each round all play a card face-up and then in turn name the player with the latest and earliest date. If you think you know your schedule you take the lowest available agent card (1-5) and keep playing, but you cannot alter your notes. When all are done or 12 cards are played, you win with a correctly deduced schedule and the lowest agent card number.

Version: de * Rules: de * In-game text: no

Deductive card game for 2-5 players, ages 12+

Geisterburg

Designers: Janet Kneisel, Wolfgang Dirscherl
Publisher: Queen Games



6+



Junior ghost Spooky needs to master his entry exam, assisted by all players. The castle is set up and the timer set at 20 min. One player is Spooky, dons the mask and moves the ghostly wand around the castle blindfold. The other players give him instructions as to directions. When a player has collected two items corresponding to a task card and brought them to an entry spot, the role of Spooky passes to the next player. If you catch another ghost or several tiles at once, you bring everything to an entry/exit and turn over a ghost tile there. When all tasks have been mastered within the time limit, players win together.

Version: multi * Rules: de en + pl * In-game text: no

Magnetic cooperative game for 2-4 players, ages 6+

Geisteruhr

Designers: Christoph Cantzler, Anja Wrede
Publisher: Noris Spiele



5+



Something is not right with the way the Geisteruhr is ticking; the hand is broken and turns randomly and for various times in any direction and changes direction during a movement period, too. Players try to place their ghosts on the clock in a way that keeps them on the clock and out of danger to be brushed off by the clock hand. When the hand stops, the player with most remaining ghosts on the clock puts one ghost on the box edge. In case of tie the player with more ghosts in stock can place, in case of another tie, both players place a ghost. Whoever places his third ghost first, wins the game.

Version: multi * Rules: de en fr it * In-game text: no

Placement game for 2-4 players, ages 5+

Geistesblitz

Designer: Jacques Zeimet
Publisher: Zoch Verlag

8+



In Spooky Doo, the latest version of Geistesblitz, ghost Balduin searches for items under a hat. One piece is under the hat, the others sit in a circle. You try to grab the correct piece for the card: The piece itself for the image in correct color; the missing piece in missing color when all pieces show the wrong color, and the hat for the missing piece; for the hat itself you name the hidden piece. A mistake costs you a previously won card. Other versions that can be combined any way are Geistesblitz 2.0 with new items, color of a towel and using several languages as well as Geistesblitz 5 vor 12 introducing naming the time and mirror images.

Version: multi * Rules: de en fr gr it nl * In-game text: no

Reaction game and variants, for 2-8 players, ages 8+

Gelegenheit macht Diebe

Designer: Daniel Badraun
Publisher: Gmeiner Verlag



Jewelry Exposition - an opportunity for thieves, security personnel and visitors. On six exposition days you adopt one role to use your own cards in an optimum way and win with most points. You hold cards in hand and put 2 markers on one or two role cards that correspond to your hand. One player leads, the others follow suit as demanded by the rules. When the first 7+ Choice Deal card is played, all place three markers on role cards; whoever then plays 3+ Deal, determines the loot of the round. After the second 7+ Choice card each player chooses his role according to the majority of markers. When all tricks have been played, you score points according to role cards.

Version: de * Rules: de * In-game text: yes

Card game with a crime topic for 3-6 players, ages 12+

Genies

Designer: Simon Haas
Publisher: Haas Games



You want to lure geniuses to your academy and score for them in three phases. Genius cards are on display and you hold action cards for each of the six rounds; two rounds comprise a phase of the game. In each round, you make a bid with resources chips for the geniuses on display and get the respective genius for the highest bid. In case of a tie, there will be more than one genius in some positions. Action cards - with exception of those for awarding competence - must be played before the end of the round or discarded. After rounds Two, Four and Six, the various professions are scored, you receive points for competence stars according to a table.

Version: de * Rules: de * In-game text: no

Auction game for 2-5 players, ages 10+

Gho Gho Ghosty

Designers: T. Mitidieri, F. Sciaqua, L. Colovini
Publisher: Piatnik

7+



As boss of a Ghost Train, you want most carriages and most passengers. You hold a set of boss cards and one carriage card, one player is Mr. Ghosty. First, all bet with a boss card on the carriage color that Mr. Ghosty will select. Then Mr. Ghosty takes two cards from the display and all reveal their boss cards - for a correct guess you take a carriage from display or stack. You lay out your carriages in color rows. For three and then most carriages of a color you receive the Ghost Train card of the color. A tie is resolved by number of passengers. At the end, you score for carriages and for passengers in trains with the Ghost Train card.

Version: multi * Rules: cz de en fr it hu sk pl * In-game text: no

Placement and collecting game for 2-4 players, ages 7+

Gier

Designer: Alexander Pfister
Publisher: Amigo Spiele

8+



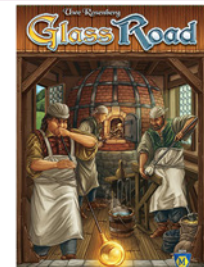
Steal cards for identical numbers! You hold seven cards in hand, out of 98 cards 1 to 7, and, beginning with the starting player, 1, 2, 3, 4 or 5 cards on the table for your collection, sorted by numbers. The active player plays one card into his collection and then draws cards from another player, such cards can trigger special actions. If you voluntarily stop to draw, you take all drawn cards for your collection; for a "crook", you take a card from your opponent's collection and hand back the crook. If you draw a card twice, your turn ends without getting cards. If you have six identical cards in your collection, you win instantly.

Version: de * Rules: de en * In-game text: no

Card game for 2-5 players, ages 8+

Glass Road

Designer: Uwe Rosenberg
Publisher: Mayfair Games



Glass and bricks, used since ancient times. You produce glass for windows to put into buildings that you set up from wood, clay and bricks, and you produce those bricks, too. You are assisted by five craftsmen who you choose for each period. They have two abilities and you can use both if nobody else has him on hand when you choose to play him. Production wheels for glass and bricks, craftsmen and buildings as well as landscape actions govern acquisition and transformation of resources into the necessary building materials. Buildings offer points, instant one-time-use or transformation. The value of your buildings will decide on your victory.

Version: en * Rules: de en fr it jp nl * In-game text: yes

Complex resources management game for 1-4 players, ages 12+

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 3

Glux

Designer: Jakob Andrusch
Publisher: Queen Games

8+



Place Light Tiles in rooms for sums! To place a tile, you count out the number of pips on one of your tiles already in place, in a straight line over empty cases, and put your tile down in the target case, any side up. When the target case is occupied by ONE of your own or an opposing tile, you cover it with yours; a third tile on a case is not possible. You can cover your own starting tile once, too, but not those of other players. If you cannot place a tile, you are out of play until scoring. When nobody can move anymore, rooms are scored one by one, the highest and second-highest sum of pips in a room scores 4 and 2 points, respectively.

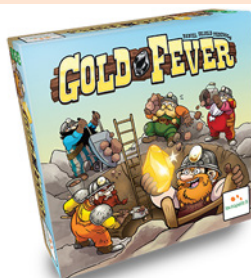
Version: multi * Rules: de en * In-game text: no

Tile placement for 2-4 players, ages 8+

Gold Fever

Designer: Daniel Skjold Pedersen
Publisher: Asmodee / Lautapelit

7+



Gold digging in a bag! You have a bag holding five gold nuggets and four gravel pieces each in white, grey and black. In your turn you draw one piece at a time and can continue or stop after each piece. If you stop, you keep all nuggets and give all gravel pieces to another player for his bag. But if you draw the second gravel piece of a color, your turn ends immediately and all pieces go back into your bag. If you have four nuggets on the table, you win. In variants, rubies for simultaneous search, emeralds for drawing two additional pieces or a special rule for black gravel come into play.

Version: multi * Rules: en fi se * In-game text: no

Gambling game for 2-5 players, ages 7+

Golden Horn

Designer: Leo Colovini
Publisher: Piatnik

8+



As a Venetian trader you sail from Venice via Mordone to Constantinople and back. In your turn you can play pirate cards to rob a ship on the high seas and you must move one of your ships. In the starting harbors you can load all commodities of one color on your ship; when the ship reaches the other end you unload the commodities to your store and draw cards; en route you can play wind cards for additional ship movement. A ship cannot change direction unless it is empty after a pirate's attack. At the end you score commodities in storage and sets of 4, 5 or 6 different commodities; one commodity can only be scored for one set.

Version: de * Rules: de * In-game text: no

Placement and collecting game for 2-4 players, ages 8+

Grabolo

Designer: Maureen Hiron
Publisher: Game Factory

6+



A simple aim of the game - collect cards! Collect 10-8-6 cards in case of 5-4-3 players. All cards are spread out, number side up, not overlapping. You roll both dice for a combination of color and number and all try as fast as they can to cover the corresponding card with their hand. The fastest player takes the card and sets it aside face-down. When the wanted card is no longer visible you can name the player of whom you think that he does have it. If you are correct you take the card, if not, you discard a card. You can also call your own name to protect your card in case you have it.

Version: multi * Rules: de fr it * In-game text: no

Memo and reaction game for 3-5 players, ages 6+

Gravitrax

Publisher: Ravensburger

8+



Ball paths with a twist! 100 parts in the starter set - which includes a Plan booklet and a task booklet - are assembled into pre-set or self-created tracks. You get the ball rolling by pressing down the starter element; connecting tracks and hexanol pieces with various indentions for track elements are made from high quality material. The starter set comes with bases, transparent plates, balls, height-providing pieces, ends, crossroads, gates, one action piece Gauß-Kanone, tracks, goal ladder, basic pieces and add-ons for basic pieces - catcher, free-fall, splash and goal. Expansion sets are available.

Version: de * Rules: - * In-game text: no

Ball path construction for 1 or more players, ages 8+

Grumpf

Designer: Pierre Compain
Publisher: La Boîte de Jeu / Blackrock Games

8+



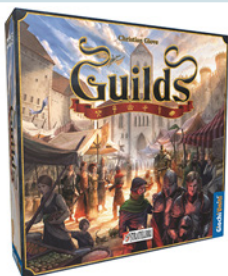
Grumpfs go hunting! All players simultaneously place Grumpfs of their clans to catch animals. For each of the six hunting grounds, a condition must be met before you can catch animals there. Players must sum the values of their Grumpfs to meet the conditions. Twelve randomly drawn animals are placed on their territory; then all flip and place their Grumpf chips; Grumpf with a cudgel can knock out Grumpfs without a cudgel. When all have placed their Grumpfs, you add their values and distribute animals according to clan strength; knocked-out Grumpfs do not count towards it. After four rounds, you win with most points from sets of different animals.

Version: en * Rules: en fr * In-game text: no

Set collecting game for 2-6 players, ages 8+

Guilds

Designer: Christian Giove
Publisher: Giochi Uniti



After the war of the Seven Kingdoms, Anderis is expanding. Guilds spring up, recruit members and build guild headquarters. There is a central board for the Central square and player boards for headquarter building sites. A round in the game equals one week, comprising the phases 1. Start with income and revealing characters and rooms, 2. Auctioning of characters, 3. Money - including getting silver, change silver to gold and buy room with gold, 4. End of the week with discarding of silver and allocation of cards, tiles and starting player tile. When a site is complete or at the end of the week, you score for characters, rooms and completed goals.

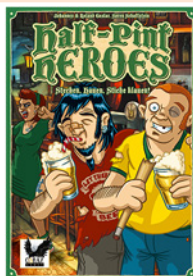
Version: en * Rules: en it * In-game text: yes

Placement and auction game for 2-4 players, ages 10+

Half-Pint Heroes

Designers: R. Goslar, J. Goslar, S. Schaffstein
Publisher: Corax Games

9+



A brawl is in the air at the Half-Pint pub! Trick-taking with trick number prediction! An open card determines the number of cards in hand and openly on the table. Then you make a secret bid for the number of your tricks, reveal it and place a bet chip on the prediction of another player, you score for his failure. The highest poker combination of the round - including cards on the table, they are for use of all players simultaneously - takes the trick. If you make three consecutive tricks, there was a brawl and you score alone. Otherwise, you score for tricks, meeting your prediction and sequences of met predictions, with six of them you win instantly.

Version: multi * Rules: de en * In-game text: no

Trick-taking for 2-7 players, ages 9+

Halli Galli Party

Designer: Haim Shafir
Publisher: Amigo Spiele

8+



Halli Galli fruits are having a party, they play an instrument or sing. 56 cards have three features - fruit, color and instrument; two cards show a singing plum. Cards are distributed evenly among players. In turn, you turn up your top card. When two cards correspond in at least two features or a singing plum appears, you hit the bell. The fastest player puts all open stacks underneath his stack. In case of a mistake you give a card to each player. If you are out of cards, you are out of the game. When two players are left, the play until the next hitting the bell; in case of mistake the opponent gets all open cards. You win with most cards.

Version: de * Rules: de en * In-game text: no

Reaction game for 2-4 players, ages 8+

Colour codes for target groups (Headline Colour)
For children + learning
For families
With friends
For experts

Colour codes for features (Bar in Evaluation box)
Chance
Tactics
Strategy
Creativity

Knowledge
Memory

GABIS explanation on page 3
Communication
Interaction
Dexterity
Action

Halloween

Designer: Angelo de Maio
Publisher: Quined Games



As a demon lord, you collect spook points with real ghosts - you can use all of them, haunt houses, collect ghost tiles as rewards or to acquire action cards with them. Skirmishes among ghosts are resolved with dice, frightening of humans gives you fright points. You have three actions from your tableau - options are summon, frighten, upgrade, move, fight, haunt or rest, if you cannot or want not to do an action. You can activate any ghost if you meet the requirements and can claim action cards to expand your action options. The game comes with suggestions for combinations of action cards and includes an expert version.
Version: multi * Rules: de en fr nl * In-game text: no

Collecting game with actions for 2-4 players, ages 12+

Hamsterrolle

Designer: Jacques Zeimet
Publisher: Zoch Verlag

6+



A wooden circle with inner barriers is set up vertically and a little pyramid is based at the bottom spot. You have seven different wooden parts and place them in the tiers; if you are out of parts, you win. The first player leaves the tier to the left of the pyramid empty and places a part into the next tier, the other players must keep to this direction. In your turn you can a part that is not there into the same tier but higher up, where your predecessor placed a part, or you can put it into the next free tier or the next one after that; parts that fall off in your turn you must take! New graphic design.
Version: multi * Rules: de en fr it * In-game text: no

Dexterity game for 2-4 players, ages 6+

Hanamikoji

Designer: Kota Nakayama
Publisher: Kosmos

10+



Geishas favor whoever has more suitable gifts laid out on his side of the display. One card of 21 is set aside face-down. You are dealt six cards and play one of four options, each once in a round; you always draw a card first and, after the action, turn over the chip: Place one card beneath the chip and add it to the display at the end of the round - put two cards under the chip, they are not laid out - set down two pairs, your opponent chooses one and adds it - set down three cards, your opponent selects one and adds it. If someone then has 11 favor points or the favor of four or more geishas, he wins; or else another round is played.
Version: de * Rules: cn de en hu jp pl ru * In-game text: no

Card placement game for 2 players, ages 10+

Hands

Designer: Ghislaine van den Bulck
Publisher: White Goblin Games

8+



Racing with gestures! You imitate cards in your hand and look for correlation with other players for scoring. 90 cards feature between 2 and 4 cards for various one-handed gestures and 12 individual cards for two-handed gestures. You hold 3 to 5 cards and, on a signal, all play simultaneously. When two players do the same gesture and notice it, both put the card for this gesture down for a victory point and draw a card. Double cards for a symbol can be shown and one handed on, you can also discard cards and draw new ones. A two-handed gesture of a player must be imitated by all, the slowest takes the card for a penalty point when all cards are played.
Version: multi * Rules: de en fr nl * In-game text: no

Action and spotting game for 3-8 players, ages 8+

Hannibal & Hamilcar

Designers: Mark Simonitch, Jaro Andruszkiewicz
Publisher: Feuerland Spiele

2



Rome vs. Carthage in two scenarios - Hannibal featuring the II. Punic War and Hamilcar for the I. Punic War. Both scenarios are played in rounds of phases, that are resolved in turn. 1. Reinforcement. 2. Deal Strategy Cards according to Turn track, 3. Strategy - players alternate to play one strategy card. 4. Winter Attrition - against units in hostile territory. 5. Political Isolation Removal - both remove all non-Walled, non-Tribe Political Control (PC), first Rome, then Carthage. 6. Victory Check Phase - both calculate Political Points; if one player has fewer points, he loses PCs. There are four conditions for Sudden Death Victory of one of the factions.
Version: de * Rules: de en es fr * In-game text: yes

Conflict simulation for 2 players, ages 14+

Haste Worte? Jubiläumsedition

Designers: Wolfgang Kramer, Michael Kiesling
Publisher: HUCH!

2



Searching for words within a time limit! A game master reads out the task, once in the game you can veto a task. Then all players note suitable words for the task. When time has run out, you bet with a number card on how many words you will be able to read out in your turn. The player with the lowest bet starts and reads only as many words as he has bet. All others cross out a word they have noted when it is read out. If you managed to read out the number of words you did bet, you advance your marker accordingly. When the marker of the player in the lead sits on an exclamation mark, he gets a handicap for the round. 20 Years Anniversary edition.
Version: de * Rules: de * In-game text: yes

Association and word game for 3-8 players, ages 10+

Hatchimals Hatchy Matchy Game

Publisher: Spin Master

3+



All hatchimals are placed into one egg each. The active player opens two eggs, but is not allowed to shake them. If you touched an egg, you must open it! Both eggs are opened - when the hatchimals in both eggs match, you take both eggs and have another turn. When the two hatchimals do not match, you close them and put them back. If you find a Hatchimal Collectible, you keep it and can from now on open three eggs in your turn. When all pairs have been found, you win with most pairs.
Version: multi * Rules: de en es fr it nl pt pl ru * In-game text: no

Memo game for 2 players, ages 3+

Hatchimals The Eggventure Game

Publisher: Spin Master

5+



Hatchimals Egg tokens must be matched with the corresponding Hatchimal Egg cards. All egg tokens are placed face-down on the board and you hold five egg cards. You roll and move your marker accordingly. If you reach a Nest space, marked with a name like Garden or Forest, you turn over an egg of the corresponding color and show it to all players. If it corresponds to one of your cards, you set down the pair on the table. On Egg cases, you can look at any egg, from a Cloud case you go back to the cloud starting case. The Winged Egg case sends to any Nest case. You need not reach a Nest case with an exact roll! If you have five pairs on the table, you win!
Version: multi * Rules: de en es fr it nl pt pl ru * In-game text: no

Memo and collecting game for 2-4 players, ages 5+

Heart of Crown

Designer: ginkgo
Publisher: Japanime Games / Global Distribution



The Empire needs a successor to the throne and you try to enthrone your favorite princess. Each player begins with an identical deck of seven Farming Villages and three Apprentice Maids. You use standard deck building mechanisms to acquire cards for your deck for more income, attack, defense or support. When you acquire a princess and her ability, you have now a Domain and thus the opportunity for additional actions. To put your princess on the throne, you need 20 Succession points from support from influential people and common folk in your Domain and must declare a Coronation Ceremony. You win, if you are the only one to do so.
Version: en * Rules: en jp * In-game text: yes

Deck building game for 2-4 players, ages 12+

Icon explanation

Solo Play

Two Players

Large Groups

Recommended Minimum Age

GABIS explanation on page 3

Heaven & Ale

Designers: Andreas Schmidt, Michael Kiesling
Publisher: Plan B Games / eggertspiele



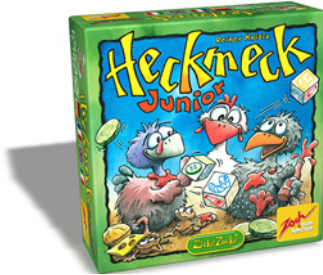
Brewing beer in your own monastery. You move to any action space and buy resource or monk and place it, paying its price, on the shady side of the monastery garden for money or, for double its price, on the sunny side for resources. Or you take a scoring disc to score the respective feature. Surrounded barn areas in the garden are covered with a barn tile, based on the value of the surrounding tiles, giving you progress for your brewer and revenue of the activated resource tiles. At the end, you score your production value after balancing resource marker positions in relation to the master brewer position as well as barrels you collected.

Version: de * Rules: de en * In-game text: no

Placement and development game for 2-4 players, ages 12+

Heckmeck Junior

Designer: Reiner Knizia
Publisher: Zoch Verlag



Fried worm portions of values 4, 5, 6, 7, 8 and 9 are available. You roll all 6 dice, choose an ingredient and set aside all dice showing this ingredient. You can reroll the other dice but must choose another symbol to set aside. When you stop, the values of the ingredients are added, buns count double. If you have a minimum of one worm in your result, you get the portion from the grill or from a fellow member. If you do not achieve a valid result, you must turn over the top value portion on the grill. If nothing is available from the grill anymore, you win if you have most worms on your portion.

Version: multi * Rules: de en fr it nl * In-game text: no

Dice game for 2-5 players, ages 5+

Hedbanz

Publisher: Spin Master



Players wear a head band with a character card. These "characters" can be an animal, a kind of food or an item. You ask all players in turn a question about the card on your head; the other players must answer truthfully. You can ask while the timer runs. You cannot ask, "What am I?"; but you can ask, "Am I ...?". Assistance cards suggest possible questions. If you did not guess the card when time has run out, you take a chip and get a new card. If you guess what you are, you discard a chip, get a new card and go on guessing while the time runs. If you are first to discard all chips, you win.

Version: de * Rules: de en * In-game text: yes

Guessing game for 2-6 players, ages 7+

Hellapagos

Designers: Laurence & Philippe Gamelin
Publisher: Gigamic



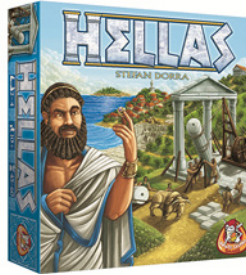
Castaways construct a raft to flee the hurricane and can discuss, negotiate, threaten etc., but all without obligation to follow up. Flow of a round: 1. Change of starting player- 2. Weather card. 3. One action per player: Catch fish, fetch water, collect wood - six wood provide one raft part, search wreck. 4. Check for survival - everybody must receive 1 water and 1 food; if there is not enough, players are ousted, their cards are redistributed to others. After Phase 4, survivors can board the raft if there is one raft part for each of them as well as 1 water and 1 food. When the hurricane is revealed, all lose, if they cannot board the raft.

Version: de * Rules: de en fr * In-game text: yes

Resources management for 3-12 players, ages 8+

Hellas

Designer: Stefan Dorra
Publisher: White Goblin Games



Heyday in ancient Greece - settlements, towns, temples and palaces are built, marble is won from quarries via houses built there. In a phase, you place, in turn, one action cube on a free action case; for use for all players or only the active player. Actions for all are Building a house, Building a house and/or a square or a palace or the Quarry action. Actions for the active player are Temple including pillar and ring, Building a statue or Receiving marble. Adjacent houses of a player are a village; a palace built next to a village results in a town. After three phases, you score towns, temples, statues next to temples, rings and marble.

Version: multi * Rules: de en fr nl * In-game text: no

Worker placement game for 2-4 players, ages 10+

Heroes of Mistfall

Publisher: NSKN Games



Mistfall is a cooperative fantasy adventure featuring the usual conflicts of heroes with monsters and enemies, players need to achieve a special quest encounter and master it and then resolve the final quest before the mist claims another part of Valskyrr. The German edition is called *Nebel über Valskyrr*, there is an expansion called *Mistfall: Heart of the Mists* and a stand-alone game in the same setting called *Shadowscapes*. **Heroes of Mistfall** is a pack on miniatures for use with all of those games.

Version: en * Rules: de en * In-game text: yes

Miniatures for Mistfall for 1-4 players, ages 14+

Heroes: Zorn der Elemente

Designer: Adam Kwapiński
Publisher: Rebel / Asmodee



You use a template set-up or select hero, three spells and your army with a total value of 10 points. Then all players roll dice in real-time for the symbol groups that are needed for actions. If you achieve a group, you stop the dice rolling for all and implement the action, then all others can use their current dice result. Before resolving the action, you need to resolve hero weakness and permanent effects of spells in case of interruption. Actions are: Cast spell, activate creatures, draw cards or learn spell. The game ends with the victory of the surviving hero or of the hero with most hit points after all creatures are eliminated.

Version: de * Rules: de en es fr pl * In-game text: yes

Real-time adventure with dice, for 2-4 players, ages 12+

Herr der Fritten

Designer: James Ernest
Publisher: Truant Spiele



Prepare a meal in a different way - either with one of the sets Friedeys Fastfood or McFryes Café for 2-6 players, or combine both to a Medieval Set for 2-8 players. You are dealt cards according to the number of players and play four days with several rounds each. The waiter of the round determines the menu by selection or by rolling dice; all can then in turn play the necessary cards from hand or pass; this causes handing on cards. If all have passed, you can discard fewer cards for the menu in the second run. If someone is out of cards, you add up cards played minus cards in hand and win with most points after four such days.

Version: de * Rules: de en * In-game text: no

Card shedding game with dice for 2-8 players, ages 12+

High Tide

Designer: Dirk Henn
Publisher: Queen Games



Rivalry for the best spots on the beach! A dice track determines actions - you take dice off the track or draw them from a bag, relocate beach chairs at the beaches of the dice colors and place your towel - to determine turn order - on the first free spot of the dice track and put the dice into the dice pool. When all have been active, you add waves to two beaches. After six rounds or when a beach chair is in the water, the two players at each beach, whose chairs are nearest to the water, four and two points, and the third nearest player one point in case of five or six players. Includes variants Coins, Haialarm and Baywatch.

Version: multi * Rules: de en * In-game text: no

Placement game with dice for 3-6 players, ages 8+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy
Tactics Creativity

Knowledge
Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

Hippo Flipp

Publisher: Hasbro

4↑



Four hippos are hungry and want to gobble up as many marbles as they can. Each player chooses a Hippo and places five marbles into the corresponding shaft. One player presses the starter and sends a marble into the playing board. All players press the tail of their hippo as quickly as they can to swallow the marble. When a Hippo has swallowed the marble, the next player starts a new marble. When all marbles have been swallowed, the player with most marbles in his tray wins. In a game variant all marbles are started at the same time. There is also a variant in which you compete for the golden marble. New Edition 2016, series Elefun & friends.

Version: de * Rules: de en * In-game text: no

Action game for 2-4 players, ages 4+

Hochverrat

Designer: Alex Berry
Publisher: Frosted Games

2↑



Court case against Louis Riel, after the rebellion against the conservative Canadian government. Five phases correspond to case parts: 1. Selection of jurors; you play cards from hand for use of their events; at the end, you reduce jurors to six. 2. And 3.: Main sessions part 1 and 2 - You play cards to use the action points or for session events; after phases 1-3, each player sets aside two cards. 4. Final pleas - both players use the cards previously set aside, for their action points or for plea events. 5. Jury deliberations and sentence, including evaluation of the clue tracks. Also includes "What would happen if?" variant.

Version: de * Rules: de en * In-game text: yes

Court case simulation for 2 players, ages 13+

Holmes

Designer: Diego Ibáñez
Publisher: Kosmos

2↑



Sherlock collects clues to solve the case of the attack on Parliament, Moriarty collects them to fog the issue and hinder Sherlock. Person and Clue cards are displayed, during the game new persons are added; Dr. Watson, Mrs. Hudson and Inspector Lestrade are always available for interrogation. Sherlock and Moriarty alternate to take a standing action marker off a person card, lay it down on another person and implement that person's ability, which is usually manipulation of clues and influence markers. At the end you score for majorities of clue types or all clues of a kind and for map fragments; unassigned jokers give you penalty points.

Version: de * Rules: de en es it pl * In-game text: no

Set collecting game for 2 players, ages 10+

Honeycombs

Publisher: Piatnik

7↑



Hexagonal tiles with six symbols in unique arrangements must be placed so that symbols on adjacent edges correspond. The Honey Bee can be placed next to any symbol. In three versions, you form your own honeycomb or form a joint display using tiles from your hand or form a joint display using tiles from joint stock. Two rules: At the end of a round only one tile can be placed with only one adjacent edge (Variant A) and tiles with a mistake are removed without scoring. At the end each correlation scores 1 point, correlation on all six sides of a tile scores 5 bonus points and left-over tiles score a penalty of 1 point.

Version: multi * Rules: de it * In-game text: no

Tile placement game for 1-8 players, ages 7+

Hong

Designer: Nestor Romeral Andres
Publisher: White Goblin Games

2↑



Emperor versus Dragon Master for control of the realm. The Dragon Master tries to create Hong, the Emperor wants to thwart him. Hong is combinations of at least one body part and minimum two heads. You select the garden or the castle side of the board. To win the Castle, the Dragon Master must create 15 Hong or more, to win the Garden he needs at least 13 Hong, when the board is filled. At the start, three cases are blocked and then players alternate to place a tile. In the Lair of Seven Great Dragons expansion, you receive a tile with a special ability if you are first to create a complete Hong according to a configuration requirement.

Version: multi * Rules: de en fr nl * In-game text: no

Tile placement game for 2 players, ages 8+

Honigklau im Bienenbau

Publisher: Hasbro

4↑



A diligent bee has collected honey and hidden it the honeycombs and is very carefully guarding her 13 honeycombs. Players take turns to try to pinch one of the honeycombs. If you are not agile and clever enough you cause the honeycombs to vibrate and the bee might even jump out at you and chase away the impertinent thief, you are out of the game. The bee is pushed back into her guardian position in the game unit. The other players can now continue to try their hand in pinching a honeycomb. If you are the last one in play, you win. Series: Elefun & friends

Version: de * Rules: de en * In-game text: no

Dexterity game for 2-4 players, ages 4+

Honshu

Designer: Kalle Malmioja
Publisher: Asmodee / Lautapelit

8↑



In feudal Japan, land is explored and developed. A round comprises a Trick Taking phase and a Map phase. In turn order you play a Map card openly on the table and can place a resource on it, it raises the card value by 60. When all have played a map card and maybe placed a resource, identical to first one of the round, the turn order is adjusted according to the total card values and all players choose a Map card. In the card phase the map card is added to your realm, you must cover any one section of the old or of the new card, with the exception of lakes; resources are laced on production spots. After 12 rounds you score visible factories, forests, lakes and cities.

Version: multi * Rules: de en es fr fi se * In-game text: no

Trick-taking and placement game for 2-5 players, ages 8+

Icon explanation

Solo Play

Two Players

Large Groups

8↑ Recommended Minimum Age

Hunt for the Ring

Designers: Marco Maggi, Gabriele Mari, Francesco Nepitello
Publisher: Ares Games



Nazgûl hunt the Ringbearer - The Ringbearer player must bring Frodo and his friends to Rivendell and escape the up to four Ringwraith players, who always use all four Nazgûls. In Part One, the fellows must reach Bree; Frodo selects his movements secretly, the Ringwraith players must guess his chosen path. In Part Two, the fellows journey from Bree to Rivendell with Strider; Frodo's path is automatically generated, the Ringbearer controls Gandalf and tries to protect the ring and to divert the Nazgûls. The Ringbearer player wins, when Frodo gets the Ring to Rivendell before being corrupted by the shadow.

Version: en * Rules: en it * In-game text: yes

Prologue to War of the Ring, for 2-5 players, ages 13+

Ice Cult

Designer: Joe Wetherell
Publisher: Zoch Verlag

10↑



Playing pieces must be taken out of the cold by using symbols on dice which are not rolled but tilted. You always use all pieces, and the dice are placed in the fundament with the quarter circles forming a circle on top. In your turn you take two cubes and tilt them together by 90 degrees and repeat this with the same two cubes or two different ones. Then you move pieces according to the colors on top, in the direction where the arrows are pointing, one step per arrow. Pieces can be stacked and carried along by other pieces. Purple circles are jokers. If you are first to move all five of your pieces off the paths you win.

Version: multi * Rules: de en fr it * In-game text: no

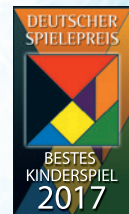
Abstract movement game for 2-4 players, ages 10+

GABIS explanation on page 3

So cool, einfach ICECOOL



3D
Spielplan



AMIGO.Spiele

www.amigo-spiele.de



Icecool
 Designer: Brian Gomez
 Publisher: Amigo Spiele

6+



Rooms are set out and doors are equipped with fishes, you take penguin and ID card of your color. In each round one player is Catcher, the others are Runners. In turn first all runners and then the catcher snip their penguin. When your runner moves completely through a door with his fish on top, you take the fish and a fish card for victory points. When the catcher touches a runner or vice versa, the catcher receives the ID of the runner. Two revealed fish cards give you an additional turn. When a runner has all fish or the catcher has all IDs, you score one point per ID you hold. When each player was catcher once, you win with most victory points.
 Version: de * Rules: de en es et lt lv ru * In-game text: no

Snipping and collecting game for 2-4 players, ages 6+

Ilôts
 Designer: Grédéric Guérard
 Publisher: La Boîte de Jeu / Blackrock Games

10+



The lost island of Ilôts has been found, merchant fleets want to exploit them. YOU select island parts, add them to the display with correlating edges and place your ship. In your turn, you can opt to do actions, pay the price and discard the card. Actions relate to ships, with option to display an island part, or to plantation, gold mine, building with placement of a pioneer, ruins or market to raise the price for a resource. Then you produce resources and draw cards afterwards. If someone places his tenth pioneer, you win at the end of the round with most golds from resources at market value.
 Version: multi * Rules: en fr * In-game text: no

Development game with cards for 2-5 players, ages 10+

Im Tal der Drachen
 Designers: Johannes Berger, Julien Gupta
 Publisher: Queen Games

6+



A family of dragons lives hidden in Dragon Valley, only some magicians are aware of this. When the dragon babies visit the little magician's apprentices to play dragon ball, Mage Razandar is annoyed and you need to get the little dragons back to their valley quickly. You roll the die - in case if a dragon baby all players holding a card in the color of the dragon baby pulled out of the bag use their wands to lift and carry the baby to the valley. If this magic fails, the black Razandar die is rolled and the Mage moves toward his tower. When all dragon babies are in the valley before Razandar reaches his tower, all players win together.
 Version: de * Rules: de en * In-game text: no

Dexterity game for 2-4 players, ages 6+

Imaginarium
 Designers: Bruno Cathala, Florian Sirieix
 Publisher: Bombyx Studio



Bric-a-brac - a board representing a collection of machines that you repair, dismantle, combine and use to create Charcoalium currency, or wood, copper and crystal as resources for completing projects, with help from hired assistants, too. Phases of a turn: 1. Planning - you reserve a machine on the conveyor belt or go to a Charcoalium Extractor. 2. Implementation - use workshop machines, take reserved machine or generate Charcoalium, resolve to paired actions on your own workshop board and complete projects. 3. End of turn - with game-end check for 20 or more victory points or else preparation of the next round. Release date Q1/18.
 Version: en * Rules: en fr * In-game text: yes

Strategic development game for 2-5 players, ages 14+


Immortals
 Designers: Mike Elliott, Dirk Henn
 Publisher: Queen Games



Light versus Dark! A player board comprises one tribe board each for both factions, you hold magic cards and armies. After copious preparations including army placement you play rounds with phases for each player: 1: Reinforcement with drawing of a conflict card and strengthening armies; 2. Plan actions by setting down country and conflict cards on army cases and of magic cards on magic cases on the player board. 3. Resolve actions - in any order and with compensation for unresolved actions. 4. Scoring of controlled countries, shrines and capitals in your countries as well as controlled countries in regions.
 Version: multi * Rules: de en + fr * In-game text: no

Area control game for 3-5 players, ages 14+

Imperial 2030
 Designer: Mac Gerdts
 Publisher: PD-Verlag

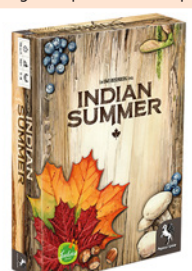


The world in the year 2030! Players embody investors and want to achieve control over the big powers, USA, Russia, Europe, China, India and Brazil by giving them credit. In a country's turn you choose a segment on the roundel and apply the action - production, maneuver, tax, factory, investor or import. Thus you collect power points, with 25 power points you end the game and calculate victory points based on power and credit interest. As regards to Imperial there are neutral regions and control over canals, improved rules and simpler bonus payments. Can be used as a stand-alone game or as an expansion for Imperial!
 Version: multi * Rules: de en + cn nl ru * In-game text: no

Economics game for 2-6 players, ages 12+

Indian Summer
 Designer: Uwe Rosenberg
 Publisher: Pegasus Spiele / Edition Spielwiese

10+



We wander through the autumn woods of New England. You have a forest floor with images of finds and cover it with leaves. Leaf tiles have holes and you should place them so that you can see finds in the holes. If you manage this, you put such a find on top. If you covered one segment of your floor without gaps, you collect the finds. In a main action of a turn you place a leaf tile or a squirrel; with animal tiles, you cover holes. Special actions are at your discretion, they manipulate leaf tile stock, finds and use of tiles. If your forest floor is complete, you win at the end of the round; nuts resolve ties.
 Version: de * Rules: de en * In-game text: no

Tile placement game for 1-4 players, ages 10+

Indian Summer
 Designer: Uwe Rosenberg
 Publisher: Stronghold Games

10+



We wander through the autumn woods of New England. You have a forest floor with images of finds and cover it with leaves. Leaf tiles have holes and you should place them so that you can see finds in the holes. If you manage this, you put such a find on top. If you covered one segment of your floor without gaps, you collect the finds. In a main action of a turn you place a leaf tile or a squirrel; with animal tiles, you cover holes. Special actions are at your discretion, they manipulate leaf tile stock, finds and use of tiles. If your forest floor is complete, you win at the end of the round; nuts resolve ties.
 Version: de * Rules: de en * In-game text: no

Tile placement game for 1-4 players, ages 10+

Insectini
 Designer: Brad Ross
 Publisher: Piatnik

5+



A strong wind has stirred up the leaves and players help the insects to hide again under suitable leaves. Insect tiles are displayed, all leaf tiles are dealt evenly to players who stack them leaf-only side up. All play simultaneously - you look at your top leaf tile and search for the depicted insect in the display. If you spot it, you cover it with your leaf tile - leaf-only side up. If you are out of leaves, you call „Insectini“ and win, when all players are done and all insects have been covered. In case of a mistake the round is repeated. In a version, players look for the insects on the floor of the room.
 Version: multi * Rules: cz de en fr hu it pl sk * In-game text: no

Spotting game for 2-6 players, ages 5+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Interaction

Designers: Manfred Lamplmair, Reinhard Kern
Publisher: rudy Games



Interaction is the first board game that interacts with social networks, among them Facebook, for instance. A special Social Engine was developed to integrate the game with the social networks used by individual players and uses content to generate funny games and individual questions in five individual categories - knowledge, creativity, action, social and games. Connections happen via smart devices and you can play locally or with friends all over the world. The APP adapts the tasks in the game to age and interests, updates of the free app introduce variety.

Version: de * Rules: de en * In-game text: yes

Social board game with App for 2 or more players, ages 8+

Invisible Ink

Designer: Martin Nedergaard Andersen
Publisher: HUCH!



Blue, easy Code cards or black, difficult Code cards are chosen. The dice determines who dons special glasses that make drawings invisible - the double agent, all other players or all players. Then the double agent draws the term or terms of a card with special ink or a yellow marker. When codes are guessed within the timer's run, you score one microfilm = point for a blue word, two for a green word and three for both. When the green word is guessed first, the round ends! When the forbidden black word is named, even in compound words, double agent and guesser lose a microfilm. When all microfilms are taken, you win with most points.

Version: multi * Rules: de en * In-game text: yes

Guessing and drawing game for 3-6 players, ages 10+

Iquazú

Designer: Michael Feldkötter
Publisher: Haba

10+



As an Inox, you want to place gems in an optimum way to protect them from evil Rhuja and to score for placement. In a turn, you choose to draw four cards or to place a gem. For placement, you select a rock crack and discards according to the column and the color of the frame of the crack. Then - if you hold the water box - you place a water drop as given, this blocks the crack for a gem. When the current first column is full, it is scored for majorities, for points and bonuses; then the water box is handed on. Gems in "expensive" cracks are more valuable in interim scorings and disappear under the waterfall later!

Version: multi * Rules: de en es fr it nl * In-game text: no

Placement game for 2-4 players, ages 10+

Iron Dragon

Designers: Darwin Bromley, Tom Wham + Team
Publisher: Mayfair Games



Part of the Empire Builder Series, set in a Fantasy World. You start with 60 Mio. And build track, transport goods for money from town to town and build new track for new orders. The train can be upgraded to two loads or greater range. You pay for building track, using your own track is free of charge. Event cards can destroy parts of track. You win with 250 Mio. and connecting all major cities but one to your track network. In Iron Dragon, Underground, foremen - elf, dwarf, troll etc. - for cheaper track building and magical connections between cities are added to the general rules for the Empire Builder system.

Version: en * Rules: en * In-game text: yes

Train and logistics game for 2-6 players, ages 12+

Isle of Skye Journeyman

Designers: Alexander Pfister, Andreas Pelikan
Publisher: Mayfair Games



Now you are King of the Isle and must reign, protect it from enemies, enforce the law and fill your coffers, all with the help of the Wanderer, your journeyman, and of new characters. You have a personal progress board for knight, town crier and merchant, your journeyman pawn and bonus tiles; there are also roads and new landscape and scoring tiles. After placing newly acquired landscape tiles you plan the movement of your journeyman by placing of path markers and then move him in turn order. Progress on tracks on your board unlock victory point bonuses, special points, additional income, more steps for the journeyman and bonus tiles.

Version: en * Rules: de en * In-game text: no

Expansion for Isle of Skye for 3-5 players, ages 10+

Isle of Skye Wanderer

Designers: Alexander Pfister, Andreas Pelikan
Publisher: Lookout Spiele



Now you are King of the Isle and must reign, protect it from enemies, enforce the law and fill your coffers, all with the help of the Wanderer, your journeyman, and of new characters. You have a personal progress board for knight, town crier and merchant, your journeyman pawn and bonus tiles; there are also roads and new landscape and scoring tiles. After placing newly acquired landscape tiles you plan the movement of your journeyman by placing of path markers and then move him in turn order. Progress on tracks on your board unlock victory point bonuses, special points, additional income, more steps for the journeyman and bonus tiles.

Version: de * Rules: de en * In-game text: no

Expansion for Isle of Skye for 3-5 players, ages 10+

Istanbul Das Würfelspiel

Designer: Rüdiger Dorn
Publisher: Pegasus Spiele

8+



Competition among merchants; you collect rubies and goods and money with your assistants. Rubies are acquired with money and goods. Dice are assistants, they can provide bazar cards, money and four types of goods. You take income for mosque tiles, roll five dice and can use the results for two actions - always with dice or goods tiles to acquire other tiles, bazar cards, money or rubies or mosque tiles. Mosque tiles also provide additional dice and other advantages, five mosques provide a ruby. If someone has five or six rubies, you win at the end of the round with most rubies.

Version: multi * Rules: de en * In-game text: no

Dice game for 2-4 players, ages 8+

lunu

Designer: Todd Sanders
Publisher: LudiCreations

1



Rise and fall of dynasties in Ancient Egypt! At the start of a round, dice determine the favor of gods in the flow of the Nile. Then all play a turn with a Dynasty Phase - free playing of one card and of a second one against payment of 1 Deben - and then a Rejuvenating Phase with playing of two cards into the Forum, taking three cards from the Forum and filling your hand to four cards. Dice are used with some of the cards, but not re-rolled during the round. When the citizen stack is empty, you win at the end of the round with most victory points from citizens, bread bonuses and majorities of citizens of a type.

Version: en * Rules: en * In-game text: no

Card game for 1-4 players, ages 12+

Jenga Classic

Publisher: Hasbro

1

6+



This is the currently available edition of the classic game with rectangular blocks, this time again made from wood and attractively packed. The blocks are now housed in an oblong box that comes with a packing aid that enables you to store the blocks quickly at the end of your game. The rules and the mechanics of the game are of course unchanged. All blocks are stacked, 3 in a level, each level rotated 90° against the one below. You pull out a block with one hand and place it on top of the stack. If you can place the last block before the stack tumbles, you win.

Version: de * Rules: de en * In-game text: no

Dexterity game for 1 or more players, ages 6+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Jet Set

Designer: Kris Gould
Publisher: Wattsalpoag



In Jet Set you acquire rights for air links between cities and place planes on those links. In Phase 1 of a turn you replenish Flight Cards and can pay to lay out additional card. In Phase 2 you have a choice of one of five actions, all relating to links, planes, Flight Cards, expenditures or income. When two vacation cards have been revealed, you only use Final Cards from hand or cards on display. If you Play Final Flight, you visit cities in order and can then only put planes on the Final Flight Card. All Final Flight Cards played, end the game and you score Flight Cards, Final Flight Cards and planes on Final Flight Cards.

Version: en * Rules: en * In-game text: yes

Position game for 2-6 players, ages 12+

Jet Set Distant Lands

Publisher: Wattsalpoag



In Jet Set you acquire rights for air links between cities and place planes. A turn comprises 1) replenishing Flight Cards and 2) one of five action options for links, planes, Flight Cards or income. Final Flight Cards trigger the end of the game and you score Flight Cards, Final Flight Cards and planes. Distant Lands comprises four expansions and cards for Jet Set. Distant Lands - long distance flights; Investor - Investor cards for money; Business Cards - Received for Long Distance links; to be used for money, according to text or for business offers. Hub - you choose a city and get money or bonuses for flight including the hub.

Version: en * Rules: en * In-game text: no

Expansion for Jet Set for 2-6 players, ages 12+

Jet Set Jumbo Jets

Designer: Kris Gould
Publisher: Wattsalpoag



Five new modules for Jet Set: 1. Jumbo Jets are used in links, other planes in the link are removed and they block the links for further planes. 2. Charter Flight - an additional board and the action option charter flight, you need to own all links from start to destination for such a flight. 3. Hotels - You begin with two hotels, have hotel building as action option and, when you acquire a flight card and have a hotel in a city on the card, you receive money. 4. City Bonus - the first player with a flight from or into a city receives a bonus. 5. Final Flight Cards - three options for incorporating them into the game.

Version: en * Rules: en * In-game text: no

Expansion for Jet Set for 2-6 players, ages 12+

Jolly & Roger

Designers: Shaun Graham, Scott Huntington
Publisher: Abacus Spiele



Pirate vs. pirate! The active player in a turn is Splitter, the other Picker. The Splitter draws five cards and splits them into two sets, the Picker chooses one set. Then the Picker plays all his cards, then the Splitter. With a card, you must either reinforce crew or board a ship. To reinforce you add - if you now have the majority - place or replace a captain. If you have a captain on a ship, you can board it with a pirate of its color, that is, place the pirate under your treasure chest. When you have a pirate on a ship after eight rounds, you get the ship and win with the highest total from cards in the chest and ships.

Version: multi * Rules: de en * In-game text: no

Card placement game for 2 players, ages 8+

Junk Art

Designers: Jay Cormier, Sen-Foong Lim
Publisher: Pretzel Games / Asmodee



As an up and coming young artist you have become famous for your Junk Art, and fans and artists for that fresh style are increasing in numbers. For a work of art those rules apply: Active pieces cannot touch the table, you can move other pieces with the active piece; pieces that drop off are set aside; the latest moment for the game to end is after the last card is played. City cards for a world tour are laid out, there are special rules for individual cities that modify the basic rules and provide fans in relation to the goal of the city, for instance three fans for each player still in the game.

Version: de * Rules: de en es fr nl * In-game text: no

Construction game for 2-6 players, ages 8+

Justice League Hero Dice

Designer: Andreas Schmidt
Publisher: Heidelbär / Asmodee



Together with other heroes in the Justice league you fight villains alone, or you play in teams with friends, who use their own sets. Heroes, towns and villains are prepared and all play simultaneously, you can play hero cards at any time. For an attack on a villain card you roll dice. Then you apply villain and hero abilities to the roll and hand out damage markers. A villain with damage higher than his threat value is defeated. After a last round, you score the thon for villains and hero teams. There are Hero sets for Batman, Superman, Flash and Green Lantern.

Version: de * Rules: de en * In-game text: yes

Dice game for 1-4 players, ages 10+

Justice League Dawn of Heroes

Designers: Buster Lehn, Fran Ruiz
Publisher: Abba Games



Missions for the heroes, including a final battle. You select a mission, prepare the board and form two teams with maximum four heroes and two villain players. The hero players select a character, the villains take those required by the mission. In rounds, you have turns for actions of on the team-specific mission goals; the winner of a mission chapter receives advantages for the final battle. Characters have starting values for initiative, life, movement and attack, have special abilities, too, and are controlled with dice, cards or markers. Heroes adjacent to each other receive bonuses for their values.

Version: multi * Rules: en es * In-game text: no

Adventure campaign for 2-6 players, ages 12+

K2

Designer: Adam Kaluza
Publisher: REBEL.pl



Your team of to climbers, moved by cards, aims to reach the K2 summit in 18 days. The higher a climber gets the more victory points he scores, but you must pay attention to the acclimatization level, to the weather and to maybe erecting a tent in time, because when the acclimatization level of your climber drops below 1 he dies and all the victory points he scored are lost. The double-sided board offers an easier and a more difficult climb, the 18 days, i.e. rounds always comprise of Card Selection, Risk Tokens, Action Phase, Acclimatization Checks and End of Turn. Expansions Broad Peak und The Avalanche.

Version: multi * Rules: en pl + cn de es fr nl ru uk * In-game text: no

Resources management game for 1-5 players, ages 8+

Kaleidos

Designers: Spartaco Albertarelli, Angelo Zucca
Publisher: Kaleidos Games



First letters and objects - sounds familiar, but in this game each player has one of 10 images in the table, slightly surrealistic, with different topics from circus to pirate's island. Those pictures are choc-a-bloc full of details, partly very much alienated and drawn in a very uncommon style. For each picture you turn the spinner for a letter and all write down what they can find on the picture that begins with this letter. All that you really see is valid, euphemisms and synonyms are wanted and welcome, and when in doubt really convincing arguments can help. New edition with new graphics.

Version: multi * Rules: de en es fr it * In-game text: no

Word and association game for 2-12 players, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Kaleidos Junior

Designer: Spartaco Albertarelli
Publisher: Asmodee / Ystari



Kaleidos junior is the junior version of Kaleidos, a picture-spotting variant of Scattergories for children not yet able to read. The game features four identical sets of ten pictures, each player uses the same picture. A category is determined by a spinner and all search their picture for suitable items them with a chip. Then in turn each player names the items he has found and sets aside the chips used for marking. You continue to play with one picture after the other until one player is out of chips and wins. In variants for older children you can search for items by first letter or write down the words.

Version: de * Rules: de en fr it * In-game text: no

Spotting games with words for 2-12 players, ages 4+

Kanagawa

Designers: Bruno Cathala, Charles Chevallier
Publisher: iello



You are a disciple of Master Hokusai. Lessons are laid out. Then, in turn, you choose if you wait or leave school. To quit school, you choose a column of the school display, take the lessons there and put them in your studio or on your canvas or both. In the studio to take a brush and the assistant marker. If you choose canvas, you must have in your studio the combinations of brush and landscape depicted on the card and will maybe receive a diploma. When the deck is empty or someone has 11 cards on his canvas, you score lesson on the canvas, rows of seasons, victory points on lectures and diplomas and ownership of the Master piece.

Version: de * Rules: de en fr * In-game text: no

Placement and collecting game for 2-4 players, ages 10+

Kapla 200

Designer: Tom van der Bruggen
Publisher: Piatnik



Kapla planks are building blocks made from pine wood. The planks are exactly 12 centimeters long and are fashioned in proportions adhering to the Golden Ratio: The width of the plank is three times the thickness of the plank and the length of the plank is five times its width. The planks are not interlocked or fixed in any other way; you just place them onto each other and create beautiful, daring and breathtaking constructions. The planks are available in several colors, too. This package contains 200 planks and a booklet with 40 models that fire your imagination for your own ideas.

Version: de * Rules: de * In-game text: no

Construction game for 1 or more players, ages 3+

Karawanix

Designers: Draxler, Strehl, Trausmuth, Bayer
Publisher: Piatnik



During your journey across the desert you complete tasks to reach the oasis first. You roll a die: 1 – Scorpion, you go to the end of the line. 2 – Fata Morgana or Water – you must sort out animal shapes or differences in animal tracks. 3 – Market, you must roll as many coins as there are items on the card. 4 – Spot the word that was named twice or listen closely if a camel was called once or twice. 5 – Sandstorm – you need to feel for the right shape. 6 – you pass your turn. For a correctly completed task you move your camel to the start of the line, the camels that were behind you in line advance by one step to close the gap.

Version: de * Rules: de * In-game text: no

Educational game for 2-6 players, ages 5+

Karuba das Kartenspiel

Designer: Rüdiger Dorn
Publisher: Haba



As leader of an expedition you plan a route to temples and treasures. You hold cards 1 to 16 with temples, adventurers, paths and treasures; they are stacked face down, you draw two cards. In a round you select two cards, reveal them and add their values. If you have the lowest total, you must discard one of them. Then you place the selected card(s) as your treasure island - in a 4x4 grid, edge to edge, path need not be continued - and draw two cards. After eight rounds, you score uninterrupted paths for adventurers to temples of the same color - entering each card only once - as well as gold and crystals on such paths.

Version: multi * Rules: de en es fr it nl * In-game text: no

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

Karuba Junior

Designers: Rüdiger Dorn, Tim Rogasch
Publisher: Haba



Three adventurers stand at the beach, the pirate ship at the end of the water path. You reveal one island tile in turn - a path is added to continue a path; dead ends may happen. A tiger is placed at a path end and blocks this path. A treasure is placed at a path end and you can move your adventurer onto it via an uninterrupted path. If you reveal a pirate ship, you move the ship accordingly towards the beach. When all three adventurers have made their way onto a treasure tile, all players win together. If there is no open path left to add a tile or if the pirate ship arrives at the beach, all have lost together.

Version: multi * Rules: de en es fr it nl * In-game text: no

Tile placement game for 1-4 players, ages 4-8

Katakomben & Kastele

Designer: Aron West
Publisher: Schwerkraft-Verlag



Stand-alone game as introduction into the *Catacombs* universe and its dexterity system; the game play was simplified and supplied with new mechanisms. Team Catacombs plays versus Team Castles. You snip pieces representing your heroes around a board - as "melee" shot doing damage and as "rush" shot without damage - to simulate conflict. Cards and special abilities determine how you may move or attack; there are shield pieces and "ranged" shots. Up to eight play in a competitive team mode, four play as team versus a so-called "Ovseer" in Boss mode. The game can be used as an expansion for *Catacombs*.

Version: de * Rules: de en * In-game text: no

Dexterity and conflict game for 2-6 players, ages 14+

Katarenga

Designer: David Parlett
Publisher: HUCH!



Two armies want to conquer both enemy camps. Eight pieces per player begin on their base line on the board made up from four double-sided tableaus. The location of a piece determines its move: Blue - one case in any direction; yellow - diagonally, to maximum the next yellow case; green - chess knight's move; red - orthogonally, to maximum the next red case. AN opposing piece in your target case is conquered and removed. A piece on any case on the opposing base line can be moved normally, but needs only any move to be placed into a camp - a corner case. If you have two pieces in corners or your opponent is down to one piece, you win.

Version: multi * Rules: de en fr nl * In-game text: no

Conquest game for 2 players, ages 8+

Kemomimi Panic

Designer: Masayuko Kudou
Publisher: Japanime Games / Global Distributi-



Mokomoke's residents are demi-animals and carry jewels, Crescent moon wants to steal them. You have an open character card, a secret role card and a decoy card. In the Day phase someone is accused, you debate and vote. In case of majority against the accused, he is out of the game, unless he has his decoy card. In the Night phase, the thief selects a player and "steals" his jewels, he loses the decoy card or, if he does not have it anymore, he is out of the game. Role abilities are resolved when appropriate. When the thief is ousted, the residents win; or else one of the factions in relation to the roles of the two remaining players.

Version: en * Rules: en jp * In-game text: yes

Deduction game for 4-8 players, ages 16+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Keyper

Designer: Richard Breese
Publisher: R&D Games / HUCH!



Keypers as stewards use teams of skilled workers, aka Keyples, to develop farm and village in the lands of Keydom, to ship out goods and hold seasonal fairs, all for points at the end of the game. In four seasons, you send your Keyples from castle Keyper onto landscape tiles and your own player board, to acquire resources and resolve actions. Keyple colors mark their special ability and enable them to cooperate with Keyples of the same color, belonging to other players, as co-workers. Used Keyples can be laid down and used again. Once per season, the Keyper claims a landscape board plus Keyples for use in the next round.
Version: de * Rules: de en * In-game text: no

Worker placement for 2-4 players, ages 14+

Kheops

Designers: Bruno Faidutti, Serge Laget
Publisher: White Goblin Games



Pyramid construction in Egypt at the time of the 4th dynasty. The Electrum top will be visible from afar. A frame is laid out, 19 pyramid tiles are placed randomly in it and you begin with three tiles. The active player places a marker on a free, suitable tile; an eventual immediate action - rotate corridor or room, switch markers or move markers - is resolved, as are actions due to the marker you placed. Then you place one of your tiles into the pyramid, one of its long side must touch another tile. When the pyramid is complete, you score controlled cross symbols, majorities in networks and network nodes.
Version: multi * Rules: de en fr nl * In-game text: no

Tile placement game for 2 players, ages 12+

Kikeribumm

Designer: Thierry Denoual
Publisher: Blue Orange / Asmodee



Collect as many chicken, hay bales and carriage wheels without letting the bar topple. At the start, you place all pieces on the platform, in any arrangement, and then balance the platform on the base. Players alternate to take a piece off the platform = roost. If you notice wobbling to begin, you may change your mind about the piece to take. When all pieces have been collected or the roost topples, you score 3 points for big chickens, 2 points for small ones, 3 points for hay bales and 1 point for wheels. Whoever caused the toppling, deducts 5 points. Version: You win, if you take the last piece and the roost has not toppled.
Version: de * Rules: de en es * In-game text: no

Balance game for 2-4 players, ages 4+

Kikkasai

Designer: Takahiro Shinozaki
Publisher: Shinojo / Japon Brand



The first round of the annual chrysanthemum competition: You combine dice to make flowers grow. Depending on the number of players, you put 5-10 chrysanthemum dice in white, yellow and orange plus 2-4 black dice for jokers into the bag. One die is drawn and rolled for the trend of the round - for a black one you select the color - and you draw and roll two dice behind your screen. Then in turn, you draw one die, roll it and either swap it for one behind your screen or discard it - in both cases others can use it for bloom - or you announce bloom, that is, dice combinations for points. Correlation to the trend gives bonuses.
Version: multi * Rules: de en fr jp * In-game text: no

Dice game for 2-4 players, ages 8+

Kilt Castle

Designer: Günter Burkhardt
Publisher: Zoch Verlag



Clan McKilt fights over castle construction. First you replace one of the building cards - not necessarily a top one or your own color - according to rules for the new position; a resulting gap triggers money for building areas after building. Then all players whose colors are on the relocated card build at its new position: One level for free on the first empty square in the row or one level on top of a tower with payment for all levels to the previous owner of the top level. When two players build at the same tower in a turn, a neutral roof is placed. If you build your last level, all score 1 coin per tower owned and visible coat-of-arms.
Version: multi * Rules: de en fr it * In-game text: no

Building game for 2-4 players, ages 10+

Kimono

Designer: Hisashi Hayashi
Publisher: Zoch Verlag



Collect Japanese curios, but too many will cost penalty. The Master lines up a round's stack, splits the group in two and adds the apprentice card to one. All secretly select a group and reveal their choice. An unwanted group goes to the bin. If only one player wants a group, he takes it. If several players want a group: If it has one card, the card goes to the bin and all involved take a Kimono. In case of several cards, you split and select again. When all cards are taken, cards in the bin go to the player with the apprentice card, he is the next Master. After five rounds you sum items, coins and fire.
Version: multi * Rules: de en * In-game text: no

Set collecting game for 3-6 players, ages 10+

King John

Designer: Wolfgang Dirscherl
Publisher: Piatnik



King John has invited guests, but he is near-sighted and needs help in distinguishing them. There are solution tiles with 1-5 images, two tiles 6+ and 0, one marker per character and 18 task cards with mixtures of guests. You roll the die and reveal three task cards. If a guest was rolled, you count how often he is visible on the task cards and grab the solution tile 1-5 or 6+ or 0. For the dice result "4+", you must grab the marker for the guest who is present most often, for "-", the one who is the rarest one. The fastest player with the correct solution wins a crest; a mistake costs you a crest and if you have five crests first, you win.
Version: multi * Rules: cz de en fr hu it sk pl * In-game text: no

Counting and reaction game for 2-4 players, ages 6+

Kingdom Builder

Designer: Donald X. Vaccarino
Publisher: Queen Games



Each player creates his own kingdom by building settlements to earn most gold at the end of the game. In a game you use 3 out of 10 kingdom builder cards; they state the conditions for earning gold. Four of eight landscape boards are laid out and equipped with location overview tiles. In your turn you discard a landscape card and set up settlements in this landscape according to exact building rules; if they are next to location spots you receive location tiles and can use their special actions once per turn either before or after building. For each castle spot next to your settlements you always receive 3 gold.
Version: de * Rules: de en es fr nl se * In-game text: no

Placement and development game for 2-4 players, ages 8+

Kingdom Builder Nomads

Designer: Donald X. Vaccarino
Publisher: Queen Games



Players create kingdoms by building settlements, to earn most gold at the end. You place a terrain tile and set up settlements according to exact rules. The first expansion Kingdom Builder Nomads introduce components for a fifth player, four new quadrants (boards) with the terrain variety Nomad Terrain that cannot be settled, and four new locations. 15 Nomad tiles offer special actions and new Kingdom Builder cards bring gold during the game. Worker and Merchants from the core game are replaced with new cards of the same names. 25 walls from the terrain type Quarry block terrain hexes.
Version: multi * Rules: de en es fr nl * In-game text: yes

Expansion #1 for Kingdom Builder for 2-5 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Kinddom Builder Crossroads

Designer: Donald X. Vaccarino
Publisher: Queen Games



Players create kingdoms by building settlements, to earn most gold at the end. You place a terrain tile and set up settlements according to exact rules. The second expansion Kingdom Builder Crossroads introduces four new quadrant boards with two different location hexes and one fortress hex, as well as six task cards for additional gold at the end of the game. 16 location tiles introduce special actions, among them Garrison with warriors to block adjacent terrain hexes; wagons for wagon movement, Lighthouse for ships to move across water and Town Hall for city tiles to replace seven settlements.

Version: multi * Rules: de en es fr nl * In-game text: yes

Expansion #2 for Kingdom Builder for 2-5 players, ages 8+

Kingdomino

Designer: Bruno Cathala
Publisher: Pegasus Spiele



You sort four randomly drawn domino tiles with one or two landscapes in numerical order, turn them over and assign them randomly to players. Then you lay out a second row and sort it. Then in turn each player takes his pawn, puts him on a tile in the new row and puts the now empty tile next to the castle. When all have placed their tile, you add a new row, all choose and place again, and so on. You can now place a tile next to another one with at least one landscape in common, maximum grid size is 5x5. When all tiles are placed you score squares in each landscape times crowns in the landscape; regions without crowns are worthless.

Version: de * Rules: de en es fr it nl pt ru * In-game text: no

Tile placement game for 2-4 players, ages 8+

Kingsburg 2. Edition

Designers: Andrea Chiarvesio, Luca Iennaco
Publisher: Stratelibri / Asmodee



Chaos at court and danger at the frontiers. In rounds = years you administrate and defend the realm. After Royal Help, there is Production and Honors in spring, Production and Envoy in summer, Production and Recruitment of Soldiers in autumns and Battle in winter. You use dice to influence advisors for buildings, buildings in turn influence battles. Battles are decided by comparison of battle strength, effects are resolved and you win with most victory points after five rounds. The 2nd edition comes with the *Die Erweiterung des Königreiches* expansion - five expansion modules - also a 6th module, *Launische Berater*.

Version: de * Rules: cn de en it * In-game text: yes

Development game with dice for 2-5 players, ages 10+

Kitchen Rush

Designer: Dávid Turczi
Publisher: Artipia Games



Hourglasses for kitchen personnel! Depending on the difficulty level you select an objective with requirements. Orders come in, are prepared und served. All play simultaneously. Phases of a round: 1. Preparation with event; 2. Action in real-time - place hourglass on action case - relocation is possible after running out - waiter, shopping, storage, oven, spices, office or sink, for instance. 3. After four minutes: Clean-up with checking orders, paying wages and prestige bonuses. After four rounds you check completed orders, money, prestige and you need to have minimum one coin and one prestige and must not have unpaid hourglasses to win.

Version: en * Rules: en * In-game text: yes

Cooperative real-time game for 1-4 players, ages 12+

Klartext

Publisher: Hasbro



One player is speaking in plain language, but, alas, only seemingly so, because he wears a lock-jaw and his sentences come out blurred and contorted. You form two teams and set down 200 double-sided cards with sentences. The first player of a team takes a lock-jaw, draws the top card and reads it out, of course as clear as he can despite the lock-jaw - even if the sentence is „Eine Pinzette ist keine Pipette“. He can accompany the sentence with gestures. When his team members guess the sentence verbatim, they win the card, and so on until the timer has run out for the team. When each player was active twice, the team with most cards wins.

Version: de * Rules: de en * In-game text: yes

Party game for 4-5 players, ages 16+

Klartext

Publisher: Hasbro



One player speaks „plain language“, but only seemingly, because he wears a lock-jaw and his sentences therefore sound a bit distorted. You play in two teams, using 200 double-sided utterance cards. One player dons the jaw-lock, draws the top card and reads it, as clearly as possible despite the lock-jaw, even if the the sentence is something like „Eine Pinzette ist keine Pipette“, he is allowed to gesticulate. When the other players guess the sentence correctly word for word, they take the card, and so on, until the time has run out. When each player has taken two turns, the team with most cards wins. Edition for larger groups, containing ten lock-jaws.

Version: de * Rules: de en * In-game text: yes

Party game for 4-10 players, ages 16+

Klartext Familien-Edition

Publisher: Hasbro



In the family edition, you play in two teams, parents against children, if possible, using 100 blue cards for children to read and 100 red cards for adults to read, and there are four lock-jaws for adults and six for children. One player dons the jaw-lock, draws the top card and reads it, as clearly as possible despite the lock-jaw, he is allowed to gesticulate. When the other players guess the sentence correctly word for word, they take the card, and so on, until the time has run out. When each player has taken two turns, the team with most cards wins.

Version: de * Rules: de en * In-game text: yes

Party game for 4-10 players, ages 8+

Klask

Designer: Mikkel Bertelsen
Publisher: Game Factory



A game board carries two magnetic pawns, for each pawn there is a directing magnet underneath the board, magnetically connected to the pawn. Three white magnets are arranged in the middle of the board; the ball starts in any corner. Now both players simultaneously try to move the ball into the opponent's goal to score a point. The pawn on top of the board is moved by moving the directing magnet underneath the board. You also score when the opposing pawn has attracted white magnets or if your opponent moves into his own goal or if he loses control of his pawn. If you managed to collect six points, you win.

Version: multi * Rules: de fr it * In-game text: no

Dexterity game for 2 players, ages 8+

Klick, Klick, Bäng!

Designer: Henning Poehl
Publisher: Sphinx Spielverlag



Russian Roulette with a die = bullet and two kinds of money = Bulletbugs: Bid and Klick for wins. In at least six rounds the player who makes the highest bid selects the active player. This player closes the revolving chamber = dice cup, shake it using a Klick marker = trigger and opens the chamber: Visible empty side -> you take the total bid and mark it with the Klick marker. Visible bullet -> You say Bäng! and are out of play, taking your money with you; the Klick marker goes into stock. If only one player is left or all Klick markers are taken, you win with most money, even if you are dead.

Version: de * Rules: de * In-game text: no

Dice game for 3-6 players, ages 12+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

GABIS explanation on page 3
 Communication
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Klong!

Designer: Paul Dennen
Publisher: Schwerkraft-Verlag



Thieves want to plunder the dragon lair, but each false step and each nicked artifact angers the dragon. Standard deck building mechanisms are used to generate resources, Skill for new cards, Swords to fight monsters and Boots to move on the board. You have two goals - steal and artifact and return to your starting position and score higher than your opponents. If you cause noise, you place markers. When cards with dragon symbols appear, the dragon attacks, noise markers are drawn and cause damage. If you are not knocked out at the end, you score artifacts, other tokens, gold and points from cards.

Version: de * Rules: de en fr it pl * In-game text: yes

Deck building adventure for 2-4 players, ages 12+

Knister

Designer: Heinz Wüppen
Publisher: nsv Nürnberger-Spielkarten-Verlag



Your scoring sheet shows a grid of 5x5 cases and you want to enter numbers into the cases to achieve the best possible combinations in rows, columns and diagonals. The sheet lists the possible combinations for scoring and the points that you can score for them. The active player rolls two dice and names the total; all players now enter this number in any case of their choice in the grid. If you have filled a row completely, you should enter the achieved score immediately. After 25 rounds, the grid is completely filled and you calculate your total score; points achieved in diagonal rows are doubled.

Version: de * Rules: de * In-game text: no

Dice game for 1-12 players, ages 8+

Kokonana

Designer: Joshua Cappel
Publisher: HUCH!



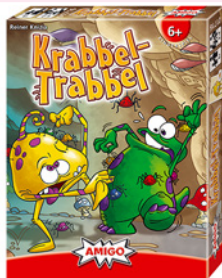
The annual race across the Nanakoko River to the temple! Banks, sand bank, river and temple tiles are laid out. You jump, if possible, one step forward or sideways on an open river tile; if you arrive at the sand bank, you take one key. After jumping, you turn over two river tiles; if you find a pair, you jump one step or take a talisman for an additional step or for secretly looking at a temple tile. The pair you found remains face-up. If you reach the temple bank, you do not jump any more, but turn over one temple tile per turn to be first to find the lock for your key and win.

Version: multi * Rules: de en es fr nl * In-game text: no

Race and memo game for 2-4 players, ages 5+

Krabbel-Trabbel

Designer: Reiner Knizia
Publisher: Amigo Spiele



You are a monster and want to get rid of creepy-crawlies on your person. You have a monster card with crawlies chips on them, monster chips are laid out around the stack of action cards. The active player turns over the first card and implements the action, maybe together with other players - find monsters among the face-down chips or take another crawly or give a crawly to another player or play a mini monster game with repeating and extending chains of gestures, sounds or words. If you master the actions without a mistake you can discard crawlies. Whoever has got rid of all crawlies on his cards, wins.

Version: de * Rules: de en * In-game text: no

Shedding game for 2-4 players, ages 6+

Kreuzverhör

Designer: Sonja Klein
Publisher: Gmeiner Verlag



A crime has been planned and players must find out which crime, and also the crime scene, the probable culprit and the means of the crime. Both players investigate at the same time, the questioning lasts 12 mutual questions at the most. In each question an assumption is stated on the four details by using case cards, and the witness names the number of correct assumptions. Further details can be learned from using an investigation card; the opponent can fend off such a card with another card. When after 12 rounds none of the player has solved the case, it is set aside unsolved.

Version: de * Rules: de * In-game text: yes

Deduction game for 2 players, ages 12+

Kriss-Kross

Designer: Reiner Knizia
Publisher: moles. Verlag



Dice game using symbols, which you enter in columns and rows of your sheet, in a 5x5 grid. Each player marks the middle case of the first row with a symbol of his choice. Two dice are rolled and the resulting symbols are announced. Each player must enter those symbols on the sheet into two adjacent cases, vertically or horizontally, but not necessarily adjacent to symbols already present. If there are no two empty adjacent cases, you cannot enter the result. If nobody can enter anymore, you score rows and columns for horizontal and vertical groups of adjacent symbols - with a bonus for four and five identical symbols. You win with most points.

Version: de * Rules: de * In-game text: no

Dice game for 1-6 players, ages 8+

Kristalllica

Publisher: Hasbro



Ice cubes are placed into the frame and the big, beautiful slab of ice is placed anywhere in the frame and you place Phil the Penguin on top of it. Then, the active player takes an ice pic, selects a cube and tries to tap it out of the frame. Once started on a cube, you must continue, even if other cubes fall. If you succeed and Phil did not fall off, your turn passes to the next player. If Phil falls off, you are out of the game, the ice floe is reassembled and the next round begins. This continues until only one player, the winner, is left. Series: Super Toy Club

Version: de * Rules: de * In-game text: no

Dexterity game for 2-4 players, ages 3+

Kroko Doc

Publisher: Hasbro



The frog-green crocodile is still going strong, and still suffers from terrible tooth-ache. It opens its mouth very wide to look for help. In this version of the game the principle of the travel edition is used, the teeth are not pulled out but pressed down to find the aching one. If you are unlucky and find the aching tooth, Crocodile in his pain closes his mouth rather fast and you must be quick to pull your hand out. If you touch the aching tooth, you lose this round of Crocodile Dentist! And due to the very good chance mechanism it will be another tooth that hurts next time! New edition in the series Elefun & Friends

Version: de * Rules: de en * In-game text: no

Action and chance game for 2-4 players, ages 4+

Kuhno

Designer: Thierry Chapeau
Publisher: Zoch Verlag



Cows need to go to pasture, but Kuhno the Dung Fly drives them crazy, only by placing their spots correctly can the cows graze in peace. Cards are stacked cowpat + Kuhno side up and you try to be first to place all your seven cards correctly. You put one next to the pat, either on a free spot or another cow, in correct alignment and in relation to Kuhno's position on the Pat. The type of cow you play influences the type and number of cows that need to be played next. If you are out of cards, all other score one dung point per cow spot in their hand. After as many rounds as there are players you win with fewest dung points.

Version: multi * Rules: de en * In-game text: no

Card shedding game for 2-5 players, ages 8+

Icon explanation



GABIS explanation on page 3

Kunststück

Designer: Sonja Klein
Publisher: Gmeiner Verlag

10+



Players are thieves stealing paintings according to their orders. The paintings are marked with their museum of origin, the epoch, the value and chances to be sold easily. There is a cache for each player and three joint caches. You have a painting card and an order card, next to each cache there is another painting card. Actions are: take a new card, move a card, play a card or fill an order. There are basic rules for arranging the cards or capacities of the caches and limit for hand cards. "Large-scale raid" starts the last round. Then the player with the highest total from paintings sold wins the game.

Version: de * Rules: de * In-game text: yes

Crime card game for 2-5 players, ages 10+

Kurzer Prozess

Designer: Reiner Knizia
Publisher: Gmeiner Verlag

10+



Criminals want to put the blame for their crimes - cards representing crimes, witnesses and „Schwarzer Peter“ - on others. The active player puts an open card before another player, even himself. Each player must be given another color and always the same one. Witnesses are color jokers. Schwarzer Peter you play at yourself and all shunt their cards on the table to the left. If you have five or more points on the table or cannot play a correct card, you have been caught and take all open cards. If someone is out of cards, all receive jail sentences depending on the number of their cards. After three rounds, you win with the shortest jail sentence in total.

Version: de * Rules: de * In-game text: no

Card game for 3-6 players, ages 10+

Kwatro

Designer: Gene Mackles
Publisher: Game Factory

8+



Add tiles for points! 64 tiles show a combination of color, shape and number. A row comprises 2, 3 or 4 cards. Each attribute is checked separately for a row und must - for a valid row - be either the same on all tiles or different on all tiles. You hold four tiles and one tile begins the display. You can, in your turn, add 1 to 4 cards, horizontally OR vertically, to a row, suiting at least one card and also those eventually adjacent in other rows, and then score the row(s), or pass your turn. You can add tiles to the left and right of a row, a row of four tiles constitutes a Kwatro and is complete.

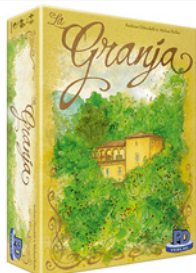
Version: de * Rules: de * In-game text: no

Tile placement game for 2-4 players, ages 8+

La Granja

Designers: Michael Keller, Andreas Odenthal
Publisher: PD-Verlag

10+



A small farm must be developed into the large country estate of La Granja and provide for the village. Six rounds of the game comprise: Farm Phase with farm cards, income, growth and buying of room markers; Revenue Phase; Transport Phase with donkey markers for player order and deliveries and, finally, the Scoring Phase for victory points. Anytime in your turn you can - regardless of the current phase - use goods to acquire silver, play or draw a cards, take a pig, upgrade resources or take harvest goods or you can buy and sell resources or upgrade resources or use harvest goods.

Version: multi * Rules: de en * In-game text: yes

Development and resources management for 1-4 players, ages 12+

Ladybohn

Designer: Uwe Rosenberg
Publisher: Amigo Spiele



Once an expansion for Bohnanza, Ladybohn has matured into a stand-alone game; the familiar beans from Bohnanza are now present in male and female form as well as babies. Male and female beans have different Bohnometers - female ones are better - and babies have none. For female garden beans that you harvest you draw Talers from the draw pile! You play with the rules of the core game; if you receive a baby bean in trade, you must plant it immediately, if you have a field of that variety. If you plant a baby bean, a lady bean in this field is moved up two positions.

Version: de * Rules: de * In-game text: no

Card game for 3-5 players, ages 10+

Lagerstätten

Designer: Masaki Suga
Publisher: analog lunchbox / Japon Brand



You excavate fossils, present your findings at academic conferences, sell them to collectors or exhibit them in museums. At the start of a round, Fossil card and Request card displays are replenished. Then all players, in turn order, place their assistants and resolve the respective actions - Geological Survey, Planning, Excavation, Academic Conference, Fossil Restoration, Collector Requests or Museum Exhibition. Then you comply, if possible, with Research cards of Exhibit cards and receive Research Funds accordingly and advance your Research Funds Track marker accordingly. After eight rounds, you win with most research funds.

Version: jp * Rules: de en fr jp * In-game text: no

Worker placement for 3-5 players, ages 12+

Länder toppen

Designer: Jünemann Matthias
Publisher: Drei Hasen in der Abendsonne

8+



Country cards with six categories are dealt, depending on the number of players. Then you place your cards face-down above or below your category strip any way you want, highest values above, lowest values below; you decide which slots are left empty! Then categories are revealed in turn, top card first. Whoever has played the highest or lowest value, gets all top or bottom cards in the category. Those cards are then distributed on personal stacks for end-of-game scoring: Minimum one card on a corresponding continent stack for one point for continent majority and minimum one card on a face-down stack for one point per card.

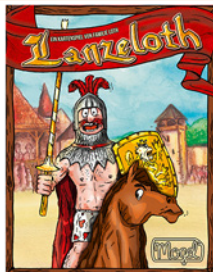
Version: de * Rules: de en fr it nl * In-game text: no

Geography game for 2-6 players, ages 8+

Lanzeloth

Designer: Familie Loth
Publisher: Mogel-Spiele

7+



Great Tournament! You want to enter it with the best armor. You have an open horse card and a knight, made up from five face-down cards. In your turn, you draw a card: if you take it from the face-down draw pile, you can swap it - face-down - for a card from your knight or discard the card openly and resolve its action: Look at your own or an opposing knight card, reveal it or swap it or swap your horse card with an opponent. If you draw from the discard pile, you put the card face-down into your knight. If you believe to have the best knight, you put your horse card next to it and win at the end of the round with the most valuable knight.

Version: de * Rules: de * In-game text: no

Placement and collecting game for 2-6 players, ages 7+

Las Vegas Das Kartenspiel

Designer: Rüdiger Dorn
Publisher: alea / Ravensburger

8+



Six casinos with two bills each are displayed. You draw five of your 30 dice cards. One stage has maximum six rounds: All simultaneously select cards from their hands and add them openly to a casino; remaining cards in hand are set aside. This is repeated maximum five times, as you cannot place additional cards in a stage, if you have already eight or more cards at casinos. At the end of the stage you remove ties of card values at casinos and then you receive a bill if you have the highest or second highest dice point value at a casino. After four stages, you win with most money. Includes Jeton cards, also for use as an extension for Las Vegas.

Version: multi * Rules: de en fr * In-game text: no

Card game for 2-5 players, ages 8+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy
Tactics Creativity

Knowledge
Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

Last Call

Designer: Kris Gould
Publisher: Wattsalpoag



Each barkeeper gets all bottles of a kind and each player a card for each kind of drink plus one coaster. Cards are dealt to the barkeepers. If you want to move a bottle you call "order" and move the bottle of your choice from one bartender to the other, cards at both barkeepers are discarded. Four cards next to a barkeeper are discarded automatically. When a barkeeper has the right bottles for your drink, you play the card and must take an ice cube for each bottle not needed for your drink. If you are out of cards, you call "Last Call" and quit the game, the others must finish their drinks. You win with fewest ice cubes.

Version: en * Rules: de en * In-game text: no

Placement game for 2-5 players, ages 12+

Last Friday

Designers: Antonio Ferrara, Sebastiano Fiorillo
Publisher: Ares Games



Camp Apache is supposed to be haunted by a Maniac; players as campers need to explore the mystery, survive the attacks and in the end eliminate the Maniac, who in turn needs to eliminate all campers to win. Four chapters - Arrival at the Camp, The Chase, The Massacre and The Final Chapter - have different rules, actions and goals and can be played individually or back to back. Each chapter has usually 15 rounds, the Maniac moves secretly, Campers openly; both factions have special movements. Depending on the chapter the Maniac must announce his current or previous location after a certain number of rounds.

Version: en * Rules: de en * In-game text: yes

Horror adventure for 2-6 players, ages 13+

Last Friday Return to Camp Apache

Designers: Antonio Ferrara, Sebastiano Fiorillo
Publisher: Ares Games



Ten years after Camp Apache a demon awakens and to fight him, a group of friends needs the help of the Marshal, who, as the "Predestined One", defeated the Maniac in Camp Apache. But he has disappeared and you must go back to Camp Apache to find him. Will the Maniac stop the Demon or will Demon and Maniac together eliminate the humans? You can now play now with seven people, Demon and Maniac are controlled by one player each; besides new board parts and equipment there are five new player characters plus the Marshal and the Witch. Can be used in the Last Friday scenarios, using the Survival Horror Mode with real-time elements.

Version: en * Rules: en * In-game text: yes

Horror adventure for 3-7 players, ages 13+

Last Friday

Designers: Antonio Ferrara, Sebastiano Fiorillo
Publisher: Ares Games / Asmodee



Camp Apache is supposed to be haunted by a Maniac; players as campers need to explore the mystery, survive the attacks and in the end eliminate the Maniac, who in turn needs to eliminate all campers to win. Four chapters - Arrival at the Camp, The Chase, The Massacre and The Final Chapter - have different rules, actions and goals and can be played individually or back to back. Each chapter has usually 15 rounds, the Maniac moves secretly, Campers openly; both factions have special movements. Depending on the chapter the Maniac must announce his current or previous location after a certain number of rounds.

Version: de * Rules: de en * In-game text: yes

Horror adventure for 2-6 players, ages 13+

Laurel Crown

Designer: Seiji Kanai
Publisher: Kanai Factory / Japon Brand



Duels in the arena; you sponsor fighters to enhance your honor; at the start there is a bit of honor for many, later more honor for a few. Cards for five tournaments - 2x low rank, 2x intermediate rank and 1x high rank - are laid out. In the Employment phase, you acquire fighters - cards are displayed and you take one or - after announcing this - two as the last one. In the Tournament phase, you lay down fighters and can strengthen them with gold. Then they are revealed and you roll dice for fighters' combat power. Then you receive honor according to the current tournament card. After five tournaments, unused gold is worth 3 points and you win with most points.

Version: multi * Rules: de en fr jp * In-game text: no

Card and dice game for 3-4 players, ages 14+

Leaders

Designers: Manfred Lamplmair, Reinhard Kern
Publisher: rudy Games



Leaders is a Combined Strategy Game, a strategic conflict simulation and a hybrid of board game and App. In the era of the Cold War, up to six players try to take over world domination. You research new technologies, use diplomatic skills and enter formidable alliances. Spies bring you information and you join missions of the international collective of nations. Military strength is used as well, because you conquer new regions. The smart device enables use of an innovative battle system, hidden interaction among players - research, diplomacy or sabotage - and complex economic and research threads.

Version: de * Rules: de en * In-game text: yes

Conflict and development game for 2 or more players, ages 13+

Lecker Mammüt!

Designer: Henri Kermarrec
Publisher: Amigo Spiele



49 cards show seven animals on seven background colors and are dealt evenly to all. You are active player in turn and reveal ALL your cards. When at any time three identical animals or three cards of the same color are visible, all hit the club and name animal or color. The fastest player collects all three cards for his booty stack, BUT booty stacks count, with the features of the top card, for trios on the table and are taken, if applicable. Mistakes give you penalty card. When all cards have been revealed, the player with most penalty cards loses one booty stack and then all players score one point per card in their booty stacks.

Version: de * Rules: de en * In-game text: no

Reaction game for 2-6 players, ages 6+

Legend of the Five Rings

Designers: Brad Andres, Erik Dahlman, Nate French
Publisher: Fantasy Flight Games / Asmodee



A legendary Collectible Trading Card Game comes back as a Living Card Game. Two players represent one of the seven Great Clans of Rokugan and rival for political and military dominance and adhere to the strict behavior codex demanded by their honor. You recruit troops from a dynasty deck, with characters and holdings or the provinces, and a conflict deck holding tactics, maneuvers and tricks. If you are first to defeat the province holding the enemy fortress or achieve a certain number of amount of fame, you win. In general, the rules follow the standards of LGCs and there are Dynasty packs of 60 cards to expand your game.

Version: de * Rules: de en es fr pl * In-game text: yes

Card game for 2 players, ages 13+

Leinen los!

Designer: Alex Randolph
Publisher: Zoch Verlag



Queen Lonne of Ovelgonne holds a race. Players choose a track and place their boats at the start; the double bollard is set out with the rope unwound. One player takes the double bollard, calls "cast off!" and begins to loop the rope around the bollard, while the active player pushes his boat along the track with a finger on the motor. When the line is completely looped around the bollard, its player calls out "stop" and the turn for pushing passes to the next player. The buoys cannot be touched, you may push away other boats and you cannot stop on shark areas. If you leave the water, your turn ends immediately. The first at the finish wins!

Version: multi * Rules: de en fr it * In-game text: no

Dexterity and race game for 2-4 players, ages 6+

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 3

Les Poilus

Designers: Fabien Riffaud, Juan Rodriguez
Publisher: CMON / Asmodee



Soldiers in trenches in war - the game portrays their solidarity and help for each other. In missions, the Trials stack needs to be cleared and the Peach card revealed, with no cards left in hands. Threats are on display; players have one action - play a Trials card, use a Lucky Charm, make a speech or retreat with support. If three identical cards are on display in No Man's Land, the mission is lost; when all have retreated, it has succeeded. Then morale drops and cards are moved to the Trial stack from the Morale Reserve, in relation to the number of remaining cards in hand. When the monument appears, all lose together.

Version: de * Rules: de en es it kr pl * In-game text: yes

Cooperative card game for 2-5 players, ages 10+

Let's party!

Designers: Catty, Führer, Los Rodrigues
Publisher: Piatnik



The Activity cards on one side list terms and the method to explain them and on the other show the number of steps earned for a correctly mastered task. The Tick-Tack-Bumm cards state combinations of letters. You play a game of standard "Activity", until a Tick-Tack-Bumm card turns up. Now you roll the die to determine the location of this letter combination in the word. If you name a correct term, you pass the bomb. When it explodes, the team with the last correct answer moves 4 steps, the one holding the bomb when it exploded goes 1 step back. Then you play "Activity" again. The first team over the finish line wins.

Version: de * Rules: de * In-game text: yes

Creative association game for 4-16 players, ages 12+

Lift it!

Designer: Per Gauding
Publisher: Game Factory



Fast and exact construction, in teams with cranes connected by a hook, or alone. You build the construction shown on the card in the given time, by the method determined by your marker location - e.g. with the crane fastened to your head or following instructions of another player. You must always build with in the construction area and use the crane. When time has run out you move your marker one step for each correctly placed piece and by a bonus for finishing within the time frame. In a duel you score when you are done first. When a marker reaches the opposite start/finish case, you win at the end of the round, if you are in the lead.

Version: multi * Rules: de fr it * In-game text: no

Construction game for 1-8 players, ages 8+

Liguria

Designer: Alessandro Zucchini
Publisher: Queen Games



Merchants transport colors, trade, conquer and use diplomacy. Selection tiles and ship tiles are on display. You place a merchant, his locations determines tile selection and silver coins. Then you take tiles and coins, then a ship card and color cubes and upgrade selection tiles. Now ship movement is done and you can - depending on the location - place knights, load or unload color cubes or use diplomats. After eight rounds each player can move his ship one last time and then you score islands, selection tiles in harbor as well as points from ship cards, monks, knights and bishop's orders as well as color sets.

Version: multi * Rules: de en * In-game text: no

Trade game for 3-4 players, ages 12+

Lingo Twist

Publisher: Piatnik



Guess terms named for categories! Where is the problem? Well, before you determine the category with the spinner and can name the terms, you must draw a mime card, with which you must comply while naming the one or two terms demanded by it. This can be touching your nose with the tip of your tongue, or sticking out your tongue and holding it down with both hands. Who believes that he knows the terms hits the Red Nose buzzer and takes the mime card, if he is correct. IN case of two terms, the same player must guess both to receive the mime card. If the terms are not guessed, the speaker moses a card.

Version: multi * Rules: cz de hu sk * In-game text: no

Mime & talk game for 3-6 players, age 7+

Logic Cards

Designer: Kristaps Auzāns
Publisher: Game Factory



Logic Cards 1, 2 and Magic Sticks provide 53 puzzles in five levels of technology, Logic Cards Kids 53 puzzles in three levels. The information is presented by images and symbols. Questions are also asked with a symbol: A question mark demands finding the missing element(s). Lines and arrows demand relocating as many sticks to achieve a given contour as often as the number in the contour demands - ä in Magic Sticks there is only this type of puzzles - and there is a symbol for correct equation and one that tells you to find the symbol that does not fit the given pattern. A free App is available for download for the solutions, they are also printed on the backside of the rules.

Version: multi * Rules: de en fr it * In-game text: no

Logic puzzles for 1 player, ages 6/12+

London Markets

Designer: Michael Schacht
Publisher: Queen Games



In Victorian London trade with exotic goods is booming. You hold goods cards in hand, an Offer card is on each market and Goods cards for Coffee, Soap, Silk and China are in those markets. Starting Goods bars of players are placed on markets. A Market card is revealed: You choose Merchant or Assistant for his action - Place Goods bar, Money for visible crates, take Goods Cards from the market for your own crates; then comes Goods Replenishing, auctions of all goods varieties for money and movement of markers. At the end you win with most money from cash and special cards.

Version: multi * Rules: de en fr * In-game text: no

Economics game for 3 or 4 players, ages 10+

Long live the Queen Dieselpunk Edition

Designers: Circle 3D6, Alvin Chen
Publisher: LudiCreations



Axia, the Queen of the Underworld, is dead - syndicates fight for her succession. For this, you either collect three prestige markers of each type or cause turning over of the opposing princess. Each player has 12 cards, puts the Princess open-faced at position 7 of the number track and distributes the remaining cards as required. A secret Master determines the abilities of two recruits. The active player rolls dice and reveals cards of those values or activates cards already open and resolves them, and can also relocate a card. Card activation can give you prestige markers. Also available as Long live the Queen Classic Edition.

Version: en * Rules: en * In-game text: no

Conflict game for 2 players, ages 14+

Looping Louie

Publisher: Hasbro



Looping Louie in his Flying Machine careers in low-level-flight over the hen-coops! He is on the hunt for chicken chips that he wants to snatch away from the players. Each player has 3 of those chips in the side-bar of his catapult. With this catapult you can fend off Louie and make him fly loops, nose dives and steep ascends. You try to use Louie to steal chips from your fellow players and keep your own. If you are out of chips, you stay in the game. The last player to own a chip wins the game. Looks like a children's game, but provides fun for all ages! One round is never enough!

Version: de * Rules: de en * In-game text: no

Action and reaction game for 2-4 players, ages 4+

Colour codes for target groups (Headline Colour)
For children + learning For families With friends For experts

Colour codes for features (Bar in Evaluation box)
Chance Tactics Strategy Creativity Knowledge Memory

GABIS explanation on page 3
Communication Interaction Dexterity Action

Loot Island

Designers: Andreas Schmidt, Michael Kiesling
Publisher: What's Your Game / Pegasus Spiele



Cursed treasures on a Cursed Island! You play cards of the same color next to an anchor spot - together with your marker with the first placement - and can add more cards later. When all have passed or are out of cards, you score two anchor spot adjacent to the ship's position. When there are more than five cards in a spot, you reveal treasure cards and select treasure + curse cubes in order of the markers. Islands provide special actions, if you discard two cards, for instance discarding of curses. After five rounds, you drop out with more than 13 curses. If you have less and cannot pay the healer, you are out, too, otherwise you win with most gold.

Version: de * Rules: de en * In-game text: no

Card placement and collecting game for 2-5 players, ages 10+

Lorenzo der Prachtige

Designers: V. Gigli, F. Brasini, S. Luciani
Publisher: Cranio Creations / Asmodee



Florence at the time of the Medici - you head a noble family and collect prestige and fame for victory points. In three eras of two rounds each you collect resources and development cards or activate card effects. The value of family members is determined by dice roll at the start of the round. At the end of each period you check your relations to the Vatican, lack of praying is penalized. In a round you always have one action per turn, places family member at locations and perform the action in relation to the value of the person; you can enhance the value with personnel. In the advanced rules, you use a personal bonus die and leader cards.

Version: de * Rules: de en it * In-game text: no

Worker placement game for 2-4 players, ages 12+

Lorenzo il Magnifico Houses of Renaissance

Designers: V. Gigli, F. Brasini, S. Luciani
Publisher: Cranio Creations



Expansion with a 5th player, new components and new mechanisms. Rules in addition to those of the basic game: You start with an auctioned family tile with special ability; new leader cards have the ability action with an action case only for the player who played the card. Special markers are a new resource; you can discard them to receive what is depicted on them. The new Special Tower introduces four action cases to take Special Development Cards; an adaption track gives new cases for one of the towers. New Special Development cards come for territories, buildings, characters and risks. There are also new excommunication markers.

Version: multi * Rules: en it * In-game text: no

Expansion for Lorenzo il Magnifico for 2-5 players, ages 12+

Lost & Found

Designer: Martin Nedergaard Andersen
Publisher: Game Factory

5+



On the backside of cards, lost items keep appearing. Can you spot them? 54 cards show varying numbers of items, depending on the difficulty level. All look at the top card and try to memorize all items. Then the card is turned over and you try to name the item that has been added. The first naming of an item is checked. If you are correct, you take the card. If you are wrong, you cannot play for the next card. If you take your fifth card, you win, or, as an alternative, the player who now has most points on his cards. You can also play "backwards" - look at the backside and name the item that has disappeared in front.

Version: multi * Rules: de fr * In-game text: no

Spotting game for 2-6 players, ages 5+

Lost Gemma W

Designer: Takaumi Kazuhide
Publisher: Madoriya / Japon Brand



Treasure hunting - you place a path from your starting town to the lost treasure. In the Investigation phase you draw a card and put one of your cards - open or face-down - into one of the 24 cases of the 5x5 grid - the deck is in the middle - and resolve an eventual effect. When the deck is empty and all starting towns have been placed, you turn up cards in the Exploration phase - in order of hand card numbers - in the display until you find a treasure or are stopped, e.g. by a monster. When both treasures are found, you win, if your path to the treasure is the longest.

Version: jp * Rules: en jp * In-game text: yes

Placement game for 2-6 players, ages 10+

Love Letter Big Box

Designer: Seiji Kanai
Publisher: Pegasus Spiele

2-8



The king wants to marry the princess to a suitor of his choice, but she wants true love - so we must get our love letters to the princess and we need helpers in the palace. There are now 32 characters and you use 16 for 2-4 players. Prinzessin, Gräfin, König, Prinz, Zofe, Baron, Priester und Wächterin must always be used; Bischof, Königswitwe, Marschall, Graf, Schmeichler, Baroness, Kardinal und Wächter for a game with 5-8 players. You draw a card, play a card open-faced and implement effects; cards remain visible. When all cards have been used, you receive a heart for the highest-ranking card. Whoever holds 3-5 hearts, wins.

Version: de * Rules: de en gr * In-game text: yes

Version of Love Letters for 2-8 players, ages 8+

Ludix

Designer: Niek Neuwahl
Publisher: Piatnik

10+



A dice game using Roman numbers; you use four dice, each one showing L-X-X-V-I on its sides and want to be the first player to reach or top a score of 300 points. In your turn you roll all dice once and combine them into a valid Roman number which is also your score. You can note this score for the round and hand on the dice or you can roll again, make up a number, add the result to the previous score and again decide on continuing or stopping. You can go on rolling as long as you can form a valid Roman number with your result. If you cannot do this you lose all previous scores from this round.

Version: multi * Rules: cz de en fr hu it * In-game text: no

Dice game for 2-6 players, ages 10+

Lunte

Designer: Bruce Whitehill
Publisher: Zoch Verlag

8+



All get four fuse cards and one water card. You add one fuse card or a water card to one of two rows which called burning lines, the value of the previous card is covered by the new card. With a water card you take all cards in the row but the water card out of play. Twice in the game you can play a fuse card explosion side up and take all cards from the burning line. When the final card is drawn or all bombs have been triggered, you sum all open cards in your bomb stacks minus cards in hand and win with the highest total. New edition, first edition Mücke Spiele 2014.

Version: multi * Rules: de en * In-game text: no

Card placement game for 3-6 players, ages 8+

Lyngk

Designer: Kris Burm
Publisher: HUCH!

2



Game #7 and the last game in the GIPF project, providing the synthesis of the previous six games by using characteristic elements and mechanisms. Each of six colors represents one of the games, white for GIPF is a Joker. At the start all colors are neutral and without owner. During the game both players select two colors for themselves - his opponent can no longer use them. You want to form stacks of five pieces in five colors with your own color on top. You win if you have most such stacks, they are taken off the board when formed. Neutral stacks remain on the board as obstacles when you move a piece or stack.

Version: multi * Rules: de en es fr it nl pl * In-game text: no

Abstract placement game for 2 players, ages 13+

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 3

Mächtige Monster

Designer: Desnet Amane
Publisher: Queen Games

8+



Monsters cooperate in order to rob King Edgar of his gold in the castle. At the start of a round you place a monster at a free position or oust a weaker monster, even your own, albeit by paying gold to the guardian, in relation to the guardian's level. Then the first guardian is revealed; if he is weaker than the sum of monsters next to him, he loses and all players involved in the fight get gold, then the next guardian is fought. As soon as monsters lose a fight, monsters are healed for gold, and monsters in hand and guardians are replenished. After 5 or 6 such rounds you win with most gold. Two versions are included.

Version: de * Rules: de en hu pl * In-game text: no

Collecting game with cards for 3-6 players, ages 8+

Macroscopic

Designer: Martin Nedergaard Andersen
Publisher: Game Factory

6+



You roll dice and take the corresponding peep hole covers off the Macroscopic. After each cover you can try to guess the picture; if others want to guess they pay you two crystals – peeping into the holes is free at any time. If nobody wants to guess, you hand on the Macroscopic. If you want to guess, you set out crystals equal to the number of covers left; then all can swap covers they own for crystals and guess. For guessing correctly, you receive the prepared crystals; if for guessing wrongly you lose that number of crystals. When all holes are open, all swap covers for crystals and change the card. After 11 rounds, you win with most points.

Version: de * Rules: de en * In-game text: no

Image guessing game for 2-6 players, ages 6+

Mag-o-Mag

Designers: Klaus Teuber, Benjamin Teuber
Publisher: Kosmos

8+



The explainer sees the front side of a scenario and the moving magnet and tells his partner how to guide the moving magnet with the guiding magnet on the backside. The "driver" only sees an orange wall and follows instructions and finger signals like "up", "down", "stop", "faster" and so on. Three scenarios pose different tasks, number of strokes for a golf hole, racing along a track in the jungle or collecting items in a Stone Age scenario, always either cooperative or competitive. You score for segment success and win at the end with most points. A timer app for Mag-o-Mag is available for free download. With a special version for two players i.

Version: de * Rules: de en * In-game text: no

Magnetic game for 3-4 players, ages 8+

Magia cum laude

Designer: Conrad Hamel
Publisher: Spieltrieb

8+



Final exams for the mage apprentices. Players are masters and try to influence the result for their own task. Each apprentice collects six magic crystals in varying combinations for his task and moves around the room. Crystals on cases go first to the apprentice, surplus one to the master for his task. All tasks can be secured. This ends the picking up of crystals. When a master has completed the tasks of both apprentices on his mission card, and one of the apprentices is in the middle case or encounters the examiner, you win with most victory points from completed tasks and crystals.

Version: de * Rules: de * In-game text: no

Collecting game for 2-6 players, ages 8+

Magic Maze

Designer: Kasper Lapp
Publisher: Pegasus Spiele

8+



Barbarian, Dwarf, Elf and Mage want to steal equipment in the Shopping Mall and leave quickly afterwards. You have one tile and can move each hero in the direction indicated on it and resolve the indicated action, for instance explore and add a new Mall tile, provided the hero stands on the action case of the corresponding color. All play simultaneously and are forbidden to speak while the timer runs. If it is turned over, you may speak until someone does an action. When all have reached their equipment, heroes must go to the exits of their color. If the timer runs out before that, all lose together.

Version: de * Rules: de en es fr it nl ru * In-game text: no

Cooperative, simultaneous placement game for 1-8 players, ages 8+

Magic Maze Alarmstufe Rot

Designer: Kasper Lapp
Publisher: Pegasus Spiele

8+



This expansion for the cooperative, simultaneous placement game features a total of 13 different modules of two types: Hilfe modules - Anti-Stress-Marker, Luftschacht, Durchbruch, Kartenfelder, Auto-Erkundungsfelder, Telekinese, Zauber und Kontrollraum - are marked in green and reduce the degree of difficulty. Challenges - Wache, Gefängnis, Sicherheitstür, Betrachter, Wachverstärkung und Sensor - are marked in red and enhance the degree of difficulty. It is recommended to learn the modules in sequence. Introductory games are offered. Shopping Mall tiles #13-#24 from the basic game should not be used.

Version: de * Rules: de en fr nl * In-game text: no

Expansion for Magic Maze for 1-8 players, ages 8+

Magic Maze

Designer: Kasper Lapp
Publisher: Sit Down! Games

8+



Barbarian, Dwarf, Elf and Mage want to steal equipment in the Shopping Mall and leave quickly afterwards. You have one tile and can move each hero in the direction indicated on it and resolve the indicated action, for instance explore and add a new Mall tile, provided the hero stands on the action case of the corresponding color. All play simultaneously and are forbidden to speak while the timer runs. If it is turned over, you may speak until someone does an action. When all have reached their equipment, heroes must go to the exits of their color. If the timer runs out before that, all lose together.

Version: multi * Rules: de en es fr it nl + ru * In-game text: no

Cooperative, simultaneous placement game for 1-8 players, ages 8+

Magic Maze Maximum Security

Designer: Kasper Lapp
Publisher: Sit Down! Games

8+



This expansion for the cooperative, simultaneous placement game features a total of 13 different modules of two types: Helper modules - Ventilation shafts, Wall breaches, Spells, Telekinesis, Anti-stress tokens, Maps, Auto-explore spaces and Control room - are marked in green and reduce the degree of difficulty. Challenges - Guard, Reinforcement Guards, Guard Room, Beholder, Locked Escape and Sensor - are marked in red and enhance the degree of difficulty. It is recommended to learn the modules in sequence. Introductory games are offered. Shopping Mall tiles #13-#24 from the basic game should not be used.

Version: de * Rules: de en fr nl * In-game text: no

Expansion for Magic Maze for 1-8 players, ages 8+

Majesty

Designer: Marc André
Publisher: Hans im Glück

7+



As aspiring ruler, you want to entice persons for wealth and success into your realm of eight buildings. The active player selects a person from the display - on each card not taken in the sequence, you place one meeple - and put it into a building; then you resolve the building for actions and income. Actions are defense, attack, healing and effects at the end of the game. If you receive meeples when taking persons, you place them on your meeple card; surplus ones are discarded for one coin each. With twelve persons, your realm is complete, and you win with the biggest sum of coins from persons, person majorities in buildings and coins.

Version: de * Rules: de en nl * In-game text: no

Development game for 2-4 players, ages 7+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Knowledge
Tactics Creativity Memory

GABIS explanation on page 3

Communication Interaction
Dexterity Action

Mangrovia

Designer: Eilif Svensson
Publisher: Zoch Verlag



The tribe lives in harmony with nature, and must find a successor for the chief. So you collect amulets and build huts on the Stone Yard, the Pole Yard and the God Path. In your turn you first place bowls on ritual sites and thus choose actions. Then you move the boat and implement the action when it reaches your bowl - draw a card, collect amulets, set up a hut. Buildings are paid for with treasures or amulets and landscape cards. Then the next round is prepared. When someone builds his last hut, you score huts on Stone Yard, God Path and Pole Yard, at the end of the round.

Version: multi * Rules: de en fr it * In-game text: no

Worker placement game for 2-5 players, ages 10+

Manhattan

Designer: Andreas Seyfarth
Publisher: Hans im Glück



Manhattan stands in for all skyscraper towns of this world. In turn you play one building card which determines the building lot, place a building piece of your choice and draw a building card. The top piece in a tower determines the owner of the tower. You take over a tower if you have as many levels in it as the former owner, regardless of where in the tower. You can always place a piece on your own tower or on a free square. When all six pieces are placed, the round ends and is scored. After four such rounds the game ends; your highest own tower scores three points, the majority in a tower two points and a single level tower scores one point.

Version: de * Rules: de en fr it * In-game text: no

Building game for 2-4 players, ages 10+

Manila

Designer: Franz-Benno Delonge
Publisher: Zoch Verlag



In several travels at sea three ships approach the harbor by rolling dice. First, you auction the Harbor Master. He buys shares and decides on freight and starting advantages. Then you place accomplices for money: You can smuggle them on board or rent harbor and shipyard spots with them to earn money from repair work or as an insurance agent. Or you use your accomplices as pirate or pilot to influence the speed of your vessel. At the end of the trip there are rewards for successful accomplices. When the price of any good raises over 30, the game is won by the player with most wealth.

Version: multi * Rules: de en fr it * In-game text: no

Economics game for 3-5 players, ages 10+

Masmorra

Designers: D. Alves, P. Matheus, E. Cunha Neto
Publisher: CMON / Asmodee



Dungeons of Arcadia - Once created to put heroes on trial, heroes now must cleanse the dungeon of a huge threat. Each player guides a hero who moves around the dungeon and fights monsters there and salvages treasures. In the Standard mode, heroes rival for experience points and want to counteract plans of their opponents. In Epic mode, heroes must reach the evil Mage Malaphyas and defeat him in a final encounter, for maximum personal honor. In Cooperative mode, heroes must cooperate to deflect the dark ritual of Malaphyas.

Version: de * Rules: de en es fr * In-game text: yes

Cooperative fantasy adventure for 1-5 players, ages 13+

Massive Darkness

Designers: Édouard Guiton, Jason Hendricks
Publisher: CMON / Asmodee



The team selects a quest and each player selects his hero. In the subterranean darkness, you fight guards and monsters, find weapons and collect experience for the title of Lightbringer. The opponents are controlled by the game itself, heroes fight in close-quarter combat, long-range combat and with magic. Quests can be played as stand-alone, individual scenarios or in campaign mode, which allows you to steadily improve your hero. Darkness is an opponent, but also an ally, Light and Shade on the map parts are a central game element in the interchange between Good and Evil in hero phase, opponent phase ascension phase and final phase.

Version: de * Rules: de en es * In-game text: yes

Cooperative miniatures adventure for 1-6 players, ages 14+

Mastermind

Publisher: Hasbro



In alternate games players are either Code Setter or Decoder. The Code Setter secretly sets a color code. The Decoder must deduce the code by setting out a color sequence as "question". The Code setter answers with a red peg for "correct color in correct position", or a white peg for "correct color in wrong position". He does not place these red and white pegs in their corresponding places in the code. You then ask again with a new color sequence. This edition presents the mechanics in a modern design and for five players. The biggest changes are the sliders for information on correctly placed pegs.

Version: de * Rules: de en * In-game text: no

Deduction game for 2 players, ages 8+

Match Madness

Designer: Jeppe Norsker
Publisher: FoxMind / Carletto



Blocks feature two symbols on their long sides and one on the short side, you have five such blocks and prepare a chosen number of 60 pattern cards of five possible levels of difficulty. One pattern card is turned up; all players form the pattern as fast as they can with their blocks; the fastest one takes the card and keeps it when the pattern is correct. If you made a mistake, you put the card back and are out of the game for the round. When all prepared cards are placed, you win with most cards. In the Total Madness variant to complete a pattern quickly and score depending on the level of difficulty.

Version: multi * Rules: de en fr it nl * In-game text: no

Placement game for 1-4 players, ages 7+

Matryoshka

Designer: Sérgio Halaban
Publisher: White Goblin Games



Collectors have acquired rare Matryoshkas and meet to exchange and complete Matryoshkas. You hold six cards and lay out two cards. Then, a round comprises: 1 Draw two cards in hand. 2 Trade - one turn per player, you display a card openly, all others bid a face-down card for it, you check and select one offer. 3. Display - all take all cards in their display in hand and select new ones for a display in relation to the current round. After four rounds, each player has 13 cards on display and scores them for columns and sequences in rows and bonuses for long sequences.

Version: multi * Rules: de en fr nl * In-game text: no

Trade and negotiation game for 3-5 players, ages 8+

Mea Culpa

Designers: Rüdiger Kopf, Klaus Zoch
Publisher: Zoch Verlag



At heaven's door with Letters of Indulgence! You get them for donations of goods, for owning those you might have to sin. In a round you prepare market, helpers and brothel and then make a closed bid for Pope, Emperor, Merchant or Little Sinner for a helper and resolve his Prelude. Then you resolve helper action - buy goods or Letter, sell goods, donations, visit brothel - maybe with raising your tally. When a dome is complete, donations are evaluated. When the market is empty, the soul with the highest tally level goes towards Hell. When the second dome is complete, you move towards Heaven with your Letters of Indulgence.

Version: multi * Rules: de en * In-game text: yes

Auction and development game for 2-4 players, ages 14+

Icon explanation



Solo Play



Two Players



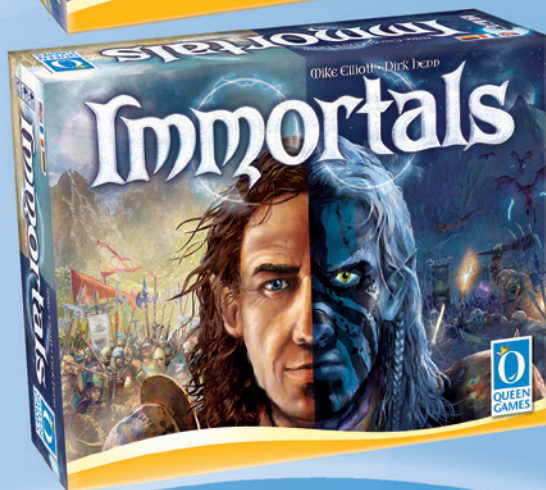
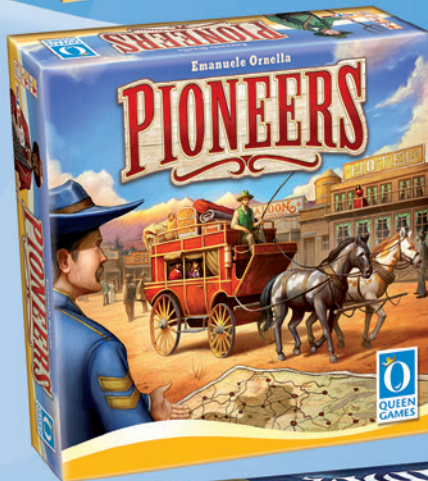
Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Queen Games New Releases 2017



www.queen-games.com



Mein Taschengeld

Designer: Michael Rüttinger
Publisher: Noris Spiele

6+



With pocket money of 5€ you set out and want to collect the cards with the symbols according to your wish list. You roll the die, move accordingly counter-clockwise and implement the action of the square you reach: On or over tart you earn 5 €, on red and blue squares you must buy a card, if you have enough money. On the green bank squares you can buy a savings card, save money on it by advancing the savings marker or sell the card back to the bank for cash. On orange squares you earn money, at the flea market you can buy or sell, on "Money lost" you give half of your coins to the bank.

Version: de * Rules: de * In-game text: no

Move & roll and collecting game for 2-6 players, ages 6+

Meine kleine Märchen Memo Box

Designer: Jürgen Heel
Publisher: moses. Verlag

5+



Three fairy tales - Hänsel und Gretel, Schneewittchen and Rotkäppchen - are represented by twelve images each. At the start, you read the story from the story book; then the twelve tiles are shuffled face-down and laid out in a 4 x 3 grid. Now players in turn try to turn up the tiles for the story in the correct consecutive order from #1 to #12. When a wrong card is turned up, your turn ends and you must turn down again all open cards. If you manage all twelve cards correctly, you win.

Version: de * Rules: de * In-game text: no

Memo game for 1-4 players, ages 5+

Meine Pferde und ich

Designers: Heidemarie & Michael Rüttinger
Publisher: Noris Spiele

6+



Who will have the most successful stable? Five stacks of cards are available, you start in the corner circle of your color. You roll and get horses or answer a question - for a correct answer you get a horse, for a wrong one you give one back - or you draw a "Bad Luck" card. The racing symbol triggers a race - all riders are at the start of a lane and then you roll dice and move in turn until one rider reaches the finish and wins the tournament card. On opposing corner circles you draw a tenant horse from this player. When all cards are taken you win with the best total of all positive and negative points on your cards.

Version: de * Rules: de * In-game text: no

Roll & move game for 2-4 players, ages 6+

Memo Dice

Designer: Haim Shafir
Publisher: Amigo Spiele

8+



In turn, the active player rolls one of nine image dice - with 54 different images - and covers the die with a cup of the same color, the last die with the golden cup. If you covered the last die, you begin the guessing and name the image under the first cup; you check and, if you guessed correctly, take the cup. If not, you hand the cup to the next player, who then continues guessing with the next cup in the row. When all cups have been taken, you advance your marker one step for every colored cup you collected, and two steps for the golden one. If you pass case 20 or are furthest ahead, you win.

Version: de * Rules: de en * In-game text: no

Memo game with dice for 2-4 players, ages 8+

Memo-Palace

Designer: Don Ullman
Publisher: Piatnik

5+



Animals hide in the Memo Palace and you must memorize their hide-outs. The palace is randomly assembled and the selected number of animal pairs is stacked face down, separated by backside color. In turn, players draw a yellow tile, look at it and place it into any of the rooms; the also tell a short story on the animal and the hide-out. When all animals are placed, the blue tiles are spread out. In turn, you turn over a tile, try to remember the animal's story and, hopefully, turn over the correct animal. If you manage this, you keep the pair and win with most pairs. The cooperative version includes three memo monsters.

Version: multi * Rules: cz de fr hu it sk * In-game text: no

Story & memo game for 2-4 players, ages 5+

Memoarrrr!

Designer: Carlo Bortolini
Publisher: Pegasus Spiele / Edition Spielwiese

8+



A volcano erupts while you are looting and you have to find your ship! 25 combinations of animal and landscape are laid out face-down for an island; the middle card is taken out and treasures are stacked in its place. You reveal a location and check if it is connected to the previously connected location via the same animal or the same landscape; the card remains in place open-faced. If the locations are not connected, you are out of play and take a volcano tile. The last player without a volcano takes the top treasure from the stack and all cards are turned down again. When all treasures are taken, you win with most rubies on your treasure cards.

Version: de * Rules: de * In-game text: no

Memo game for 2-4 players, ages 8+

Merlin

Designers: Stefan Feld, Michael Rieneck
Publisher: Queen Games



King Arthur, together with Merlin, is looking for a successor among the knights of the Round Table. In six rounds, players use their dice to move Merlin or their own knight on the action round; the space you reach determines the action of your turn - place a follower into a principality, score points for influence, take Excalibur or the Grail, swap shield, flag or construction material, swap task cards or build. Players move only their own knight, Merlin is moved by all. In three scorings, you score built manors, defeated traitors, influence in principalities and followers as well as completed task cards.

Version: multi * Rules: de en * In-game text: no

Worker placement for 2-4 players, ages 14+

Metalmania

Designer: Fernando Lafuente
Publisher: GDM Games



You want to assemble the best metal band. You first turn your sound regulator to the active side, roll two dice and resolve the respective effect. For 25 for each step you can change dice values. If you have only active artists, you resolve either presentation, recording or commercial according to one of the sound regulators - you roll dice equal to the number of artists and place a dice on each artist - then you resolve either audition, finances or beer, whereby you roll again for finances and beer. If you are first to top 66 fame points, you win.

Version: multi * Rules: de en es fr it * In-game text: no

Worker placement with dice for 2-5 players, ages 10+

Metro

Designer: Dirk Henn
Publisher: Queen Games



1898 - Paris Metro is built. Metro tiles are placed, per template, at the edge of the board. The active player places a track tile, in correct orientation and next to the board edge or to a tile on the board. When a station is reached, the track is scored. Module 1 introduces stock companies, you hold shares of some of the eight companies instead of owning Metro tracks and can place tiles or swap shares for majorities. Module 2 enters stations for the central station area, for additional tracks. Tiles from Module 3 cover the central station area. Module 4 yields points for your tracks to stations of which you own the station number token.

Version: multi * Rules: de en * In-game text: no

Track tile placement game for 2-6 players, ages 8+

Icon explanation



GABIS explanation on page 3

Recommended Minimum Age

Miau-Mäh-Muh!

Publisher: Noris Spiele

4↑



36 animal tiles are laid out in a 6x6 grid. The active player rolls a die and looks for this animal by turning over a tile in the grid: If you did not find the wanted animal, you turn the tile back over again and the turn passes to the next player. If it is the wanted animal, you decide if you keep searching or collect animals. If you want to search again, you roll the die, turn over a tile and, if you found what you wanted, decide again, etc. But if you turn up a wrong animal, you must cover up all open animals again. If you want to collect animals, you take all open tiles. When all animals are taken, you win with most.

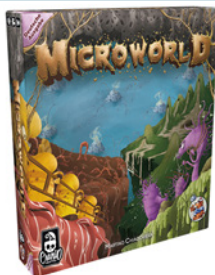
Version: multi * Rules: de en fr * In-game text: no

Memo and collecting game for 2-6 players, ages 4+

Microworld

Designer: Martino Chiacchiera
Publisher: Cranio Creations / Asmodee

2↑



Conflict Virus vs Antibody. The board shows four types of cells; groups of adjacent cells of the same type are tissue. You alternate to set a piece into a free cell, adjacent to the one previously placed by your opponent, or, if that is not possible, into any cell. Then you immediately score for each of your pieces adjacent to the one just placed. When a Gen marker is in a cell, you take it for immediate or later use; it modifies standard rules, e.g. for double points or removal an opposing piece before the final scoring, etc. When all pieces are placed, you score majorities in tissues and win with most points. Additional rules are included.

Version: de * Rules: de en it * In-game text: no

Abstract placement game for 2 players, ages 12+

Midnight Brunch

Designers: Luca Bellini, Luca Borsa
Publisher: Stratelibri / Giochi Uniti

3↑



Ghosts, vampires, zombies, werewolves, mummies and other frightening creatures meet for brunch at midnight! The top card of all brunch decks is revealed and you receive a face-down monster; if you want to invite one more, you are dealt an open-faced card. If you don't want any more cards, you say "Brunch", put down the other card, too and can play a midnight card later to change the monster display. When all are done, you use a call card to select a Brunch card; when several players opt for the same one, it goes to the player who is nearest to 15, but below 15. Brunch cards that were not chosen are distributed in relation to total monster value.

Version: multi * Rules: en it * In-game text: no

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

Millionenraub

Designers: Inka and Markus Brand
Publisher: Gmeiner Verlag



The starting player creates a museum room on a 6x6 grid according to specifications for corridors and locations of visitors and works of art. He determines starting position and a sequence of clues, which he transfers to the Forensic Sheet which is visible for all. The other players reconstruct the room by interrogating witnesses: You play one police and one witness card and are shown the corresponding clue card by the starting player. Twice in the game you can demand to see information requested by another player. When you know the content of all grid spots the culprit results from the sequence of clues. Whoever deduces this quickest, wins.

Version: de * Rules: de * In-game text: no

Crime deduction for 2-4 players, ages 12+

Minidora

Publisher: Loquai Holzknst

7↑



A new year, a new game for the Matchbox series from Loquai. The edition 2017 is called Minidora - short for Mini-Domino-Rallye - und is again a borderline item between toy and game. 48 miniature domino tiles in four colors - yellow, red, green and blue - measure 3 x 8 x 16 mm and are - like their big brothers - set up in a row in any configuration so that, when you push over the first tile, all tiles fall in a chain-reaction. The special challenge of the pieces is their size, which needs a special kind of dexterity for setting them up.

Version: - * Rules: - * In-game text: no

Placement game for 1 player, ages 7+

Minute Realms

Designer: Stefano Castelli
Publisher: dV Giochi



Compact city building! In eight rounds, you are dealt one open-faced card, two more are on display. In turn, you select a card and add it to your realm: If you take the card from another player or from the display, you replace it with your own card or resolve trade actions of the taken card - take a coin, pay a coin or place the top invasion marker. Then you build the card into your realm - either as a building and pay the building cost or face-down as a Defense Bastion and take 2 coins. After rounds 4 and 8 you defend yourself against invaders, using symbols; if you dot have enough, a building turns into a Bastion. After round 8, you add victory points of your buildings.

Version: multi * Rules: en it * In-game text: no

Building game for 2-6 players, ages 10+

Misch Masch

Designer: Bettina Katzenberger
Publisher: Zoch Verlag

6↑



Carnival in the jungle, but there is chaos in the costumes and all animals try to complete them. You hold seven cards and one card begins the discard pile. You begin, if you are quickest to discard a suitable card, which is one that combines with the card on the pile to form an animal that really exists. Then all continue to play in clockwise direction and discard suitable cards; if you have a card that fits both halves, you can discard it at any time. If someone plays a real animal, a special action is triggered, players must draw cards. For a card with only half an animal, the next player must pass his turn; and a chameleon can be played anytime. If you are out of cards, you win.

Version: multi * Rules: de en * In-game text: no

Card shedding game for 2-6 players, ages 6+

Mistkäfer

Designer: Klaus-Jürgen Wrede
Publisher: Schmidt Spiele

8↑



Place dice, steal dice from others and score your board to be first to collect 4 trefoils or 12, 16 or 20 dung balls. The active player rolls dice or scores. If you roll, you take four dice and roll them once. Then you place all dice of a chosen value into your row of the same color, from left to right without a gap, they must be higher than dice already there. From round 2, you can steal an identical die from each player, if it is the rightmost in the row. For useless rolls and bonuses there are special rules. Win if you score, you take chips for completed columns to the left of the white line and for dice to the right, and return all dice.

Version: de * Rules: de * In-game text: no

Dice game for 2-4 players, ages 8+

Monopoly Banking Ultra

Publisher: Hasbro

8↑



Monopoly even more digital! In this version you pay again, as in Monopoly Banking, with an electronic reader and banking cards; but the Ultimate Banking unit in this version can also scan the real estate cards and keeps track of changes in rents. Instead of Chance and Community cards there are Event and Location cards; you can win or lose money with them, rents can rise and fall and Location cards let you pay to move to any slot on the board. Playing pieces are helicopter, car, yacht and plane; the edition is designed in classy black and the real estate properties are again roads and squares in Austria.

Version: de * Rules: de en * In-game text: yes

Property game for 2-4 players, ages 8+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity
 Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Monopoly Classic

Publisher: Hasbro

8+



This is the standard edition of this classic game, more exactly, the Austrian Standard edition featuring Austrian cities, roads and special places. Monopoly is the ancestor of all games featuring property, money, rent, interest and real estate, combined with dice. If you invest your basic capital wisely and are a bit lucky when rolling the die, you will win. Passing „Go“ often enough and getting out of Jail quickly can also help to win. You roll the die, move around the board, buy real estate, build houses and hotels and collect rent. If you go bankrupt, you quit the game. The last player still in the game wins. New edition with new playing pieces.

Version: de * Rules: de en and others * In-game text: yes

Property game for 2-6 players, ages 8+

Monopoly Gamer

Publisher: Hasbro

8+



New variant and new mechanisms with Super Mario. You select your favorite character and move it around the board, by rolling a die, buy real estate, pay rent and activate special powers. If you pass „Go“, you trigger a boss fight - the top boss card is revealed: If you want to fight and can pay you roll a die and win if you roll equal or higher to the requirement, and get the bonus. If you lose or pass, the next player can fight. When the last boss fight is over, you win with most points. In the party mode, you play with several characters; additional characters are available from Monopoly Gamer Power Packs.

Version: de * Rules: de en * In-game text: yes

Monopoly variant for 2-4 players, ages 8+

Monopoly Ich einfach ... unverbesserlich!

Publisher: Hasbro

5+



As is to be expected from the topic, this monopoly version is a bit different. Minion Mjam Mjam Tom is put onto the spinner; he works as a dice, spins around and thus determines how far your minion can move. You buy a free lot that your reach and mark it with a cupcake or pay rent to the owner. If you own both lots of a color, you mark this with an ice cream cup. All characters in the edition are exclusive to the edition and the event lots hold surprises like a spinner duel or the order to steal the moon. When one Minion is bankrupt, the minion with most money wins and becomes Gru's favorite minion.

Version: de * Rules: de * In-game text: no

Roll & move game for 2-4 players, ages 5+

Monopoly Junior

Publisher: Hasbro

5+



This new junior edition of the classic game takes us back to the roots: with one of the markers - dog, cat, car or ship - players go on a shopping spree between burger joint and board and buy pool, bowling alleys or pet shop. You only buy lots and pay rent, houses and hotels are left out and the attractions of the colorful town are illustrated in a style suitable to the user group. Prices and rents range from one to five monopoly Dollars and thus remain within the reference frame of junior real estate brokers.

Version: de * Rules: de en * In-game text: no

Junior edition of Monopoly for 2-4 players, ages 5+

Monopoly Junior Cars 3

Publisher: Hasbro

5+



A new edition of Monopoly junior on the topic of Cars 3. Players use cards as playing pieces and move them around the board, resolving the effect of the case on which the move ends - Buying a free lot, pay rent on lots owned by other players, take money when moving over „Los“, resolve an event, pass a turn on „Frei Parken“ or go to prison. Houses and hotels have been left out, and the real estate lots are illustrated with images from the film. If one player is out of money, you win with most money.

Version: de * Rules: de en * In-game text: yes

Monopoly variant for 2-4 players, ages 5+

Monopoly Junior Die Eiskönigin

Publisher: Hasbro

5+



Another junior edition of the classic game, based on the Disney Film: Players embody Anna, Elsa and Olaf and travel through the winter wonderland in the kingdom of Arendelle. The characters have been given an „icy“ appearance to correspond to the topic. You buy lots as usual, those, too, have of course been adapted to the topic. As in all other Monopoly games you pay rent in Arendelle, too, when you enter a lot owned by another player. All the other mechanisms of Monopoly are in the game too, from event cards to START and and jail. When one player has run out of money, all other add their assets and the richest player wins.

Version: de * Rules: de en * In-game text: no

Monopoly variant for 2-3 players, ages 5+

MonStars

Designer: Jonathan Larkin
Publisher: Piatnik

6+



45 monsters wait for their performance and want to become favorites of the jury. Each player holds a set of cards, comprising 6 colored bodies and 36 see-through cards for mouth, eyes, arms, legs, horns and accessories. You sort them by body parts and take them in hand or set them down on the table. One monster card is turned up and all assemble this monster with their cards as fast as possible. Whoever completes his monster first, calls „MonStar“ and all stop assembling. If the monster is correct, you take the card and win with 10 monster cards. In a variant the monster is turned over after 10 seconds and you assemble it from memory.

Version: de * Rules: de * In-game text: no

Assembling and memo game for 2-4 players, ages 6+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Monster Pups

Designer: Klaus Kreowski
Publisher: Ravensburger

5+



Shuffling and showing on the monster loo! Do you hear a noise? You select a monster, and your neighbor prepares your board with six monster chips, showing a face. You roll both dice - the color die determines a toilet; you put a fart under your monster and push on a suitable closed toilet; a monster already there is pushed out. When the symbol die shows an arrow, you use the plunger to turn the disc - if you hear a sound, all check their monsters and the owner of the successful monster may reveal one of his monster chips. If not, the next player rolls the dice. If you have found all three rolls of toilet paper under your monsters, you win.

Version: de * Rules: de * In-game text: no

Dice game for 2-4 players, ages 5+

Monsters vs Heroes

Designer: Enrique Dueñas
Publisher: Ares Games

8+



Band 1 Victorian Nightmares - two theme decks: London After Midnight and Sherlock in Hell, each one for four players, they can be combined to play eight. You can play a card on the table or draw a card, up to maximum of three cards. Cards show black icons for monsters and white ones for heroes and represent a character with special abilities - mandatory or optional - that you can use. When the last card has been drawn, you reveal your faction and add your points on your cards, positive for your own faction minus points for the other faction, and a bonus if you have the characters in your neighborhood that are demanded by your faction card.

Version: en * Rules: de en es * In-game text: yes

Fantasy card game for 2-8 players, ages 8+

Montana

Designer: Rüdiger Dorn
Publisher: White Goblin Games



Montana is being settled. A Worker board shows production facilities, bank and town; player boards have spaces for cows, goods, money, water bottles and workers. The active player has one action from three options: Recruit - the spinner determines the type of worker you take from stock for your board; for grain, you can move the spinner and hire two additional workers. Work - you place workers and receive money, goods or rewards, if you discard pumpkins. Build - you set up settlements by discarding goods. You can, as an additional free action, trade a cow for one good, three silver or one worker. If you have placed all your settlements, you win.

Version: multi * Rules: de en fr nl * In-game text: no

Worker placement for 2-4 players, ages 10+

Mops Royal

Designer: Günter Burkhardt
Publisher: Noris Spiele



The Royal Mops needs order in its chaos. Players hold identical sets of tiles. You lay them out for combinations and decide once in a round which you want to score. One player draws a face-down tile, the others take the same tile from their stock and place it adjacent to another tile in their display, maximum 5x5 tiles. Then each one may score a combination of 3, 4 or 5 tiles, with the same color or the same item and in an arrangement depicted on the board. When a crown is present you score bonus points. Then you turn over a tile in the combination according to markings. When the grid is complete you win with most points.

Version: multi * Rules: de en * In-game text: no

Placement game for 2-4 players, ages 8+

Mord in der Villa Mafiosa

Designers: Michaela Küpper, Marlies Müller
Publisher: Gmeiner Verlag



Gmeiner Verlag is well-known for his elegant and challenging crime games and now invites us to the first Crime & Dine event. The murder in Mafia circles promises *schlemmen, spielen & ermitteln*, that is, eat, play and investigate. Sauce Guru Enrico Fratelli has been murdered. Who is the culprit? Minimum five and up to eight players investigate together. The host invites and assigns roles, each player has and gives information as stipulated. As a special titbit, the game comes with the cookbook *≈ Italien*. Kochen mit Corleone & Co. ≈.

Version: de * Rules: de * In-game text: yes

Crime & Dine game for 5-8 players, ages 14+

Mucca Pazza

Designer: Iris Rossbach
Publisher: Zoch Verlag

4+



Inmates from planet Cowpiter wanted to teleport to Earth, but crazy cow Mucca Pazza pressed the wrong button and mixed up the animals. For a game with ten animals you place heads, bodies and legs randomly into one row each, nothing may match. In your turn you slide an end tile along the row, thus moving all other tiles, until one tile falls out at the other side; this tile is placed into the free spot. You can slide three times per turn, the same or different rows. For a complete animal to remove its tile from the landing site and place another animal there. At the end you win with most animals.

Version: multi * Rules: de en fr it * In-game text: no

Shunting and sliding game for 2-4 players, ages 4/6+

Muckinos

Designer: Manfred Ludwig
Publisher: Piatnik

5+



Muckinos love to sleep long and therefore you should not disturb them. Their forest is laid out in a 6x6 grid, player markers begin outside the grid on a starting tile. As active player you turn over a tile in the row in front of your marker and then a second one anywhere in the grid. If you found two identical pictures, you move your marker onto the first tile you revealed, the other one is turned over again. You have another turn. If you turn up a Muckinos, your marker moves back one row and you turn over open forest tiles. If you are first to move your marker on a forest tile in the last row opposite to your starting tile, you win.

Version: de * Rules: de * In-game text: no

Memo and race game for 2-4 players, ages 5+

Multiple

Designer: Takashi Yamaya
Publisher: KUA / Japon Brand

8+



There are 48 cards - four times each numbers 0 to 9 as well as + and -. You are dealt seven cards and want to be first to use all of them. One out of 14 mission cards is revealed for a round and all - in turn - use their cards to form a multiple of the number on the card. In Your turn, you can draw a card or play one card or several cards to form a valid result; you cannot form a number or play a number alone that was already laid out by another player. It can happen that you can use all seven cards in one turn and win immediately.

Version: jp * Rules: en jp * In-game text: yes

Math game for 2-4 players, ages 8+

Munchkin im Wunderland

Designers: Andrew Hackard, Steve Jackson
Publisher: Pegasus Spiele

6+



The White Rabbit and other guys from Wonderland, accompanied by cute monsters like a rocking horse break cause an entirely different Munchkin feeling. You roll dice and move across the board. Monster spaces send you to the monster room, on treasure spaces you draw treasure cards. If you enter a monster room, you must fight. Monsters use monster cards, Munchkins treasure card that give you additional treasures. If you need help against the monster, you can ask for assistance from any player within a radius of six spaces. When the last treasure card was drawn, you add up all your gold and win with most.

Version: de * Rules: de en * In-game text: yes

Adventure game for 2-6 players, ages 6+

Murmelmikado

Publisher: Hasbro

5+



Dexterity with a futuristic design! A clear spiral tower is carrying a top with holes. Into those holes you place the colored sticks, one stick is put through two opposite holes. When all sticks are in place they form a grid on which the marbles are placed and are held by the sticks at the start of the game, you simply pour them onto the grid. Then players in turn very carefully remove one stick and try to avoid marbles falling through the grid into the spiral tower and rolling into their collecting bays. When all marbles have fallen you win with fewest marbles. In a variant you try to collect as many marbles as you can.

Version: de * Rules: de * In-game text: no

Dexterity game for 2-4 players, ages 5+

My best moments

Designer: Horst Pöppel
Publisher: Noris Spiele

18+



Share memories - triggered by images; 32 theme cards and 32 mood cards are shuffled face-down and spread out. The active player turns over one theme and one mood card; if they trigger a memory, you tell the story or anecdote and win the pair of cards. If you do not remember anything for those cards, the cards are free for all and are won by the player who is first to tell a story. When all pairs are taken, you win with most pairs. In a variant, you select a theme for the whole game and only turn over a mood card, which is the one also that you win.

Version: multi * Rules: de en fr it * In-game text: yes

Narrative game for 2 or more players, ages 18+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Knowledge
Tactics Creativity Memory

GABIS explanation on page 3

Communication Dexterity
Interaction Action

MyRummy 111

Designer: Steffen Benndorf
Publisher: Schmidt Spiele

8+



You try to be first to arrange your cards in ascending or descending order. You are dealt 12 of 110 cards 2 to 111 and cannot change their order. Three cards are oaid out face-down. You take one card from the table, sort it into your hand and lay the card to the left or right of this new card's left or right down on the table. Three open cards can be replaced from the stack. IF you end the round with a correct sequence, you score the number of Joker symbols on your cards. In case of a mistake, all others score their longest or most valuable sequence. If someone tops 60 points, you win with most points.

Version: de * Rules: de * In-game text: no

Sorting game for 2-5 players, ages 8+

Mysterium Lügen und Geheimnisse

Designers: Oleksandr Nevskiy, Oleg Sidorenko
Publisher: Asmodee / Libellud

1-7



A secret needs to be solved cooperatively, you use two very different roles in three levels of difficulty - a ghost gives cards and supports the spiritualists, who try to interpret the messages of the cards. Events separate themselves into reconstructions of events over maximum seven hours and the unmasking of the culprit, provided the spiritualists were able to finish their reconstruction. The expansion *Lügen und Geheimnisse* puts a new spin on events. The ghost commands 18 new story cards and 42 new vision cards to guide the spiritualists to six new suspects, locations and objects.

Version: de * Rules: bg de en fr gr jp * In-game text: no

Cooperative, asymmetrical card game for 2-7 players, ages 10+

Nacht der Entscheidung

Designer: Ted Alspach
Publisher: Indie Boards & Cards / Asmodee

1-10



Deduction of secret identities - fighters of the Resistance versus spies of the Mega Corporation. The Resistance wins if it identifies a spy; the spies win if the remain undetected. All players can say anything at any time, truth or lies. In the night phase of a round, all players, beginning with the leader, resolve their special action in turn while all others keep their eyes closed. In the day phase all take a specialist marker, not necessarily the correct one, followed by discussion without access to markers or cards and then all point at a suspected spy; if you are selected most often, you are out of the game.

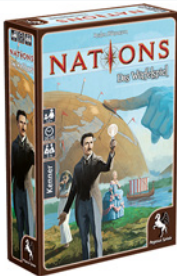
Version: de * Rules: de en * In-game text: yes

Deduction game for 3-10 players, ages 14+

Nations Das Würfelspiel

Designer: Rustan Håkansson
Publisher: Pegasus Spiele

1-4



In four rounds representing eras of history you develop your nation. You receive new dice from development and military, you build monuments and colonies for victory points and resources. At the start of each round progress tiles and events of the current era are displayed. In your turn you roll dice and then do actions: Repeat roll, buy progress tile or build wonder. When all have passed you collect and score books, famish and war and determine the turn order for next round based on strength symbols. After four rounds you score for colonies, developments, advisers and completed wonders.

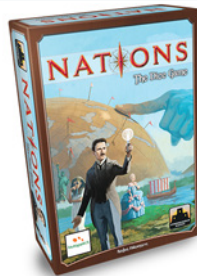
Version: multi * Rules: de en fr * In-game text: no

Dice game for 1-4 players, ages 14+

Nations The Dice Game

Designer: Rustan Håkansson
Publisher: Stronghold Games

1-4



In four rounds representing eras of history you develop your nation. You receive new dice from development and military, you build monuments and colonies for victory points and resources. At the start of each round progress tiles and events of the current era are displayed. In your turn, you roll dice and then do actions: Repeat roll, buy progress tile or build wonder. When all have passed you collect and score books, famish and war and determine the turn order for next round based on strength symbols. After four rounds you score for colonies, developments, advisers and completed wonders.

Version: en * Rules: de en fr * In-game text: no

Dice game for 1-4 players, ages 14+

Nations The Dice Game Unrest

Designers: Nina & Rustan Håkansson
Publisher: Stronghold Games

1-4



The first expansion for Nations The Dice Game introduces eight new nations on four double-sided player boards There are also new mechanism concepts: Greed dice carry one Unrest symbol; if it is rolled, you must either use your action to re-roll the Unrest symbol(s) or else set aside all dice with the symbol - Star Reroll works like Standard Reroll - Bonus tiles give you new goals for the round - Pass first tile gives you benefits. Otherwise, the mechanisms of the base game apply. For the solo variant, there is a new *Hall of Fame*.

Version: multi * Rules: en fr * In-game text: no

Expansion for Nations The Dice Game for 1-4 players, ages 14+

Navegador

Designer: Mac Gerdts
Publisher: PD-Verlag



The Portuguese colonial imperium must be expanded, players participate as clever trade dynasties - they discover sea regions, found colonies for sugar, gold and spice. They build factories, shipyards and churches and buy privileges, all this for victory points. The game has three phases; II and III are initiated by the discovery of sea regions. These yield new privileges and influence the sailing range of ships and costs for additional ships and workers. You choose your move in the rondell: Market, Builder, Sailing, Workers, Colonies, Privileges or Ships. After Phase III the game is scored.

Version: de * Rules: de en fr it nl * In-game text: no

Development game for 2-5 players, ages 12+

Nebel über Valskyrr Im Herzen des Schreckens

Designer: Blazej Kubacki
Publisher: NSKN Games / Asmodee

1-4



The expansion for *Nebel über Valskyrr* follows the mechanics of the core game. Heroes with their own deck fight their way, in a team, across locations full of monsters, on a variable board with randomly chosen enemies and encounters and help each other in skirmishes and against other events. If only one hero is eliminated from the team due to lack of cards, all have lost the game together. The expansion can be placed stand-alone or in combination with *Nebel über Valskyrr* and *Sand and Snow*: 1. Play Heroes, Quest Charter and Time Charter with Nightmare difficulty; 2. Resolve hero turns simultaneously; 3. Rules for Time Cards; 4. Customized Award deck.

Version: de * Rules: de en * In-game text: yes

Expansion for *Nebel über Valskyrr* for 1-4 players, ages 14+

Niagara

Designer: Thomas Liesching
Publisher: Zoch Verlag

8+



Everyone wants to mine for precious stones near Niagara Falls! Each player has two boats and some action tiles. In each turn you choose a tile and can then move each of your boats accordingly or influence the weather. When all tiles are implemented, the river is moved ahead according to the lowest number on the tiles played, modified by the weather indicator. Boats that fall over the waterfall must be bought back with stones. The first one to own four identical precious stones or any seven stones or one stone of each color wins the game.

Version: multi * Rules: de en fr nl pl * In-game text: no

Game of moves and acquisition for 3-5 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Nitro Glyxerol

Designers: Luca Borsa, Andrea Mainini
Publisher: Zoch Verlag

7+



The new miracle concoction Nitro Glyxerol must be mixed. In seven rounds you shuffle five color cards for a sequence of ingredients and then all shake their Myxxer to achieve this sequence in the target area. If you stop - even before the timer runs out - takes the lowest available stop card. Then the target areas are checked in ascending order of stop cards and you receive Glyx cards for correct ingredient positions. If you are checked later, you might get nothing. Stop card 1 earns you mouse crap, which must always be in front in the target area to allow you to score. After seven rounds you win with most points on your Glyx cards.
*Version: multi * Rules: de en fr it * In-game text: no*

Rattling and collecting game for 2-4 players, ages 7+

Njet!

Designer: Stefan Dorra
Publisher: iello



Two teams of varying members per round try to take tricks and thereby points. Players select a character and have Njet markers, cards are distributed evenly. In turn, you cover one symbol of your choice on the board - one case in each row must remain empty - this determines starting player, number of cards to discard, trump color and super trump color as well as value of a trick in the current round. Before the trick phase the starting player selects his team; for tricks, you must follow suit, but need not trick. Cards „1“ go to the opposing team as booty. Points of a round = Number of tricks + number of „1“s x trick value of the round.
*Version: de * Rules: cn de en fr hu it pl * In-game text: no*

Card game for 3-5 players, ages 10+

NMBR9

Designer: Peter Wichmann
Publisher: Abacusspiele

8+



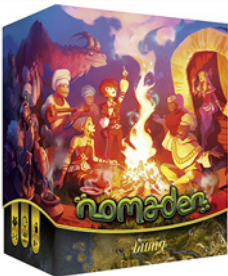
Number tiles 0 to 9 must be placed for points, adjacent or on top of each other; you play with your own display. In a turn one number card 069 is revealed. You take this tile and add it to the display: In the lowest level, with at least one side of a square adjacent to another tile; in higher levels, always across two tiles of the lower level, without covering of gaps or overreaching the lower level. You can place tiles at any time in any level. After 20 rounds, you score number x level - numbers in level 0 are always worth zero points! - and win with most points.
*Version: multi * Rules: de en * In-game text: no*

Tile placement game for 1-4 players, ages 8+

Nomaden

Designer: Gary Kim
Publisher: Asmodee / Ludonaute

8+



Part II in the series Legends of Luma. The explorers from Oh Captain, traveling with nomads, were confused and must now write down fragments of stories as legends. The active player selects: 1. Move and listen to stories, you distribute a stack including your own disc - one disc per case. Then all take the top tile of a stack next to a disc stack with their disc on top and keep a story or a joker, a moon is placed on a moon case. 2. Write down song or legend by discarding story tiles that you collected. Four moon parts on moon cases trigger a scoring - values of songs and legends minus unused story or joker tiles.
*Version: de * Rules: de en es fr * In-game text: no*

Placement and collecting game for 2-5 players, ages 8+

Nomads of Arabia

Designer: Kris Gould
Publisher: Wattslopaog



Players travel from town to town and catch wild animals to sell them at the markets; if you have most money to donate when the pilgrim reaches Mecca, wins. In a turn you move your Nomad and - depending on his destination - use Handlers to call or catch wild animals, relocate the desert or sell animals in towns. One step for the nomad is always free, the second steps costs you money for animals and a 3rd Handler. If you want to move as a Pilgrim, you discard all Handlers and all but two animals. Towns appear when you relocate the desert, but you now that Mecca is among the five final towns; when Mecca appears, the game ends.
*Version: en * Rules: en * In-game text: no*

Placement and collecting game for 3-6 players, ages 10+

Noria

Designer: Sophia Wagner
Publisher: Pegasus Spiele / Edition Spielwiese



Projects for Noria's future as paths and chambers at the City Hall. Knowledge shifts politicians in the chambers to change chamber values. You score for positions of your envoys on the paths for refining, settlement, exploration and research. For each path level, you pay with resources or goods. For actions - travel, resources, market, investments, production, city etc. - you activate discs in the active halves of three rings in your wheel. Phases of a turn are Wheel Changes (optional), Activation/Actions of up to three discs, Shifting and Removing of politicians and Administration with turning rings, take knowledge and integrating discs.
*Version: en * Rules: de en jp nl * In-game text: no*

Steampunk economics game for 2-4 players, ages 12+

Noria

Designer: Sophia Wagner
Publisher: Stronghold Games



Projects for Noria's future as paths and chambers at the City Hall. Knowledge shifts politicians in the chambers to change chamber values. You score for positions of your envoys on the paths for refining, settlement, exploration and research. For each path level, you pay with resources or goods. For actions - travel, resources, market, investments, production, city etc. - you activate discs in the active halves of three rings in your wheel. Phases of a turn are Wheel Changes (optional), Activation/Actions of up to three discs, Shifting and Removing of politicians and Administration with turning rings, take knowledge and integrating discs.
*Version: en * Rules: de en jp nl * In-game text: no*

Steampunk economics game for 2-4 players, ages 12+

Nostalg-o-mat

Designers: Pia Frey, Grischa Rodust
Publisher: MeterMorphosen



A collection of situations, definitions of persons concerned and statements on situations, listed in a three-part spiral binder, so that you can create any combination of those individual parts. The randomly created combinations of those 50 terms in each group provide a total of 125.000 triggers for nostalgic reminiscing and can be the basis for discussions and shared memories, memories on experiences, historic events and personal milestones. You will laugh, remember, doubt, ponder and learn a few unexpected things.
*Version: de * Rules: de * In-game text: no*

Communication game for 2 or more players, ages 14+

Not alone Exploration

Designer: Ghislain Masson
Publisher: Corax Games



As one hunted by the Creature you use location and survival cards; as the creature a Hunt card and the powers of Artemia. The hunted win if the rescue marker reaches the winning mark before the assimilation marker. *Exploration* introduces ten new locations, new Hunt and new Survival Cards. You replace some cards from the core game with new versions; location cards from base game and expansion can be combined any way you want. In phase 3, a hunted one selects the location secretly, if he has a choice of locations. Otherwise, the course of the game is the same, as are end-of-game and win-the-game conditions. Includes a Labyrinth variant.
*Version: de * Rules: de en es fr it nl pl * In-game text: yes*

Asymmetrical card game for 2-7 players, ages 10+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts


Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Not alone Exploration

Designer: Ghislain Masson
Publisher: Stronghold Games

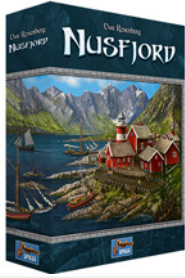


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Version: en * Rules: de en es fr it nl pl * In-game text: yes

Asymmetrical card game for 2-7 players, ages 10+

Nusfjord

Designer: Uwe Rosenberg
Publisher: Lookout Spiele




Fishing on the Lofoten islands - you develop the harbor and use three workers as well as boards for harbor, storage and Elders. Phases of a round are 1. Fishing - take fish and distribute them to Elders, your own shares with you and with others, reserve and general supply. 2. Work, three turns for placing a worker for gold, transfer reserves, serving fish, building, buying all shares or issue a share, forest actions, ship building, Elder actions and copying of an action. 3. Return home; you take back your workers. After three rounds, you score buildings and ships, issued shares and gold and deduct empty building spaces and unissued shares.
Version: de * Rules: de en * In-game text: yes

Development game for 1-5 players, ages 12+

Nusfjord

Designer: Uwe Rosenberg
Publisher: Mayfair Games



Fishing on the Lofoten islands - you develop the harbor and use three workers as well as boards for harbor, storage and Elders. Phases of a round are 1. Fishing - take fish and distribute them to Elders, your own shares with you and with others, reserve and general supply. 2. Work, three turns for placing a worker for gold, transfer reserves, serving fish, building, buying all shares or issue a share, forest actions, ship building, Elder actions and copying of an action. 3. Return home; you take back your workers. After three rounds, you score buildings and ships, issued shares and gold and deduct empty building spaces and unissued shares.
Version: en * Rules: de en * In-game text: yes

Development game for 1-5 players, ages 12+

Oh Captain!

Designer: Florian Sirix
Publisher: Asmodee / Ludonaute

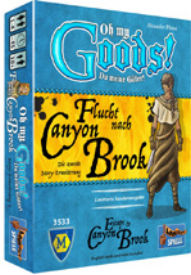


Part I of the series Legends of Luma. A kind monster saves castaways; in his cave, they find curious treasures. You are explorer or - passively - captain. As explorer, you can start a mutiny with more gold than the captain and become captain or be loyal and give him a coin; the you draw a loot card and report to the captain - truthfully or not. The captain decides on buying or using the item. If he allows using, you attack an explorer with the trait of that item who can accept or doubt, whoever is right, receives gold. When the nomads appear, you score items and various majorities.
Version: de * Rules: de en es fr it * In-game text: no

Bluff and collecting game for 3-6 players, ages 8+

Oh, my Goods! Flucht nach Canyon Brook

Designer: Alexander Pfister
Publisher: Lookout Spiele



The saga of Longsdale continues! You need the core game and cards from the first expansion, *Longsdale in Aufruhr*. If you want to play the story, you begin with chapter IV, or else with „All Inclusive“. A table in the rules lists the necessary event cards for a chapter. Rules changes: Newly hired assistants need not be assigned immediately; such unassigned assistants can only be placed at a building at the end of the round and you must keep at least one building free of assistants for placement of workers for Phase II. From chapter XI and in „All Inclusive“, assistants from the core game are out of play.
Version: multi * Rules: de en * In-game text: no

2nd expansion for Oh, my Goods! for 1-4 players, ages 10+

Ohne Furcht und Adel

Designer: Bruno Faidutti
Publisher: Hans im Glück



Eight mysterious personages compete for the most valuable buildings. In each round players choose different roles and decide whether to stock up on gold or draw a building card. You need buildings in hand and need gold to build them, that is, laying them down. The more a building costs to build, the more points it scores at the end of the game. In each round, players in turn, starting with the king, secretly choose one of eight characters for their special ability in influencing play - the Magician can switch hands, the Builder receives 2 buildings free and may put down 3 cards, the Assassin can neutralize a player!
Version: de * Rules: de en and many more * In-game text: yes

Card game for 2-7 players, ages 10+

OhwEi!

Publisher: Hasbro




Ten eggs can be opened and closed. For a game, you fill one egg less than there are players - the egg is opened, the bottom half is filled with water and the egg is closed again. Then you randomly distribute empty and full eggs in the egg box, in case of filled eggs the bottom half must sit in the box. The active player turns the spinner and you either press one or two eggs against your own head or squeeze it over another player's head or do nothing and the turn passes. You must pick up the egg that you touched first. If you snatched up an egg with water in it and get wet yourself, you are out of the game. The last in play wins.
Version: de * Rules: de * In-game text: no

Dexterity game for 2-4 players, ages 5+

Oilfield

Designer: Paco Yanez
Publisher: Abba Games




You are an oil tycoon in 1933 in Texas! You exploit oil fields and sell gas and oil. In a turn, you have a public and a private action - with leasing of land for exploitation, building drilling towers for resources, selling products in the local and national markets, investments at the stock market, etc. Public actions are selected by placing a worker, private ones by displaying face-down card. You can not change your mind about actions, but you can relinquish an action. When two oil fields are depleted, you win, after a final round, with most points from investment and sales, leases, full storage houses and most moneys.
Version: multi * Rules: en es * In-game text: no

Economics game for 2-5 players, ages 12+

Okiya

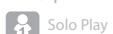
Designer: Bruno Cathala
Publisher: Pegasus Spiele



Power struggle of two Okiyas - Geisha houses - for the favor of the Emperor, with eight red and 8 black geishas as well as 16 tiles for the Imperial Garden. Garden tiles comprise four tiles each with the same plant and another trait - sun, flag, birds and rain. The garden tiles are displayed randomly; then you remove a tile and replace it with a Geisha, the tile that you take determines the rules for the tile that your opponent must take. You win a row of four of your own Geishas in the garden or with a square made up from four geishas or by blocking your opponent.
Version: de * Rules: de en fr nl * In-game text: no

Tile placement game for 2 players, ages 8+

Icon explanation



GABIS explanation on page 3

One of Us becomes an Evil God

Designer: Naobu
Publisher: AHC / Japon Brand



An Evil God will come! Which one? In the Pre-Descent phase, you work with character and insanity cards, use search cards for insanity levels of others and place, move and destroy items. After three Time Flow cards, the Evil God Revelation phase begins; who has the highest level of insanity becomes Evil God, all with values over 100 side with him. In the Evil God Descent phase, insanity, items and Fate cards decide, which of the Evil Gods appears. In der Show Down phase, all add all values from their character, item and fate cards, the faction with the highest total wins the fight Humans against Evil.

Version: multi * Rules: en jp * In-game text: yes

Card game for 4-8 players, ages 14+

Onitama

Designer: Shimpei Sato
Publisher: Pegasus Spiele



The game on the art of combat. You place your master on the temple case of your side of the board, the disciples to his left and right on the base line. Two movement cards are openly with players, another in the middle at the side of the board; its color mark determines the starting player. You select a card on display and move a piece as indicated; if the move ends on a case with an opposing piece, it is removed. The used card is put to the left, rotate it towards your opponent and take the right card for yourself. If you cannot move, you still switch cards. If you defeat the opposing master piece or put your piece on his starting case, you win.

Version: de * Rules: de en fr jp * In-game text: no

Placement game for 2 players, ages 10+

Onus!

Designers: Luis Álvaro Hernández, Alvar Sanz
Publisher: Abba Games



Rome vs Cathage. Various sets of rules cater to the demands of varying player strength - from beginner's rules with simplified mechanisms to optional advanced rules for more complexity and details. You can simulate historic battles or play your own scenario, based on points. The use of mercenaries is optional. Units have permanent traits or special traits that must be activated. Cards provide orders and events, their amount relates to the leader strength of the general. Turn phases are: activate units, movement, hand-to-hand combat, skirmish, melee, flee and end of turn.

Version: multi * Rules: en es * In-game text: yes

Conflict simulation for 1-4 players, ages 12+

Onus! Erweiterungen

Designer: Mattias Cazorla
Publisher: Abba Games



There are three expansions for the history-based conflict simulation game Onus! You can again play historic battles or your own scenarios, based on a point system:

Greeks & Persians introduces units for the Persian Wars, The wars Persians vs. Greeks and the Peloponnesian Wars Athens vs. Sparta. *Terrain & Fortresses* expands the game with terrain and with new rules for siege, incendiary weapons and more. The *Onus! Campaign Book* introduces campaigns for Hispania, the Persian Wars, The Greek Wars, the Rise of Macedonia, the Macedonian wars and the Gladiator Wars.

Version: multi * Rules: en es * In-game text: yes

Expansions for Onus! for 1-4 players, ages 12+

Origami

Designer: Christian Giove
Publisher: dV Giochi



Origami cards are grouped into of farm animals, sky, ocean, savannah and meadow. In a game, you use three of those groups and draw open cards until you have minimum ten folds. Four cards from the stack are displayed. The active player draws cards for maximum four folds or plays an Origami from his hands. Costs for playing are paid for with the exact number of folds from cards in hand. The Origami you played is placed into one of your two collections, and there can never be a balance of more than one card between both collections. Or you can use the special ability of one of your two top Origami - Instant Effect, Scoring or Special Action.

Version: en * Rules: en it * In-game text: yes

Card collecting game for 2-4 players, ages 8+

Orléans

Designer: Reiner Stockhausen
Publisher: dlp Games



France in the Middle Ages - in 18 rounds of seven phases you want to acquire commodities, coins and points from production, trade, development or social services: 1) reveal event 2) receive or pay money, in relation to the number of farmers. 3) draw minions for the market 4) place minions from the market on action spots, where always several minions are needed for an action 5) resolve activated action or pass 6) resolve event from 1) and 7) change of starting player. If you cannot pay when you should, you discard other items in the necessary amount. At the end you score coins, five different commodities, offices and citizen tiles.

Version: multi * Rules: de en * In-game text: no

Development game for 2-4 players, ages 12+

Orléans Handel & Intrigue

Designer: Reiner Stockhausen
Publisher: dlp Games



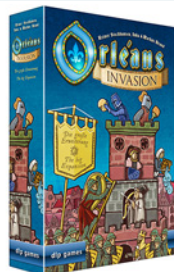
This second expansion for Orléans - *Handel & Intrigue* - expands the game with: *Orders* - Mercantile expeditions are new option for victory points and new strategies. *New Events* add a lot of variety to the base game, forcing you to adapt to the constant streams of challenges, benefits and restrictions. *New beneficial deeds* introduce completely new rewards, offering new paths and introducing more dynamics. *Intrigue* - intensifies interactions and offers way to mess with your opponents. *New location cards* are added to those of the core game, there are Brasserie, Merchant House and Sheep Farm.

Version: multi * Rules: de en * In-game text: no

Expansion for Orléans for 1-5 players, ages 12+

Orléans Invasion

Designer: Reiner Stockhausen
Publisher: dlp Games



France in medieval times - in 18 rounds of 7 phases each you acquire goods, coins and points with production, trade, development or social services. *Invasion* expands Orléans with: *Blütezeit* - Carpenter and buildings for victory points, a 5th player. *Die Invasion* demands joint defense. *Der Würdenträger* - a solitary player must assemble enough burghers. *Die Hauptstadt Vierzon* - A solitary player upgrades Vierzon to the capital. *Der Handelsreisende* - a solitary player travels cross-country as a merchant with important commodities. New Location cards can also be used in the base game.

Version: multi * Rules: de en * In-game text: no

Expansion for Orléans for 1-5 players, ages 12+

OtyS

Designer: Claude Luccini
Publisher: Pearl Games / Libellud / Asmodee



In a flooded world, divers of the OtyS colony search for useful resources. Divers have special traits, which you must assign to advantages for the colony. Oxygen is limited and equipment must be upgraded and with resources that you collect, you meet contracts, all for prestige. In your turn, you move a Key marker for effects of sponsor tiles and activating of divers and then set it aside, turned over, the diver surfaces. You can activate propellers and move divers or stop surfacing by using oxygen reserves. If someone has collected 18 prestige you win at the end of the round with most prestige.

Version: de * Rules: de en es fr it jp * In-game text: no

Collecting game for 2-4 players, ages 14+

Colour codes for target groups (Headline Colour)
■ For children + learning ■ With friends
■ For families ■ For experts

Colour codes for features (Bar in Evaluation box)
■ Chance ■ Strategy
■ Tactics ■ Creativity

■ Knowledge
■ Memory

■ Communication ■ Dexterity
■ Interaction ■ Action

GABIS explanation on page 3

Outburst!

Designer: Brian Hersch
Publisher: Hasbro



A game on vocabulary and associations, in two teams. The non-active team has card reader and timer. One player of the active team draws a card and reads out the category. The non-active team puts the card into the card reader, the active team calls out terms suitable to the category, e.g. Sandman for category Man. You need to find all ten answers given on the card within one minute. Each word found scores a point. A dice roll can give you a bonus for a certain word on the card, if you found it. You can also shunt the card, which must be used by the opposing team next round.

Version: de * Rules: de en * In-game text: yes

Word and association game for 2 or more players, ages 12+

Outlive

Designer: Gregory Oliver
Publisher: La Boite de Jeu



In the aftermath of a nuclear catastrophe, four tribes fight for being saved by Convoy, a secret organisation. In six turns = six days of three phases, you refill resources on the board at Dawn. In the Day phase, you place heroes of varying strength to collect resources, the number of their actions is equal to their strength. In the Night phase, you resolve events by discarding resources and manage your shelter with food for survivors, recruiting new tribe members, managing radioactivity, repairing equipment and building of new rooms. All those events earn you survival points.

Version: en * Rules: en es fr jp pl * In-game text: yes

Worker placement for 2-4 players, ages 14+

Paaranoia

Designers: James Ernest, Paul Peterson
Publisher: Amigo Spiele



In Paaranoia, there are cards numbered from 1 to 10, 1x1, 2x2, 3x3, and so on. At the start, you remove five cards and one card is on display in front of each player. The active player takes a card or passes; when he passes or is dealt a pair, the round ends and he scores penalty points: The lowest card in the displays of all players for passing or one card of a pair. Then you discard hand cards face-down and are dealt a new card to display. If you top a limit in relation to the number of players, you lose. Includes variants, "Viel hilft viel" with cards scoring positive, and "Eine Runde ausgeben" with only one round all in all.

Version: de * Rules: de en * In-game text: no

Card game for 2-8 players, ages 8+

Pacal's Rocket

Designer: Günter Burkhardt
Publisher: Piatnik



Pacal's Rocket picks up the myth of the Palenque grave stone; we build pyramids with our space ships. The number of players determines the size of the board; all space ships begin in the Sacred District. One player rolls for all, then all have a turn in turn; you lift your space ship, thus leaving energy cubes, and move it. Depending on the kind of movement you drop an energy cube into your own ship or also into that of another player. When your energy cubes form a distinct pattern on the board, you build a corresponding pyramid and score points. When the game end condition is met and after a final scoring you win with most points.

Version: multi * Rules: cz de en fr hu it pl sk * In-game text: no

Placement game for 2-5 players, ages 8+

Paititi

Designer: Walter Schranz
Publisher: Österreichisches Spiele Museum



You dig for the legendary treasure of Paititi. In your turn you choose; Draw excavation cards, place excavation cards for pickaxes, excavate or an artefact or mount an exhibition for victory points. To excavate an artifact you need as many pickaxes as shown on the card + the necessary amount of shovels from your hand. Shards are discarded and you draw two excavation cards. Artifacts you set aside; if you at least two of them you can mount exhibitions according to a chosen card, other players can participate. When the end of the game has been triggered by the stop card you score remaining artifact cards and win with most points.

Version: de * Rules: de en * In-game text: no

Card game for 2-4 players, ages 8+

Paku Paku

Designer: Antoine Bauza
Publisher: Ravensburger



Which Panda is as deft as he is hungry and collects the fewest penalty points? All roll simultaneously: The Happy Panda is passed to your neighbor; for a Red Stack, you stack a piece of china on the table or the stack; for 1 or 2, nothing happens. If you passed a Panda and still hold dice, you roll them again and resolve them. If someone calls Paku Stop, because you hold X numbers, depending on the number of players, or topple a stack, you roll all your dice and collect the resulting penalty points. Then a new round with an empty table and redistributed dice begins. If someone has collected 10 penalty points, you win with fewest penalty points.

Version: de * Rules: de * In-game text: no

Dice and stacking game for 2-8 players, ages 8+

Panda

Designer: Peter Szollosi
Publisher: Piatnik



Monkey, tiger, crocodile and panda cause problems in the palace and for the dragons, too. 52 number cards 1-13, 4 dragon cards and 4 animal cards are shuffled, you hold eight cards. In a trick, you play one card - or two identical ones, always higher than all previous ones, or else your lowest card; in case of identical values the color decides. Dragons beat numbers, animals beat dragons, animals have special abilities. Six tricks are taken by highest dragon or highest animal; the 7th trick is taken by the highest number. If you win it or played animals for it, you score. After 12 rounds or if someone has 222 points, you win with fewest points.

Version: multi * Rules: cz de fr hu it pl sk * In-game text: no

Trick-taking game for 3-6 players, ages 8+

Icon explanation



Pandemic Legacy Season 2

Designers: Matt Leacock, Rob Daviau
Publisher: Asmodee / Z-Man Games



The second Legacy edition of Pandemic. The task this time is, to reestablish supply lines and to start the rebuilding; with the established mechanism from Pandemic you find new components, explore regions outside the network and stumble on secrets. Due to the Legacy mechanism, the game changes irrevocably, so that each game and each copy of the game is unique - stickers introduce positive and negative changes. Season 2 is, as was Season 1, available in two graphically different boxes with identical content.

Version: en * Rules: de en * In-game text: yes

Second Legacy version of Pandemic for 2-4 players, ages 13+

Pandemic: Steigende Flut

Designers: Jeroen Doumen, Matt Leacock
Publisher: Z-Man Games / Asmodee



In this edition, the danger is not posed by a virus or an epidemic, but by water. The Netherlands are threatened by floods and might go under, players are tasked with avoiding this. They build dams to regulate the influx, construct harbors to facilitate travel and build windmills to remove water from flooded terrain. As usual, players must cooperate to cope with the increasing danger, in this case rising waters. Final goal is the construction of four hydraulic facilities that will guarantee safety for generations.

Version: de * Rules: de en * In-game text: yes

Version of Pandemic for 2-5 players, ages 8+

GABIS explanation on page 3



PERDITION'S MOUTH - ABYSSAL RIFT -

REVISED EDITION



KICK
STARTER

Kickstarter 21st October

Why should I back now?

The unique Perdition's Mouth experience comes with about five kilos of premium components.

With the Revised edition you will also get:

- 1 new hero (total of 7 heroes in the box)
- Updated rulebook, cards, maps and scenarios.
- 2 new maps (total of 10 maps on individual boards in the box)

Stretch goals!

- New miniatures
- New scenarios
- Coloured shields
- New language localisations (German, Italian, French, Spanish, Chinese)
- And plenty of optional add-ons to choose from!

\$99 USD retail copy of Perdition's Mouth: Abyssal Rift revised edition
\$29 USD upgrade pack for existing owners of the game

"I haven't been this enthralled by an unboxing since Kingdom Death: Monster" - *repairmanjack, BGG*

"It's far different from any other dungeon crawl game that I have played and in a crowded genre, I think that's welcome."
- *kevinruns262, BGG*

"Wow! While Gloomhaven is getting all the glory, this unique dungeon crawl seems to have snuck in under the radar. Great euro-style mechanisms (rondel "action" wheels, hand management) underlying a story-driven campaign... The miniatures are absolutely gorgeous, the theme is suitably dark for a dungeon filled with cultists attempting to raise a demon, and the rulebook is quite well written... I am glad I jumped on this." - *reverendunclebastard, BGG*

"If you want something truly different, something that stands apart from the pack and offers a wild and uncertain ride, then open your arms and prepare to be swallowed by Perdition's Mouth." - *Charlie Theel, Geek & Sundry*

"I want to throw some sincere thanks in the direction of this company and it's customer service... If you've been eye-balling this title and been on the fence, please take the plunge. The parts are high quality and the system isn't like the usual fair..." - *LucasKain, BGG*

"The rondel captures the feel in a way that other mechanisms cannot... at the end of this game, you're going to feel like you're John McClane at the end of the first Die Hard... it's chock-a-block with brilliant, new, fresh ideas... a really wonderful experience." - *Rahdo*



1-6



1-2



Age 12+

Players Hours

HORROR THEMES

Perditionsmouth.com

Follow our tour around
European gaming conventions!
<https://ddptour.blogspot.com>

Next game in the pipeline!



January 20th 2018!



DRAGON DAWN
PRODUCTIONS

Paper Tales

Designer: Masato Useugi

Publisher: Catch Up Games / Blackrock Games



Once upon a time, the world was full of heroic fights and fantastic creatures. You collect legends points to rewrite history in your favor. You have cards for your kingdom on display and develop it by using units and constructing buildings. War, building and card abilities win you legends points. Each of the four rounds comprises phases, simultaneously played by all: Recruiting units by drafting, deployment of maximum four units, wars fought by comparing values of units in the front row, income from buildings and cards, construction/building with resources from cards and aging of units.

Version: en * Rules: en fr * In-game text: yes

Card game for 2-5 players, ages 12+

Party & Co Junior

Publisher: Jumbo



In teams of two players you select a marker, and in your turn roll the die and move. On a task case, you resolve the task of the category; on a dice case you roll again and move. You always move forward, never back. Five categories are: Green - Drawing of persons, items or animals; Yellow - Miming and gestures for acts, professions or persons; Orange - hum songs, make noises; Purple - forbidden word, you define items without them; Blue - question & answer. Players alternate to resolve tasks within 30 seconds. The first team to reach the finish, wins; an exact dice roll is not necessary.

Version: de * Rules: de * In-game text: yes

Party game for 3-20 players, ages 8-13

Party & Co Original

Publisher: Jumbo



Players form teams, select a phonograph piece and take one scoring chip per color. You roll a die and must resolve the task in the category of the case you reach. On main category cases, you put the color chip on your phonograph if you master the task. For each category, there are requirements for correct resolving. Categories are Red - brand names; Blue - gestures and sounds; Yellow - Question & Answer; Green - Drawing, of items, locations and animals; Purple - forbidden word, with names of real and fictitious persons. When a team has collected all chips for the phonograph and masters a task on the central logo case, it has won the game.

Version: de * Rules: de * In-game text: yes

Party game for 3-20 players, ages 13+

Pecunia non olet

Designers: Christian Fiore and Knut Happel

Publisher: Noris Spiele



Players run latrines in ancient Rome and entice affluent customers into their own and send tightfisted ones to the competition who also get the long-sitters! You also have to comply with seating preferences - senators not next to slaves and two women might share a latrine. You play the phases of Round counter removal for dwelling time, cash money for Romans who are done and removing them, filling the latrine from the waiting queue and draw action cards; those cards can be played any time in your turn. Whoever earns 20-30 Sestertii first, in relation to the number of players, wins. New edition includes five expansion modules.

Version: de * Rules: de * In-game text: yes

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

Perdition's Mouth: Abyssal Rift

Designers: T. Multamäki, K. Wilson, T. Klausner

Publisher: Dragon Dawn Productions



In the desecrated ruins of a dwarven city heroes must stop an evil cult summoning a Demon. In a round each hero has a turn, monsters have a joint turn. You choose one of eight actions on the wheel. Spaces on the wheel are limited, so you need to discuss the selection prudently. With your deck of cards you can support your own actions or those of other players. You can play the levels separately or consecutively. Between levels heroes regenerate, treasures are kept and can be swapped among heroes. Heroes win when the Demon has been annihilated and at least one hero is alive and leaves the dungeon.

Version: en * Rules: en * In-game text: yes

Fantasy adventure game for 1-6 players, ages 14+

Perdition's Mouth: Traitor Guard

Designers: T. Multamäki, K. Wilson, T. Klausner

Publisher: Dragon Dawn Productions



In the desecrated ruins of a dwarven city heroes must stop an evil cult summoning a Demon. In a round, each hero has a turn, monsters have a joint turn. You choose one of eight actions on the wheel. Spaces on the wheel are limited, so you need to discuss the selection prudently. With your deck of cards, you can support your own actions or those of other players. Traitor Guard introduces Brother Örn, a fallen Guard assisting the heroes, plus two alternative scenarios for Perdition's Mouth: Abyssal Rift that can be played stand-alone or as part of the campaign. New features are Flammable, Burning, Empty Barrel, Exit Markers, Detritus, Plank or Booster Treasures etc.

Version: en * Rules: en * In-game text: yes

Expansion for Perdition's Mouth for 1-6 players, ages 14+

Perfect Hotel

Designer: Hiroshi Kawamura

Publisher: Jugame Studio / Japon Brand



The perfect hotel is on demand, but you must not miss the optimum moment for construction! You have two cards; bonus cards are displayed. In your turn, you can research or build - if you research, you draw two cards and place one card into the respective row of the general display. If you build, you place sets of more than two cards, formed from cards in hand and from the display, as top row into your hotel. Tourist cards are jokers, but give penalty points at the end. When the draw pile is empty, you score cards per set, cards in the annex, majorities in card types and bonuses from completed bonus cards minus tourist groups.

Version: multi * Rules: en jp + de fr * In-game text: no

Set collecting game for 2-4 players, ages 14+

Perfektion

Publisher: Hasbro



A board with a timer unit has indentions for 25 geometric shapes. In your turn, you shuffle the shapes and set them out with their handles pointing up. The switch on the board is set to "stop"; te timer is set to 0 and the so-called Plopp Plate is pressed down. Now you set the switch to "start" and the active player places the shapes into the board. If you manage to place all shapes before the timer runs down, you note your time, that the other players must now beat. If you do not manage to place all shapes within 60 second, the plate pops up and ejects the shapes.

Version: de * Rules: de en * In-game text: no

Shape assignment game for 1 or more players, ages 5+

Perplexus

Publisher: Spin Master



Perplexus is a clear plastic ball with a futuristic, colorful interior, the dexterity game of the computer age! Aim of the game is, on the one hand, to master the three difficulty levels in the given time frame and, on the other hand, to play each level as fast as you can to score most points. The marble must cover a given distance; each section of the track has its own obstacles, and all demand concentration and spatial thinking.

Version: de * Rules: de * In-game text: no

Dexterity game for 1 player, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Perplexus Rookie

Publisher: Spin Master



The Rookie version of Perplexus is the easiest version of the game, the introductory version to meet surprising challenges. The little steel marble inside the clear plastic globe with colored obstacles must be moved over 75 barriers to the end of the track. To move the marble you tilt, twist or turn the big globe. The barriers have interesting and challenging names like „Scary Stairs“ or „Terrible Tube“ and „Iglloo“ and offer those challenges in an attractive and enticing way while training hand-eye coordination, motor skills and spatial thinking.

Version: de * Rules: de en * In-game text: no

Dexterity game for 1 player, ages 8+

Pfannen-Pannen

Designer: Frank Bebenroth
Publisher: HUCH!



Three pans for each player sit at the edge of the table, handles extruding and you have three double-sided meal tiles in your pans. Cards for orders and mishaps are shuffled and stacked. The top card is revealed and all play simultaneously to arrange the depicted meals in correct sequence. You can interchange pans and/or turn over the tile by using the pan to throw the tile up into the air to flip it and catching it again. After flipping, the tile must be completely inside the pan again. If you are done first, you get the card. For a mishap card you must be first to find the meal your pan which is showing this mishap.

Version: multi * Rules: de en es fr nl * In-game text: no

Dexterity game for 2-4 players, ages 6+

Pfau ziehen

Designer: Martin Nedergaard Andersen
Publisher: moses. Verlag



You need to offer luxuries to the peacock to make him join you and play cards for this. You have cards 1-7 in your color and draw five of them for your hand. The Peacock starts in the middle of the board. All play a card face-down and reveal it simultaneously. If you played the highest card and the peacock is in the middle or on a peacock eye of your own color, you move its marker one step outwards. If you played the highest card and the peacock is on another color, you move its marker along the footprints to your color. Cards of the same value cancel each other out. If you manage to move the peacock to your outmost peacock eye, you win.

Version: de * Rules: de * In-game text: no

Card game for 2-5 players, ages 6+

Pie Face!

Publisher: Hasbro



The „sling-something-in-my-face“-machine is assembled and you can load the „hand“ with a wet sponge or some whipped cream. Then in turn you use the spinner - the it points to the number that tells you how often you have to turn the handles on the machine. If you manage to turn them as often as indicated without being „pie-faced“ by sponge or whipped cream, scores double the turns for points. If you are „pie-faced“ you do not score. You can also announce that you will turn the handle fewer times than indicated; if you do so and are not „pie-faced“ you score the number of your handle turns. Whoever collects 25 points first, wins.

Version: de * Rules: de en * In-game text: no

Action game for 2 or more players, ages 5+

Pie Face Duell!

Publisher: Hasbro



The „sling-something-in-my-face“-machine is assembled and you can load the „hand“ with a wet sponge or some whipped cream. This version of the game offers a duel between two heads! Each player puts his head into one of the frames and then tries to push his button as quickly as possible to activate the hand on the sling-arm and then to move the arm as quickly and as near to the opponent's face as possible. When the arm gets too near to a face, the spring is triggered and the sponge or cream land in the player's face. Whoever is not hit, wins the duel!

Version: de * Rules: de en * In-game text: no

Action game for 2 players, ages 5+

Pie Face Wolkenkatscher!

Publisher: Hasbro



In this version, the „hit you in the face“ machine is a version of „hau den Lukas“- one player stands behind the machine with his face in the opening, the sling hand is positioned and made ready by pressing it down. Then you load it with spray foam and the active player rotates the spinner - the color indicates the level of difficulty and the number tells you how often you can hit. The slide at the base is set to the color on the spinner and then the active player hits the base plate with the hammer - if the plate makes it to the top the foam is slung into the face of the standing player and the active player scores a point

Version: de * Rules: de en * In-game text: no

Action game for 2 or more players, ages 5+

Pig 10

Designer: Ayelet Pnueli
Publisher: Zoch Verlag



Everyone receives three cards; the remaining cards form the draw stack. You play a card on the discard stack and name the new stack value of old stack value + new card. Then you draw a card. When the stack value reaches exactly 10, you call „Pig 10“, take the stack and set it down before you. When the value is higher than 10, your right neighbor gets the stack. The mermaid card of value 5 you can add or subtract. A second identical card can be added or the value can be taken as new stack value. The frog card sets the stack value to 0. When all cards are played, you win with most cards.

Version: multi * Rules: de en fr it * In-game text: no

Card game on numbers for 2-8 players, ages 6+

Pinguluu

Publisher: Blue Orange Games / Asmodee



Penguins search hidden eggs! Each penguin is equipped with an egg, placed in the middle and all are shuffled. The active player rolls two dice and has two tries to find eggs corresponding to the dice results. For each try you lift one penguin. If you don't find something suitable, your turn passes to the next player. If you did find one or two suitable eggs, you place the respective penguin - with his egg - on his floe. You may also search penguins on floes of other players! If you are first to collect six penguins or have the most penguins when all have been taken from the middle, you win!

Version: de * Rules: cn de en es fr pl * In-game text: no

Search and memo game for 2-4 players, ages 4+

Pioneers

Designer: Emanuele Ornella
Publisher: Queen Games



North America is being settled; you transport pioneers in coaches and settle them in towns. The profession of each pioneer determines the town where he can settle, as each town needs each profession only once. For transport, you can build roads and earn money for their use by other players. Phases of a turn: Income, Acquisition of roads or caches, Move and settle including permanent and instant special actions, and settling an opposing pioneer. If you can place all pioneers in a coach in towns, you receive money and victory points. You also score for connecting towns with your own road network.

Version: multi * Rules: de en fr * In-game text: no

Logistics game for 2-4 players, ages 8+

Colour codes for target groups (Headline Colour)
For children + learning (yellow) For families (green) For experts (dark green)

Colour codes for features (Bar in Evaluation box)
Chance (purple) Tactics (light blue) Strategy (dark blue) Creativity (blue) Knowledge (yellow) Memory (orange)

GABIS explanation on page 3
Communication (red) Interaction (brown) Dexterity (light green) Action (dark green)

Pipi Party

Publisher: Hasbro



Watery action out of the toilet bowl! A „real“ toilet bowl is assembled and filled with water according to instructions. If you are the active player, you turn the toilet paper roll and must then flush the toilet as often as the arrow on the toilet paper roll indicates. If you only hear the noise of flushing and are not hit by a jet of water, you are still in play and the next player becomes the active player. But if you are hit by a jet of water from the toilet bowl, you were unlucky and are out of play. The last one in play wins!

Version: de * Rules: de * In-game text: no

Action game for 2 or more players, ages 4+

Pit Crew

Designer: Geoff Engelstein
Publisher: Stronghold Games



After a preparation phase, all play cards in the Pit Crew phase, as fast as possible, at positions at their Car Mat (4x tire, tank, engine, discard) to meet the requirements of the respective positions. When Cap cards are on all positions, the team can take a die, roll it and move the card one step on the track for each 6. When a crew cannot take a die, the Race phase begins instantly and each crew checks the cards at their Car Mat - for mistakes, the opposing crews move their car, for a bonus for a perfect position you move your own car on the track. After three rounds, the car in first place, or with the most laps driven, wins.

Version: en * Rules: en * In-game text: no

Race game for 2-9 players, ages 8+

Pixbox

Designer: Klaus Altenburger
Publisher: Piatnik



Transparent cards showing shapes of blue squares must be - in your mind - combined to the red shapes depicted on task cards. For a round, eight Pix cards are displayed and the rest stack is covered. Using the cards displayed, all try simultaneously to form the top shape of the task card pile. If you have a solution, you call „Pixbox“, take the involved cards and form the shape - squares on separate cards may NOT overlap! The correct solution wins you the card, for a wrong one you discard a card. Used Pix cards are set aside. When all have been used, you win with most cards.

Version: multi * Rules: cz de en fr hu it pl sk * In-game text: no

Geometric puzzle for 2-6 players, ages 8+

Pizza Diavolo

Designer: Inon Kohn
Publisher: HUCH!



Double-sided, clear cards show pizza slices with varying toppings - mushrooms, pepperoni, bell peppers, olives or cheese only. 54 puzzles in four levels of difficulty provide pizza orders, listing the cards that you need to use and telling you which side of the cards must be upside when you place them. Cards must be placed in correct sequence and rotation, to form a complete round pizza of eight slices with the correct ingredients, for instance 1x only cheese, 3x olives and 3x mushrooms. The top visible ingredient is valid. Solutions are provided. Series logicus.

Version: multi * Rules: de en fr it nl pl * In-game text: no

Logic puzzle for 1 player, ages 7+

Port Royal Das Abenteuer beginnt

Designer: Alexander Pfister
Publisher: Pegasus Spiele



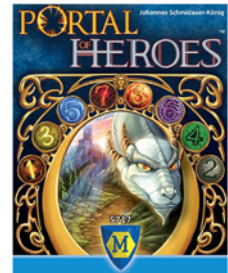
Port Royal, played in episodes as a campaign; each game represents an episode, played with the rules of the core game. New features are events and Ares ships as a new color with items. The active player reveals the top event card as his first move, events are resolved and put underneath the stack; stories are read and are then displayed as tasks and give a clue for the next one. For tasks, you discard crossed-out symbols, other symbols you must own, and completed tasks are marked. A competitive game is won with 12 seals and 12 goblets, a cooperative one when card 9 has been completed.

Version: de * Rules: de en * In-game text: yes

Expansion for Port Royal for 1-4 players, ages 8+

Portal of Heroes

Designer: Johannes Schmidauer-König
Publisher: Mayfair Games



Twelve or ore power points make you the Chosen One to save Molthar. Four pearl cards and two character cards are on display. The active player has three actions from four options: Take a pearl card, replace all pearl cards, put a character card on his portal - maximum two cards - or activate a character. To activate a character you must play the combination of pearl cards stated on the character card. Activated characters leave the portal and give you power points, diamonds or special abilities. When someone has twelve power points on activated characters, you win at the end of a final round with most power points.

Version: de * Rules: cn de en es fr kr * In-game text: no

Card game for 2-5 players, ages 10+

Portal of Morth

Designers: Buster Lehn, Manuel Muñoz, Francisco Ruiz
Publisher: Abba Games



As an inhabitant of Sylth, you try to avoid the invasion of Lord Morth's army. You defend a region crossed by paths and must eliminate all enemies on them, before they cross the borders. Enemies appear in waves, one per player and round, comprising phases: Lord Morth - you roll dice to determine arriving enemies and position of the portal; Portal - change portal position using gold, position enemies on paths; Heroes - move characters and attack with them; Attack - enemies advance; if an enemy can move out of a player board, the player takes damage. After five rounds, you win with fewest damage.

Version: multi * Rules: en es * In-game text: no

Conflict game with dice for 1-4 players, ages 12+

Potato Man

Designers: Günter Burkhardt, Wolfgang Lehmann
Publisher: Zoch Verlag



The game comprises potato cards in four colors plus Evil Potato on some high cards and potato man of some low ones. In turn you play a card - each color can only be present in a trick once, the highest card played wins the trick; in case of a tie the card played last wins and in a trick containing Evil Potato and Potato Man wins. A trick you won earns you a corresponding sack card. If you cannot adhere to the color rule, the round ends instantly, otherwise after the last trick was played. You count potato sacks on your sack cards and note their total. After four such rounds you win with the highest total of potato bags.

Version: multi * Rules: de en fr it * In-game text: no

Trick-taking card game for 2-5 players, ages 10+

Potion Explosion

Designers: Stefano Castelli, Andrea Crepi, Lorenzo Silva
Publisher: Horrible Games / Asmodee



Final exam at the Magicians Academy, topic is potions. You take ingredients from the dispenser, can cause explosions and use potions already brewed. In each round you take an ingredient marble from the dispenser and hope to make marbles of the same color collide so that they explode and you can take them, too. Each potion demands four to seven ingredients according to the holes in the ingredient cards. If you brew three potions with the same effect or five potions with different effects, you earn an ability marker worth four points. Potions that you drink influence ingredients. When enough marker were handed out, you win at the end of the round with most points.

Version: de * Rules: de en * In-game text: no

Collecting game for 2-4 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Potion Explosion Die fünfte Zutat

Designers: Stefano Castelli, Andrea Crepi, Lorenzo Silva
Publisher: Horrible Games / Asmodee

8+



Final exam at the Magicians Academy, topic is potions. You take ingredients from the dispenser, can cause explosions and use potions already brewed. In each round, you take an ingredient marble from the dispenser and hope to make marbles of the same color collide so that they explode and you can take them, too. *Die fünfte Zutat* introduces new potion bottles and Lob- and Tadelmarker for bonus or penalty points. Geisterkessel-Tafel and Magische Murneln enable you to change the composition of ingredients in the dispenser, trigger longer chain reactions or produce more potions. Professor tiles change the basic rules of the game.

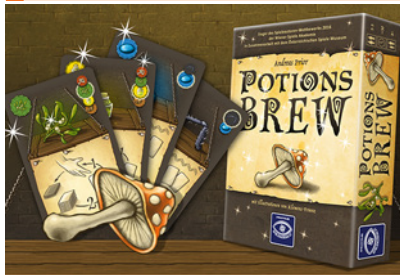
Version: de * Rules: de en * In-game text: no

Expansion for Potion Explosion for 2-4 players, ages 8+

Potions Brew

Designer: Andreas Prior
Publisher: Österreichisches Spiele Museum

8+



Witches brew potions and need ingredients and suitable mixing ratios. Each witch has four ingredients, six recipes are on display and one card begins – ingredient side up – the discard pile. You draw two cards, discard one and take the other one up. Then you can place cards for recipe ingredients. The current top card in a recipe states the currently valid rule for collecting ingredients. You can work on five recipes at the same time and can also re-arrange ingredients. When you have collected the exact ingredients for a recipe, you brew, discard the ingredients and take the recipe card, your amulet charges. If it arrives at 48 points, you win!

Version: de * Rules: de * In-game text: no

Card collecting game for 3-5 players, ages 8+

Prank of the Fox

Designer: Masao Fukase
Publisher: Miyabi / Japon Brand

2



Hungry foxes want to steal inari-sushi from farmers. You randomly put one fox and one farmer back to back into a card sleeve. The Fox player shuffles the sleeves, fox side up and holds it out, farmer side to the Farmer, who draws five cards - the rest is set aside. The farmer aligns the card openly at his discretion and shows the fox side one by one to the fox player - he does not see it - and asks him if he wants to "prank". If yes - he can do it two times - he displays the card fox-side up. The effect of the card is resolved. If, afterwards, you have the combat chip at your side, you win sushi chip.

Version: jp * Rules: en jp * In-game text: no

Card game for 2 players, ages 10+

Probieren oder Verlieren

Publisher: Hasbro

8+



Four chips are your goal, but to win one you might have to drink cocoa with orange juice. Players select six beverages - all must agree on them and know what is used, don't forget to check for allergies - and fill every cup from the container behind it. Then the active player spins the wheel and follows instructions: Drink the indicated cup - pour the content of one cup into another - salute another player and drink from the cup that was chosen by the other player and he drinks from your choice - select a player who must drink. If you must drink and don't dare to drink, you hand a chip to the active player; if you drink, you receive a chip.

Version: de * Rules: de en * In-game text: no

Drinking game for 2-6 players, ages 8+

Pulsar 2849

Designer: Vladimír Suchý
Publisher: Czech Games Edition



A thousand years after the gold rush, mankind uses energy from a pulsar for the first star gate. Eight rounds have three phases: 1. Dice phase - someone rolls 7 or 0 dice depending on the number of players and sorts them by values. Players in turn select dice, their choice influences the initiative and technology tracks. 2. In the Action phase you use the two selected dice for an action of that value: fly the ship, develop pulsar, expand energy megastar, patent technology, complete project at headquarters or buy dice modification. 3. In the scoring phase, you receive technology cubes and points.

Version: en * Rules: en * In-game text: no

Development game with dice for 2-4 players, ages 14+

Pummeleinhorn Der Kekfe Marathon

Designer: Reiner Knizia
Publisher: Pegasus Spiele

6+



Pummel wants to go running and needs cookies for sustenance. Cookie cards in relation to the number of players are laid out in a circle, separated by player pawns, remaining cards are spread face-down. If you have Pummel in your row of cards, you roll the die and, for a number result, move him as many cards in the direction he faces; the card that he reaches is put face-down in the middle and Pummel is placed in the gap. For an arrow result, you turn Pummel around and roll again; if you rolled the card symbol, you place a face-down card from the middle into your row. If someone puts his last row card in the middle, you win with most cookies on your remaining cards.

Version: de * Rules: de * In-game text: no

Move & memo game for 2-5 players, ages 6+

Pünct

Designer: Kris Burm
Publisher: HUCH!

2



Game #6 in the GIPF project; players try to be the first to connect opposing sides of the board. Each player starts with 18 pieces of different shapes, each piece has three indentions. One indention, the Pünct, is specially marked, it determines the direction for moving a piece. You can introduce a new piece to the board or move a piece on the board, also on top of other pieces. When topping pieces, the Pünct must rest on one of your own pieces and the rest can rest on any piece, also opposing ones, but the pieces must be on the same level and rest and the newly placed one must sit solidly without wobbling.

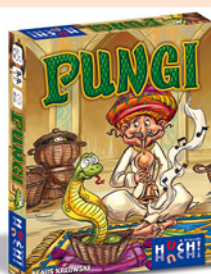
Version: multi * Rules: de en es fr it nl pl * In-game text: no

Abstract placement game for 2 players, ages 13+

Pungi

Designer: Klaus Kreowski
Publisher: HUCH!

8+



Catch valuable snakes! In a round, you hold five animal cards; as many snakes as there are players are displayed. All players in turn lay down one face-down animal card, if a type is laid out most often, it takes precedence. Now cards are revealed and you take snake cards in sequence of precedence and number values of animals played. If there are not enough snakes for display for a round, you score collected cards - the game is scored - each snake charmer turns one negative snake into a positive one, BUT if you have no negative snake, it turns a positive one into a negative one. After as many rounds as there are players, you win with most points.

Version: multi * Rules: de en fr nl * In-game text: no

Card game for 3-5 players, ages 8+

Push a Monster

Designers: Wolfgang Dirscherl, Manfred Reindl
Publisher: Queen Games

5+



All monsters want to get into the arena; seven of them are already there at the start of the game. The active player rolls the die and takes the respective monster, or, for a question mark, the most frequent monster in stock, and places it on the big slide. Then he tries to get the monster into the arena, using both slides by pushing, sliding or turning monsters already there. Those monsters may also exceed the edge of the arena, which the current monster must not do! If a monster drops off, all other players receive a tile of this monster. When someone rolls a monster no longer in stock, you win with the longest row of monsters.

Version: multi * Rules: de en fr * In-game text: no

Dexterity game for 2-4 players, ages 5+

Colour codes for target groups (Headline Colour)
For children + learning
For families
With friends
For experts

Colour codes for features (Bar in Evaluation box)
Chance
Tactics
Strategy
Creativity

Knowledge
Memory

GABIS explanation on page 3
Communication
Interaction
Dexterity
Action

Pyramid of the Sun

Designer: Frédéric Moyersoen
Publisher: Strawberry Studio

8+



Pyramid construction in Teotihuacan. The active player has one action: Draw cards - two cards from one or both decks, then discard cards down to five in hand, or play any number of cards and score for points or use special abilities. Cards are placed on top of two cards of the row underneath; corner elements only at the end of rows, the top element only on top, standard segments anywhere. You score the lowest value, either card value or value of the level in which the card was placed. Corner elements score double points, the top element triple points. Adjacent symbols either give you a card or points for the number of symbols.

Version: en * Rules: en * In-game text: no

Placement game for 2-5 players, ages 8+

Pyramids

Designers: Matthew Dunstan, Brett J. Gilbert
Publisher: iello

10+



Fame for an Egyptian dynasty for the best necropolis! God Tiles with building requirements are on display. Phases of a round are: 1. Fill quarry - one pair of building cards per player is laid out. 2. Select God Tile - they determine the turn order for phase 3 and possible buildings. 3. Select a pair of building cards and immediately build into Necropolis - one card per building and turn; you must put a card into the pyramid and may place one for obelisk or tomb. Placed cards cannot be rearranged or removed. 4. End of round. After ten rounds, you score buildings and glyphs in correctly assigned buildings.

Version: de * Rules: de en fr * In-game text: no

Building game for 2-5 players, ages 10+

Quack Quack

Publisher: Noris Spiele

4+



The little ducklings want to collect eggs and take them to their nest; ducks and drakes want to prevent this. The pond with a water lily leaf in the middle is set up and 20 eggs are placed in holes. You don the head band and try to use the duck at its end to collect as many eggs as possible, as quickly as you can. If you took up an egg with your duck, you move the duck over your nest and place the egg in the nest with your hand. In a variant, you try to be first to get all eggs of your own color out of the pond, regardless of the nest in which they end up.

Version: de * Rules: de * In-game text: no

Collecting and dexterity game for 2-4 players, ages 4+

Quatro Flash

Designer: Roland Baumann
Publisher: Gerhards Spiel und Design

8+



A game whose standard spans the challenging strategy game for two as well as a family game about concentration and spatial thinking. You have 20 pieces of one color and the board necessary for the number of players is prepared by covering unused spots with white pieces. Whoever is first to form a Quatro Flash, that is, a sequence of four pieces horizontally, vertically or diagonally, wins. The active player puts a piece on a free spot or on top of another piece, maximum six pieces in a stack. In a game of two you play with two colors and cannot put both colors on top of each other on a stack.

Version: de * Rules: de * In-game text: no

Stacking game for 2-5 players, ages 8+

Queendomino

Designer: Bruno Cathala
Publisher: Pegasus Spiele

8+



Kingdomino with Queen and new features! The basic rules apply, new are money, a new landscape type Building Site, Towers and Queen as well as Knights, Dragon and Building tiles plus board. If you place a building site, you can pay money to cover it with a building from the board, for towers, knights and victory points. One or two knights can be placed on a newly placed tile to collect tax. The Dragon can be bribed with money to destroy a building on the board. A majority of towers gives you the Queen, she reduces building costs and, at the end of the game, provides one additional crown in your largest area. Can be combined with Kingdomino.

Version: de * Rules: de * In-game text: no

Tile placement game for 2-4 players, ages 8+

Queen's Architect

Designer: Volker Schächtele
Publisher: Queen Games



As an architect you recommend yourself and your craftsmen to the queen by new buildings, repairs and working in the fields. Craftsmen are placed at the action star, their current efficiency determines approval and coins for buildings. You relocate your architect by one to three steps on the star and implement the action - day laborer, trip, hiring, inn to motivate workers, trust/bonds or building - at the location of the wagon without building and with craftsmen according to demand - or repairs anyway with three craftsmen. If someone worked at the palace, this player wins at the end of the round, or the player with most prestige at palace construction.

Version: multi * Rules: de en * In-game text: no

Development game for 2-4 players, ages 10+

Quelf

Publisher: Spin Master

8+



A crazy, funny party game with well-known mechanisms: roll the die, move, draw a card, enact the card and reach the finish line first. New is that you choose a character! You draw a card in the color of the space you have reached and implement it. Your character may influence the outcome! If you fail or answer incorrectly, you move back the penalty number of spaces stated on the card. The "Quelf" effect of your card can be anything - surprise, surprise! Card categories are Regelz, Quissels, Stuntz, Showbiss und Hirnknots. On the finish line you must answer one additional Hirnknots to win the game.

Version: de * Rules: de en * In-game text: yes

Party game for 3-8 players, ages 12+

Qwixx Das Duell

Designer: Steffen Benndorf
Publisher: nsv Nürnberger-Spielkarten-Verlag

8+



This time you occupy cases from left to right in four colored rows with discs. You roll dice, add the white dice results and can place a disc accordingly. Then you can place a disc for the combination of one white and one colored dice. If you none of those options, you must place a disc at "Fehlwurf". If you have five discs in a row you can close it and block it for all players. The rightmost disc in a row can be eliminated with the same dice result. If you place a second disc on one of your own, you can only overtake this stack, but not eliminate it. When the fourth Fehlwurf is marked or when two rows are locked or when someone places his last discs, you add up the values of your rows.

Version: de * Rules: de * In-game text: no

Dice and placement game for 2 players, ages 8+

Raffzahn

Designer: Rüdiger Koltze
Publisher: Schmidt Spiele

8+



Number tiles in a display show teeth and you win with most teeth, when all tiles have been taken. You have maximum three rolls, a Bad Tooth ends your turn without result. Otherwise, the dice total determines the tile that you take or lose: For a Beutewurf you take it from the table or another player; Eigentreffer ends your turn and you must turn up a protected tile or discard an unprotected one; Sternwurf gives you the highest or lowest tile from the middle and for a Fehlwurf you must discard minimum three teeth. Three of your tiles are always open and unprotected, additional ones can be turned face-down for protection.

Version: de * Rules: de * In-game text: no

Dice and collecting game for 3-6 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Rajas of the Ganges

Designers: Inka & Markus Brand
Publisher: HUCH!



India is flourishing and you develop your province to win fame and wealth! In rounds of game turns, you place workers in quarry, market, palace and harbor, pay for actions with money or dice with the correct value and implement the action. If you receive dice as resource, you roll them and place them with the resulting value on Kali. With karma, you can change dice values; reaching certain stages on the river or one of the scoring tracks gives you new workers. When the counter-current markers for money and fame meet or pass each other on their tracks, you win at the end of the current game turn with the highest difference of both values.

Version: multi * Rules: de en fr * In-game text: no

Worker placement game for 2-4 players, ages 12+

Ray Master

Designers: Israel Cendrero, Sheila Santos
Publisher: Abba Games



Rivalry of professors - you use a ray to manipulate dice; the smaller the dice and the higher its visible value, the more points it provides. In a turn, you have actions according to the dash board to move the ray, to change its height, to cool it or heat it up. You use students that you discard after usage, and scientists that you take back. If you want to fire the ray, you need one or two scientists, check temperature, confirm height, fire and change size of dice and value of dice on the dice board accordingly. When you have been through the student deck three times, you score the value of small dice x3, of medium dice x2 and of large dice x1.

Version: multi * Rules: en es * In-game text: no

Worker Placement for 1-2 players, ages 10+

Reworld

Designers: Wolfgang Kramer, Michael Kiesling
Publisher: Plan B Games / eggertspiele



Eurybia is settled. In Phase I, you acquire modules for terraforming by placing number cards and add the module immediately to a row at one of your docking stations. Cards placed for a module determine the card value that must be placed on adjacent cases for the module there. In Phase II, you detach modules in order of use - Terrabots, shuttle for defense or construction crew transport, or satellite. Modules that you cannot use in the correct sequence, must be discarded unused. Then you check requirements for a population ship. At the end you score the final ship for defense contribution and biggest towns for type of terrain.

Version: de * Rules: de en * In-game text: no

Placement and planning game for 2-4 players, ages 12+

Rhino Hero Super Battle

Designers: Scott Frisco, Steven Strumpf
Publisher: Haba

5+



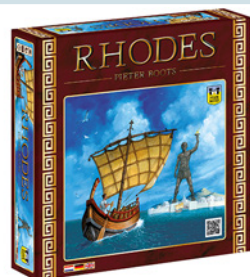
Rhino Hero is on mission with his friends, they are constructing a skyscraper: 1. You add one of your floors to the building, using the indicated wall and following building rules. 2. If necessary, you hang a monkey by its tail or hand from the new floor. 3. You roll a die and move your hero as many floors up or down. When there is already a hero on the new floor, a super-battle with dice is triggered - whoever rolls higher, remains, the other hero goes one floor down. If you are now on the highest floor, you take the superhero medal. When the skyscraper crashes or all floors have been used, you win if you hold the superhero medal.

Version: multi * Rules: de en es fr it nl * In-game text: no

Stacking game for 2-4 players, ages 5+

Rhodes

Designer: Pieter Boots
Publisher: The Game Master



Resources Management and Worker placement on Rhodes; players farm their land, bring products from their farms to the harbor, meet orders and upgrade their farm to an estate. For this and for gold and money at the end you score victory points. After the game is set up, you play rounds of four phases: Two actions including placement of action markers and immediate resolving of the action; replenish gold and ships; take back action marker and production cards; determine order of play for the next round. Actions are implemented one at a time in turn, and are Production, Farm, Harbor, Market, Temple or Town Hall.

Version: multi * Rules: de en fr + nl * In-game text: no

Development game for 2-5 players, ages 10+

Rhodes The Colossus Expansion

Designer: Pieter Boots
Publisher: The Game Master



On Rhodes, players farm their land, bring products to the harbor, meet orders and upgrade their farm to an estate. All this, and gold and money, score victory points. You use rules and aim of the game of the base game. Bronze is a new element to build the Colossus. To work on it, you discard necessary goods, move the master builder one step for victory points and place your colossus marker for a bonus. The game also ends, when the Colossus has been completed. In the final scoring, each Bronze marker in the warehouse is worth one victory point. There is also a new temple, new development tiles and an additional production action.

Version: multi * Rules: de en fr + nl * In-game text: no

Expansion for Rhodes for 2-5 players, ages 10+

Riff Raff

Designer: Christoph Cantzler
Publisher: Zoch Verlag

8+



Captain Bullseye stores his cargo in the yardams to protect it against pirates. You hold a set of cards and 8 cargo pieces. All choose a card and turn it up simultaneously; the highest card determines the new captain. He begins, all others follow by descending card value and place a piece in the ship's area chosen by the card value. If you played a card between 5 and 10 and a piece of cargo is already in the area, you can place two parts. Sliding cargo which you can catch is discarded; dropped cargo must be taken and placed again later. If you are rid of all cargo at the end of your turn, you win instantly.

Version: multi * Rules: de en fr it * In-game text: no

Balance and dexterity game for 2-4 players, ages 8+

Colour codes for target groups (Headline Colour)
For children + learning With friends
For families For experts

Riga

Designer: Stefan Risthaus
Publisher: Ostia Spiele



Your task is to develop the Baltic Seas market from Riga, representing your family. Rounds as years comprise *Spring* - supplies; *Summer* - one turn per player, clockwise; *Autumn* - one turn per player, counter-clockwise; *Winter* - checking for card limit, change of starting player. A turn comprises taking cards - one row of goods or one building - and then constructing up to three buildings, you can use the functions of buildings previously built. Costs are paid with goods from your hand; the value of goods changes with building locations. After eight or nine years, built buildings give you victory points, buildings in hand cost you victory points.

Version: multi * Rules: de en * In-game text: no

Card game for 2-4 players, ages 10+

Colour codes for features (Bar in Evaluation box)
Chance Strategy
Tactics Creativity

Risiko

Publisher: Hasbro

10+



The original Risk was the predecessor of all conflict simulation games and all strategic position games. In this new edition all is different. You need not conquer certain territories according to your objective card. Instead you must control a certain number of territories or the most territories when the "cease fire card" appears, both in the introductory game. In the standard game you simply need to eliminate all opponents. Territories you control earn you bonus troops. To attack you move troops into territories, and then such attacks are resolved by rolling and comparing dice.

Version: de * Rules: de en * In-game text: no

Tactical dice game for 2-5 players, ages 10+

GABIS explanation on page 3
Communication Dexterity
Interaction Action

Risiko Europa

Publisher: Hasbro



Four armies – Ottoman, Burgundian, Viking and Franconian – and seven kingdoms with their special strengths and weaknesses, all on a medieval board. The focus is on planning a strategy to control cities; each city provides a crown and you want to be first to control seven crowns. Royal order cards, coins for currency, fortresses, seals, crowns and pennants expand the basic rules. In a turn you play two order cards, battles are resolved with dice. One type of card provides tax for weapons, soldiers, castles or crowns, the other type moves or enhances troops.

Version: de * Rules: de en * In-game text: yes

Tactical dice game for 2-4 players, ages 14+

Rising 5

Designers: Gary Kim, Evan Song
Publisher: Portal Games

10+



Asteros is threatened by monsters. Five heroes, the Rising 5, want to ban them. An App generates a code from four runes chosen by players. Phases for the active player: 1. Hero action including choosing character and doing his action, and then doing an action with each hero card, or pass your turn. 2. Resolve Bloody Moon crisis, if applicable - when the ring reaches the moon, the game is lost. 3. Draw hero cards. Action options are movement, encounters including monsters or helpers for rewards or artifacts, or opening the Runes Gate. If you can open it with the correct code, all win together. Can be played without App, with a game master.

Version: de * Rules: de en kr * In-game text: no

Cooperative deduction/adventure for 1-5 players, ages 10+

Risky Adventure

Designer: Antony Rubbo
Publisher: Queen Games

8+



Three adventures discover unknown facts in three categories. In excavations you collect fame from artifacts; expedition is a race for fame, and the camp delivers equipment for easier search and bonuses for the expedition. At the start you put all three adventurers on camp, excavation and/or expedition. Then all roll dice in turn and check if they acquire an artifact or equipment or advance in the expedition; with the clock you can change a symbol. At the camp you receive equipment cards, clocks and fame, for clocks you do not need adventurers at the camp. At the end you score scarabs and completed treasure tiles.

Version: multi * Rules: de en * In-game text: no

Dice game for 2-4 players, ages 8+

Riverboat

Designer: Michael Kiesling
Publisher: Lookout Spiele



Around 1800! Agricultural commodities are shipped down the Mississippi; assisted by agents, you meet orders and do business. At the start of a round, you select phase cards for privileges in this phase and then play phases: Cultivation by placing workers according to area cards; Planting fields that hold workers; Harvesting and Shipping by removing workers, Opportunity Phase and Scoring of barns, wells, opportunities, surveyors and agents. After four rounds, you score left-over money, completely covered fields, position of the harbor master and most agents in New Orleans.

Version: de * Rules: de en * In-game text: no

Worker Placement for 2-4 players, ages 10+

Riverboat

Designer: Michael Kiesling
Publisher: Mayfair Games



Around 1800! Agricultural commodities are shipped down the Mississippi; assisted by agents, you meet orders and do business. At the start of a round, you select phase cards for privileges in this phase and then play phases: Cultivation by placing workers according to area cards; Planting fields that hold workers; Harvesting and Shipping by removing workers, Opportunity Phase and Scoring of barns, wells, opportunities, surveyors and agents. After four rounds, you score left-over money, completely covered fields, position of the harbor master and most agents in New Orleans.

Version: en * Rules: de en * In-game text: no

Worker Placement for 2-4 players, ages 10+

Rob 'n run

Designer: Michael Luu
Publisher: PD-Verlag



As a gang of robbers, you want to reach the airport and rob banks, casinos and museums to collect gold; all win together, when you reach an airport terminal without being caught by police. You set up a scenario as per requirement. In the preparation phase, the boss selects a building, puts the safes behind his screen and places clue cards; his accomplices place tools as per requirement. A robbery spans several rounds, comprises phases of Clue, Accomplices and Alarm; when safes are cracked or an alarm is triggered, you score and robbers and police advance accordingly.

Version: multi * Rules: de en * In-game text: yes

Cooperative deduction game for 2-5 players, ages 10+

Rory's Story Cubes Adventure Time

Designer: Rory O'Connor
Publisher: The Creativity Hub

6+



A small box holds nine dice, each die features six different and unique images, abstract or not, that can be interpreted or named in many ways. This gives you 54 images or terms to play with: You roll all nine dice, choose any for the starting die and tell a story. This story must feature all nine images on the dice in any order. You can play alone or in a group; in a group, each player tells a story and you vote for the best or each player must continue the story by using one of the cubes. Story Cubes Adventure Time is a theme pack featuring Finn & Jake and other images from the Land of Ooo, you can now invent and tell about new adventures there.

Version: multi * Rules: en es it nl * In-game text: no

Expansion for Story Cubes for 1 or more players, ages 6+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Rudi Reck

Publisher: Hasbro

8+



A horizontal bar is assembled and the athlete is hung by his hands from the bar, facing the scoring mat. By controlled pressing of a yellow button on the horizontal bar, at first slowly and then faster and faster, the athlete swings around the bar. Then you press - hopefully at the right moment - the red button on the bar unit, the athlete takes off from the bar and flies down to the mat. If he ends up standing, you score points - 25 points for a landing in the red zone, 50 points for the yellow zone and 100 points for the perfect landing in the green zone.

Version: de * Rules: de * In-game text: no

Dexterity game for 1 or more players, ages 8+

Rummikub Classic Erweiterung

Designer: Ephraim Hertzano
Publisher: Piatnik

7+



Rummikub is a tile placement game with numbers, similar to the classic card game Rummy. You lay out rows of numbers of the same color or groups of identical numbers. You start with 14 random tiles and draw one tile per round until you can go out. The minimum value of rows or groups to go out is 30. Then you can add tiles to your own display or the displays of other players. Jokers replace a number and can be exchanged for this number. You can also rearrange the display. If you can lay out all your tiles, you win. The expansion, only for use with Rummikub Classic, comes with two racks and additional pieces for a game with five and six players.

Version: multi * Rules: cz de hu sk * In-game text: no

Expansion for Rummikub for 5-6 players, ages 7+

Rummikub Twist

Publisher: Piatnik

7+



Tile placement game about rows of numbers of the same color or groups of identical numbers. You add a tile per round to 14 randomly drawn tiles until you can go out. The minimum value of rows or groups to go out is 30. Then you can add tiles to your own display or the displays of other players. Jokers replace a number and can be exchanged for this number. You can also rearrange the display. If you can lay out all your tiles, you win. Rummikub Twist introduces a double Joker that replaces two numbers, the Farbwechselsjoker lets you lay out a row in two colors and the Spiegel-Joker lets you lay out a mirror group or row, for instance 3-4-J-4-3.

Version: multi * Rules: cz de hu sk * In-game text: no

Rummikub version for 2-4 players, ages 7+

Rummikub XXLDesigner: Ephraim Hertzano
Publisher: Piatnik

7+



Rummikub is a tile placement game with numbers, similar to the classic card game Rummy. You lay out rows of numbers of the same color or groups of identical numbers. You start with 14 random tiles and draw one tile per round until you can go out. The minimum value of rows or groups to go out is 30. Then you can add tiles to your own display or the displays of other players. Jokers replace a number and can be exchanged for this number. You can also rearrange the display. If you can lay out all your tiles, you win. Special edition featuring large pieces and large numbers.

Version: de * Rules: de en * In-game text: no

Set collecting game with numbers for 2-4 players, ages 7+

Rummy 17Designer: Reiner Knizia
Publisher: Piatnik

8+



A new experience - with cards 1-17, joker and bonus cards. Five random bonus cards and all jokers are laid out; you hold 10 cards. The active draws a card from draw pile or discard pile. If you draw from the draw pile, another play can knock and take the top card from the discard pile. Then you can put down sets or series and add other cards to sets and series on the table without rearranging them; then you discard a card. For a series of minimum four cards you can take the joker to lay out the series. If you discard your last card, you end the round, if you do this with a 17, penalty points and points from completed bonus cards are doubled.

Version: multi * Rules: cz de en fr hu it pl sk * In-game text: no

Card game for 2-6 players, ages 8+

Runewars Miniaturenspeil

Designer: Andrew Fischer

Publisher: Fantasy Flight Games / Asmodee



Armies of soldiers and fantastic creatures in epic battles on Terrinoth! Both sides want to have destroyed as big a part of the enemy army as possible by the end of the game. A round comprises: 1. Command - decide on a strategy, select units for deployment; each unit has individual traits determined by action wheel and modification wheel. 2. Activation - in order of initiative, including movement and attack. 3. Final phase - remove markers from Mana stock. The Mana stock represents magic of five types, the effect of a symbol on components relates to the amount in Mana stock. If you destroy all enemy units, you win instantly.

Version: de * Rules: de en fr it * In-game text: yes

Fantasy miniatures game for 2 players, ages 14+

Russian Railroads

Designers: Helmut Ohley, Leonhard Orgler

Publisher: Hans im Glück



Russia at the end of the 19th century. Tsar Alexander III. orders the Trans Siberian Railroad and other routes to be built. In an attractive mix of resource management and worker placement you try to construct the biggest and most advanced net of routes and to use your workers as best as you can. Resources are scarce and you must allocate them carefully - will you use them for track to Siberia or the important and lucrative route to St. Petersburg? But a route to Kiev would yield a good score! Furthermore, you could add factories to your tableau which, used properly, will give you advantages for track building.

Version: de * Rules: de en fr nl * In-game text: no

Worker placement game for 2-4 players, ages 12+

Russian Railroads: German Railroads

Designers: Helmut Ohley, Leonhard Orgler

Publisher: Hans im Glück



German Railroads is the first expansion for Russian Railroads, comprising four modules: In Deutschland you use a Germany tableau with free slots which can be filled with track upgrades. At the junction on the main Munich route you decide on building to Hamburg or Berlin. You also use track upgrades for the minor routes Dresden and Fürth-Nürnberg. Kohle is begun with 1 Coal unit, further coal comes from accordingly marked actions and coal is used for Stoker, Foundry and Coal Works. The Solo-Variante uses a card deck called „Emil“ for a counterpart. Neues Material comprises Engineers, a Coal Works as well as „?“-chips and „?“-cards.

Version: de * Rules: de en fr nl * In-game text: no

Expansion for Russian Railroads for 1-4 players, ages 12+

Saboteur Das Duell

Designer: Frederik Moyersoen

Publisher: Amigo Spiele



8+



Two dwarfs build a tunnel, including sabotaging the opponent. You play a path card into the labyrinth, or play an action card, or discard two hand cards hand and an action card from your display or pass and discard 1 or 2 hand cards. Target cards that you reach are inserted into the path and resolved; if you reach gold, you mark it. Action cards are Sabotage - your opponent cannot play a path card; Repair - remove a Sabotage card; Key - open an opposing door; Rock Slide - remove any card from the labyrinth. When all target cards are resolved or gold was marked 8x, you take your gold and win after three such rounds with most gold.

Version: de * Rules: de en es et lt lv fr hu it nl pl ru * In-game text: no

Card placement game with cards for 1-2 players, ages 8+

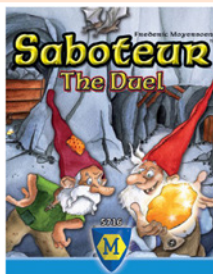
Saboteur The Duel

Designer: Frederik Moyersoen

Publisher: Mayfair Games



8+



Two dwarfs build a tunnel, including sabotaging the opponent. You play a path card into the labyrinth, or play an action card, or discard two hand cards hand and an action card from your display or pass and discard 1 or 2 hand cards. Target cards that you reach are inserted into the path and resolved; if you reach gold, you mark it. Action cards are Sabotage - your opponent cannot play a path card; Repair - remove a Sabotage card; Key - open an opposing door; Rock Slide - remove any card from the labyrinth. When all target cards are resolved or gold was marked 8x, you take your gold and win after three such rounds with most gold.

Version: en * Rules: de en es et lt lv fr hu it nl pl ru * In-game text: no

Card placement game with cards for 1-2 players, ages 8+

Safe Breaker

Publisher: Ravensburger

6+



The safe holds 15 coins, the stethoscope is made ready and 18 number cards are displayed. The active player takes a number card, adjusts the number wheel accordingly and checks - with a finger on the print scanner and the stethoscope - if the number is correct. When the safe does not open, you receive a secret hint: One sound each for the correct number being higher or lower than the chosen number or a sound for no hint. For a correct number, the safe opens and coins fall out. You keep gold or diamonds and win with four gold or 2 diamonds. If you found the alarm clock, you put coins from this turn back into the safe, the clock coin is discarded.

Version: de * Rules: de * In-game text: no

Guessing game for 2-4 players, ages 6+

Colour codes for target groups (Headline Colour)

For children + learning
For families
With friends
For experts

Colour codes for features (Bar in Evaluation Colour)

Chance
Tactics
Strategy
Creativity
Knowledge
Memory

GABIS explanation on page 3

Communication
Interaction
Dexterity
Action

Sails of Glory

Designers: Andrea Angiolino, Andrea Mainini
Publisher: Ares Games



Naval battles in the Napoleonic era - Sails of Glory is a system based on the Air Combat simulation Wings of Glory, with which you can simulate those battles. You use ship miniatures and cards for abilities and maneuvers. You choose your maneuver card, align the ship and move it; each card has several options for wind and sails used. Movement is followed by combat and reloading. The rules take into account details like line of sight, collisions or ammunition flight curves and provide an introductory scenario, standard rules and optional rules. You can invent your own scenarios and additional ships are available.
Version: multi * Rules: en it + es * In-game text: no

Conflict simulation for 2-4 players, ages 13+

Sakura Hunt

Designer: Yu Maruno
Publisher: Jugame Studio / Japon Brand



Hanami - Admiration von Cherry Blooms or Sakura, we are looking for the most beautiful, represented by card combinations. Four Hanami Spots are laid out, you hold six cards and are assigned color markers. You play a card - scenic or drink - from your hand at a Hanami Spot and draw a card or you swap a card from hand with a Hanami spot or you do Hanami - once at each location - by forming a group or series of cards from two cards from your hand and one from the spot and score depending on the number of cards at the spot. When all Hanami spots are filled or all players did Hanami at all spots, you score bonuses for sequences formed from Hanami made.
Version: multi * Rules: en jp + de fr * In-game text: no

Set collecting game for 2-4 players, ages 9+

Sam Bukas Bande

Designer: Tomohiro Enoki
Publisher: Amigo Spiele



Gems for booty with seven attack cards! In twelve rounds, one opponent is revealed and all play a face-down attack card - conferring is allowed, bluffing and lying, too! Then cards are revealed, identical cards cancel each other out and are ignored, the rest is added - when the total is equal to or higher than the opponent's defense value, the attack succeeds and the involved players receive gems according to the opponent card and from previously lost attacks. If the attack fails, the player of the lowest card of all that were played, discards gems. Before rounds 5 and 9 you take back your previously played attack cards.
Version: de * Rules: de * In-game text: no

Card game for 3-5 players, ages 8+

Samurai-Dori

Designers: kamado, nettaigyo
Publisher: Kikacool / Japon Brand



Bushido Wings - Ruler of the Skies - In the guise of a fan he hunts beasts in the guise of blocks. Blocks are positioned according to the current level. You sit down in a distance fitting your age, bow to the prey - if you forget this, your throw fails - and throw your fan at the target. If the level has several targets, you must hit all of them in one throw. Depending on the level you have various numbers of tries. In case of success you mark your sheet. When all levels have been played, you win with most successfully completed levels. Adaptation of Tosenkyo.
Version: jp * Rules: de en fr jp * In-game text: no

Dexterity game for 1 or more players, ages 6+

Santorini

Designer: Gordon Hamilton
Publisher: Spin Master



Strategic placement with exceedingly beautiful components and a topic - building on Santorini. You move two worker pieces and - in your turn - place one of them on an adjacent space, on the same level or one level up or any number of levels down. Then you place a building part adjacent to the worker that was moved. On the fourth level, you must place a dome, this blocks this space. If you move one of your workers to the third level, you win. 30 God cards - Greek mythology-themed - provide special abilities - build twice or move twice or enabling a worker on ground level to build up to three times. Contains "Golden Fleece" expansion.
Version: de * Rules: de en * In-game text: yes

Placement game for 2-4 players, ages 8+

Schattenmeister

Designer: Wolfgang Warsch
Publisher: Piatnik



Ten picture cards show nine images plus color dot. A Shadow card shows a jumble of silhouettes and combinations of color/number/letter. The location of the leading marker on the score track determines the letter on the Shadow card and the Picture card. Now all search the Shadow card for as many images as stated under the letter and mark a spotted image on the color card behind their screens. If you found all images, you take the most valuable, available Shadow stone. When all have been taken, you score one point for each correctly identified image and the points from your Shadow stone, if you identified all images correctly.
Version: de * Rules: de * In-game text: no

Shape-spotting game for 3-6 players, ages 8+

Schatz-Hatz

Designer: Christian Lemay
Publisher: Le Scorpion Masqué / Asmodee



Loot the pyramid for treasures! You must Loot, if you have no card in your display - you draw a card and lay it out face-down. If you have cards on display, you can Escape - reveal all cards, add up treasure symbols and score points. Guards and amulets are ignored and all cards are discarded. Or, for Awakening, you reveal all cards of another player and compare amulets to guards - if there are more amulets, he resolves Escape - If he has more guards, he discards all cards and you use the advantage of the type of guard - score cards. draw a card from each player or do an additional turn.
Version: de * Rules: de en fr it * In-game text: no

Collecting with risk-taking, for 2-6 plays, ages 8+

Schatz Rabatz

Designer: Karin Hetling
Publisher: Noris Spiele



The old pirate captain will hand his ship over to the pirate who will complete his ship first due to best-filled treasure chests. All play simultaneously while the timer runs and try to fill their chest with treasures in five colors and eight shapes. When you are done or the timer runs out you must be able to close your chest correctly, otherwise you have to remove treasures. Then each player in turn compares his treasures with the current board and discards all treasures depicted on this board. Whoever then has most treasures left, may take one of four ship parts and wins if his ship is complete.
Version: multi * Rules: de en fr it * In-game text: no

Dexterity game for 2-4 players, ages 5+

SchatzJäger

Designer: Richard Garfield
Publisher: Queen Games



In the caves of Frost Mountains, in the jungle and in lava caves we hunt for treasures. In each round you draft a hand of nine cards with adventurers, watch dogs, coins and action cards. Then you place cards for locations and can improve those with action cards. The two treasures of a location go to the player with the strongest group and to the player with the weakest group. Treasures that were handed out must be defended with watch dogs against Goblins or you risk loss of coins. Finally, you can swap yellow spell scrolls for coins. After five rounds you win with the highest total from treasures and coins.
Version: de * Rules: de * In-game text: no

Card game with drafting for 2-6 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Scheiß drauf!

Designer: Martin Nedergaard Andersen
Publisher: Noris Spiele

6+



How to use the toilet correctly? Yes, right, you sit down, do what you must, clean up, wash your hands – but if you want to get rid of all your cards quickly, you might mess up. Cards are dealt evenly to all and stacked face-down. Then all turn up the top card of their stack and try to play it onto the stack in the middle – first a Toilet, then Crap, then Paper, then Washing Hands and on that card again a Toilet, and so on. If you play your last card, you press the fart cushion. Whoever has now most cards in hand, takes a crap marker. If you have most of them after five rounds, you lose.

Version: de * Rules: de * In-game text: no

Card shedding game for 2-4 players, ages 6+

Schinderhannes Der Strafprozess

Designer: Stephan Riedel
Publisher: Clicker-Spiele

10+



Court case against Schinderhannes Johannes Bückler. Players compete for allocation of crimes to crime scenes. Cards taken from the core game relinquish information to solve puzzles provided by the expansion. Your own cards and the cards of other players give you clues and enable you to voice a suspicion. For this, you place respective crime markers and your own marker tokens on the village locations. If nobody wants to voice a suspicion anymore, you score for correct crime markers with your own marker token and solved crimes on your task assignment card.

Version: de * Rules: de * In-game text: yes

3. expansion for Schinderhannes for 1-4 players, ages 10+

Schnapper-la-papp!

Publisher: Noris Spiele

4+



36 tiles show a colored background and a white frame or vice versa; front side and back side show different images and their background is once white and once colored. 6/8/10 tiles 2/3/4 players are laid out. The active player rolls two dice and all touch the corresponding tiles quickly, you can use both hands. You may also touch a tile on which you suppose the correct image on the back. You keep correctly touched tiles. For the next round, all tiles are turned over and the display is replenished. If tiles cannot be replenished correctly, you win with most tiles.

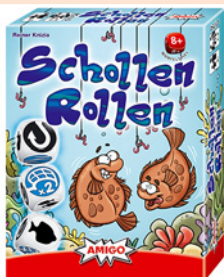
Version: multi * Rules: de en fr it * In-game text: no

Collecting and reaction game for 2-4 players, ages 4+

Schollen Rollen

Designer: Reiner Knizia
Publisher: Amigo Spiele

8+



Catching fish with dice! The active player rolls - no fish means end of your turn. Fish and doubling symbol you put this amount of fish into the net; for a hook in the roll you can choose to take fish from the table or from another player. Water as a result has no effect. Then you can stop and take all fish in the net or you can roll again; when there is no fish in such an additional roll, you lose all. Otherwise you take fish accordingly and decide again. When the last fish has been taken from stock, you win with most points from your catch.

Version: de * Rules: de * In-game text: no

Collecting game with dice for 2-8 players, ages 8+

Schöne Sch#1?e

Designer: Thorsten Gimmier
Publisher: Amigo Spiele

8+



33 cards of values 3 to 35 show bad luck situations, 24 of them are stacked and you hold some chips and keep them secret. The starting player reveals the top card and either takes it for penalty points or you refuse it and place a chip on it; the card then passes to your left neighbor, who decides to take or refuse it. If you take the card, you get all chips on it, too. Cards in front of you score their value, sequences of numbers score only the lowest value in the chain; chips at the end are positive points. When all cards are given out, you win with fewest penalty points.

Version: de * Rules: de * In-game text: no

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

Schummel Hummel

Designers: Emely und Lukas Brand
Publisher: Schmidt Spiele / Drei Magier

7+



Cheating is allowed! You need to do it cleverly to discard all cards and win! The active player discards a card, with at least one color-correlation to the top card on the stack, or draws a card. For Wasps, Spider's web + Spider, Butterfly, Pollinator bee and Grasshopper there are special rules. The Cheating Bumblebee can only be gotten rid of by cheating. You can make one card at a time disappear in any way you manage. The Watchman Worm player must play honestly! If he catches someone at cheating, the cheater must take back the card and gets an additional one from the Watchman. In case of a wrong accusation the Watchman draws a card.

Version: multi * Rules: de en fr it * In-game text: no

Card game for 3-5 players, ages 7+

Schüttel's

Designers: Bernhard Lach, Uwe Rapp
Publisher: Zoch Verlag

8+



Diligent gnomes are poured out by you as a mage and you aim to be the richest mage due to their work. You shake gnomes out of the cup into the gnome catcher, their number determines the case for your gnome action: *Pechwichtel* - On those cases you lose money or goods. *Handwerkshäuser* - You place one of your goods; goods already there are shifted along and gain value, but if a good is shifted off the track, it is placed on the storage area without earning you money. Or you sell goods for the price at their case and put them in storage. *Glückswichtelfelder* give you money or goods.

Version: multi * Rules: de en fr it * In-game text: no

Tumbling and placement game for 2-6 players, ages 8+

Colour codes for target groups (Headline Colour)
For children + learning With friends
For families For experts

Schwarz Rot Gelb Extreme

Designer: Günter Burkhardt
Publisher: Amigo Spiele

8+



Cards have criteria - number of colors, number of shapes and number of symbols. Symbol cards are spread out face-down, one points card per player is displayed. You draw a start card and then all play simultaneously - take a card and add to the row, if it fits, that is, does not correspond to the previous card in ANY of the criteria. Useless cards are put back open-faced. Whoever has a row of seven cards, stops the round - all check all rows; all cards after a mistake including the wrong card are removed and then you take a points card in relation to the length of your row - the shorter the fewer points. After five rounds you win with most points.

Version: de * Rules: de en * In-game text: no

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

Colour codes for features (Bar in Evaluation box)
Chance Strategy
Tactics Creativity

Schwungfedern

Designer: Jerry Hawthorne
Publisher: Plaid Hat Games / Asmodee

8+



In the world of Mice & Mystics players control land and air troops, fighting for dominance over the trees in the forest. You choose a scenario and with it a goal for the game as well as alliances and components and can also play campaigns. Movement of birds is regulated by a flight system including tilt options. You choose - optional - a mission and play the phases of alignment, activation - with movement on trees and bird movements, with attack and scurrying - and the Final phase with supplies and revealing and resolving the mission. This is not an expansion for Mouse and Mystics, but an independent game.

Version: de * Rules: de en it * In-game text: yes

Miniatures game for 2-4 players, ages 8+

GABIS explanation on page 3
Communication Dexterity
Interaction Action

Scotland Yard Das Kartenspiel

Designers: Inka and Markus Brand
Publisher: Ravensburger

9+



In the card hunt for Mister X the role changes; whoever currently holds the Mister X card is Mister X. A turn has three steps: Draw a ticket, play a ticket next to an action card - higher than the ticket underneath and lower than the ticket to its right. Then you can as third step do the general action - Draw ticket, Interrogation, Search - with a bonus for a ticket in suitable color; Mister X can use the Mister X action with a Black Ticket - Ruse, Equipment, Go into hiding. Detectives can confer and win together, when Mister X must hand over the Mister X card in Interrogation or Search. Mister X wins when detectives run out of cards.

Version: de * Rules: de * In-game text: no

Deduction game with cards for 3-5 players, ages 9+

Scythe Kolosse der Lüfte

Designers: Jamey Stegmaier, Kai Stark
Publisher: Stonemaier Games

1



Nowadays, they have invented air travel in this alternate reality of the 1920ties, and there are the beginnings of peace efforts. In the Luftschiff-Modul, airships are a new type of units, either with two randomly drawn abilities for all airships or one individual offensive and passive tile for each airship; airships cannot dominate a region and are moved with a movement action. The Endbedingungs-Module varies the game-end condition; a tile is drawn and can also, for instance allow placement of stars on goal cards, tiles etc. or allow coin actions. As alternative, you can select such an end-game condition tile.

Version: de * Rules: en de en fr pl ru * In-game text: yes

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

SeaFall

Designer: Rob Daviau
Publisher: Plaid Hat Games / Asmodee



SeaFall is the third Legacy game, that is a game that remembers what happens from game to game, board and components change due to decisions taken in the game; some components come into play only when exactly defined conditions apply. In SeaFall you have rediscovered seafaring after a Dark Age. Using complex rules, you guide your province into a campaign for Fame points, accrued from game and campaign and play years comprising one winter and six rounds. A game ends when the Fame of a player exceeds the target value. A campaign ends when a player discovers the island at the end of the world.

Version: de * Rules: de en pt * In-game text: yes

Legacy game for 3-5 players, ages 14+

Sebastian Fitzek - Safehouse

Designer: Marco Teubner
Publisher: moses. Verlag



A successful writer creates a game together with a successful game designer, in the thriller genre the writer is famous for - a cooperative race against time, escaping pursuers across five levels of the game, against time; fans find clues and details from the books in the game. You have observed a crime, the culprit knows this and wants to silence you, therefore you must reach a safe house. On movement tracks you cross five chapters and complete chapter card tasks with escape cards, for steps; you can confer with fellow players! Pursuers move also for unresolved chapter cards. In difficulty levels II and III you must also solve the crime.

Version: de * Rules: de * In-game text: no

Cooperative flight for 2-4 players, ages 12+

Secrets

Designers: Bruno Faidutti, Eric M. Lang
Publisher: Asmodee / Repos Productions

8+



Cold War in the 1960ties - Agents of CIA and KGB amongst Hip-pies - who is who or what? Identities can change. Identity markers are distributed and looked as per requirement. The active player reveals cards from the character deck as indicated and offers one to another player, who accepts or denies. Whoever has the card now, displays it and resolves it. The owner of the UN marker can claim the card and display it himself. If someone has four or five cards on display, all reveal identity markers and cartridge cards and count their points. When the Hippy has most points, he wins alone, otherwise the team with most points.

Version: de * Rules: de en fr it * In-game text: no

Card game for 4-8 players, ages 10+

Sector 6

Designer: Jaime González García
Publisher: Abba Games

8+



Prisoners forge their path along the labyrinth of a space prison to collect sufficient oxygen for themselves. In the Construction phase, you assemble the labyrinth according to a template or to your own ideas, players alternate to place tiles. In the Competition phase, you move one of your pawns on a free space and do the action of the space that you just vacated - take oxygen marker or rotate the space, this can cause rotating of additional spaces. When all remaining markers are underneath pawns, you take the markers under your pawns and add up your total oxygen value.

Version: multi * Rules: de en es fr it * In-game text: no

Collecting game on a variable board for 1-6 players, ages 8+

Shadowscape

Designer: Blazej Kubacki
Publisher: NSKN Games



Dungeon Crawl in the Mistfall universe; as a hero of Mistfall and Hearts of the Mist you roam rooms full of monsters, treasures and traps. You play on a 5x5 grid of randomly chosen room cards. You hold your own action card deck and you use tow of those cards in a turn to move, attack enemies, search rooms, heal and to draw fate cards. In a turn you can claim one card - equipment, new action card or a Whisper card. When the dungeon lord is defeated and the Whisper card has been claimed, each player has one more turn and then the winner is whoever collected most Shadow Shards.

Version: en * Rules: en * In-game text: yes

Dungeon Crawl for 2-4 players, ages 13+

Shadowscape: Deeper Dungeon

Designer: Blazej Kubacki
Publisher: NSKN Games

1



Dungeon Crawl in the Mistfall universe; as a hero of Mistfall and Hearts of the Mist you roam rooms full of monsters, treasures and traps. You play on a 5x5 grid of randomly chosen room cards. You hold your own action card deck and you use tow of those cards in a turn to move, attack enemies, search rooms, heal and to draw fate cards. Deeper Dungeon expands the dungeon with more rooms - new types of shrines - and new equipment, for instance Talismans, extends the sets of available hero actions and introduces the new elements of Allies - available from an activated Companion Shrine - and Events.

Version: en * Rules: en * In-game text: yes

Expansion for Shadowscape for 1-4 players, ages 13+

Sheep & Thief

Designer: Yuichi Sakashita
Publisher: Pegasus Spiele

8+



You begin with a starting card on your own board and draft five cards for your hand. Then, in turn, you place one card orthogonally next to a card already placed. Sheep on this card give you as many sheep to put on the card. Sheep dogs give you as many steps for sheep movement; thieves denote the number of steps each thief of all players must take. If another player's thief must enter a card with sheep, the active player gets those sheep. Cottages protect sheep which are moved onto the cottage card. After three rounds, you score for sheep, roads connecting to towns and for rivers.

Version: multi * Rules: en jp * In-game text: no

Placement game for 2-4 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

MAGIC MAZE MAXIMUM SECURITY



Kasper Lapp
Gyom

1-8
20'
8+

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DOWN!**
welcome on board

Sherlook

Designer: Silvano Sorrentino
Publisher: Kaleidos Games



A criminal case depicted on two picture cards – contour of the victim and many small items for clues. All cards are very similar, but differ in varying numbers of small details. Two cards are laid out in positions determined by a token, Evidence markers numbered 1 to 10 are set down. All players now simultaneously look for the differences. Whoever thinks that he has found the correct number, grabs the corresponding Evidence marker. When all players have taken a marker, you check the backside of the cards and you score for a correct result and the best approximation to it, higher or lower.

Version: multi * Rules: de en fr it * In-game text: no

Spotting game for 2-6 players, ages 12+

Shinobi Just

Designers: Takaaki Sayama, Toshiki Arai
Publisher: Comet / Japon Brand



Ninjas of the Sengoku Era complete missions, keep their own identity secret and try to suss out that of your neighbor. Ninja identities are assigned secretly, Ninja cards are displayed on fame cards and you hold six missions. In your turn, you play a mission open-faced or face-down - due to the round card - below a Ninja card. If someone plays the 4th mission to a Ninja, you reveal all missions at the end of the round, add the risk values for each Ninja who wins/loses fame accordingly. After four such rounds you reveal your Ninja identity and add your fame points to the red fame points scored by your left neighbor. Version with special cards.

Version: multi * Rules: de en fr jp * In-game text: no

Card strength comparison for 3-6 players, ages 8+

Shop Hop

Designer: Dan Kreek
Publisher: Piatnik



6+



Shopping at the mall! You prepare the shopping center and receive coins of value 20. The active player decides if he wants to turn the spinner, move his marker and do an action, or remains in place to do either an action or to only look at the window. Movement is done to the next free spot of the color indicated by the spinner; if you end on a case showing dice pips and if the shop next to it is open, you can buy the ware for coins as many coins as the case shows pips. On key cases or for a payment of five coins you can shut or open a shop. If you are out of money, you are out of the game. Whoever manages to by eight different wares first, wins.

Version: multi * Rules: cz de fr hu it sk pl * In-game text: no

Shopping Race for 2-4 players, ages 6+

Shrimp

Designer: Roberto Fraga
Publisher: Giochi Uniti

7+



One lemon and three recipes are on display, 81 shrimp cards are distributed evenly among players and stacked face-down. They show four traits - number, color, size and country of origin. In turn, you reveal a card and put it on a recipe or cards already there. When three cards share one trait or show a total of seven shrimp, you want to be first to squeeze the lemon and name the trait or say "Shrimp Cocktail" and are rewarded with all cards on all recipes. If you spot two identical traits on three cards, you take all cards plus seven cards from other players, and if you can name three identical traits, you win instantly.

Version: it * Rules: de en es fr it nl * In-game text: no

Reaction game for 2-6 players, ages 7+

Shuffle Doktor Bibber

Publisher: ASS Cartamundi

6+



Shuffle is a series of card games, always accompanied by an app for additional information or game variants. Games are packed in a sturdy plastic box and ideally suited for traveling. In Doktor Bibber, you have for healing ability cards, three operation cards are on display. You draw cards up to five healing abilities and check operations on display and your own abilities. If they suit an operation, you play them. If you have them all, you win the operation; if not, you turn over a buzzer card for each missing card - a normal nose on it is okay, orange means danger and in case of a red nose or a second orange one, the operation fails. If you collect 10 stars on operations, you win.

Version: de * Rules: de * In-game text: no

Card game for 2-4 players, ages 6+

Shuffle Dragons

Publisher: ASS Cartamundi

6+



Shuffle is a series of card games, always accompanied by an app for additional information or game variants. Games are packed in a sturdy plastic box and ideally suited for traveling. Shuffle Dragons: Three sheep cards are displayed; each player holds nine dragon cards. On a command of "nose dive", all turn over their top dragon and throw them on a sheep, if possible on one of the same color. Depending on sheep and dragon colors you win the sheep card. The second round is played with different rules. When all sheep have been won or someone is out of dragons, you win with most points on won sheep cards and remaining dragon cards.

Version: de * Rules: de * In-game text: no

Throwing game for 2-4 players, ages 6+

Sieben unter Verdacht

Designer: Reiner Knizia
Publisher: Gmeiner Verlag

1



Murder has happened; seven well-known gangsters have been arrested. You need to find the real culprit using clues. These are gathered from a series of confrontations – a witness always names the number of culprits among the suspects. The game master is the witness and makes the statements. He takes the top card from the stack to represent the solution. Then he takes another card and places clue stones on it. Players choose a suspect card and the game master places clue stones again. The fewer clues you need to solve the crime the better you are!

Version: de * Rules: de * In-game text: no

Crime card game for 1-5 players, ages 12+

Silhouette

Designer: Horst Pöppel
Publisher: Noris Spiele

2



Thinking around corners is necessary. All silhouettes are open for interpretation. A doe can be deer and together with a pork then be a boar and if necessary a light bulb above a ladder is taken for a High Light. All tiles are on display, two are turned over and if you are first to come up with a term that is accepted by all others, you take the pair of cards. When nobody offers a suggestion, the tiles are turned back over and the next player reveals two new tiles. When all agree that remaining tiles cannot be used for new terms you can use tiles already won. You win with most pairs.

Version: de * Rules: de * In-game text: no

Creative association game for 2 or more players, ages 8+

Silhouette Das Kartenspiel

Designer: Horst Pöppel
Publisher: Noris Spiele

2



As in the basic game you need to combine two silhouettes, depicted on cards, into a word made up from two parts. For 3-8 players you deal 6-10 cards to each player, the rest is stacked and one card from the stack is turned up. Now all search for a word made up from the image on the card and an image on a card in hand. If you find one, you discard the card from your hand, it is now part of the new word. In case of 2 or 3 players you are dealt 8 cards, one card is turned up. If you can form a word, you discard the card, if not, you draw a card. In both variants you win, if you are first to get rid of all cards.

Version: de * Rules: de * In-game text: no

Creative word finding game for 2-8 players, ages 8+

Icon explanation

Solo Play

Two Players

Large Groups

Recommended Minimum Age

GABIS explanation on page 3

Silhouette Das Würfelspiel

Designer: Horst Pöppel
Publisher: Noris Spiele



As in the basic game you need to combine two silhouettes to form a word of two parts, e.g. window frame. You either roll all dice and whoever finds a word first, moves his marker. Or a die is set aside as one part of the word, the other dice are rolled and you move if you find a word first. Or players in turn roll all dice alone and must find four pairs, and you get a bonus step if you use the 9th die in a three-part-word. In variant 4 players together form pairs from all dice, an imaginary opponent moves for unused dice. Variant 5 is played like variant 4, but you only move for three-part-words.

Version: de * Rules: de * In-game text: no

Creative word forming game for 2-6 players, ages 8+

Silhouette Junior

Designer: Horst Pöppel
Publisher: Noris Spiele



60 tiles show 30 images, each one twice. You can use them to play a standard memo or use each image only once and combine two images into a pair, you can spot them by their frames of the same color; here you only place half of the tiles face-down, the other 15 are placed face-up. In a somewhat more difficult version you place all tiles face-down and name the word, when you find a pair. Variant 4 is played like variant 3, but with all 60 images, so that each pair and each word are present twice. In each version you win with most pairs when all pairs have been found.

Version: multi * Rules: de en fr * In-game text: no

Spotting and memo game for 1 or more players, ages 3+

Silly Sausage

Publisher: Spin Master



Grab the sausage for some action - the Sausage gimmick gives orders and you must react fast and correctly - turn the top of the sausage to the right, pull top and bottom of the sausage apart, press the bellybutton, shake the sausage or push up the bottom point of the sausage. There are versions called *Hot Dog* for a quick reaction game, *Currywurst* for an action-rich group game or *Bockwurst* as a memo game. The game modes offered are single mode, multi-player mode and Super-Fast game play. If you react wrongly or too slow, you are out of the game or your game is over.

Version: de * Rules: de * In-game text: no

Action and reaction game for 1 or more players, ages 6+

Simon Air

Publisher: Hasbro



Simon Air is now three-dimensional! Light, sound and a vertical design, including touch-free technology, provide a completely different game and flair. The color bars are no longer pressed, but your hands hover over the light bars. In this version, too, you can play alone or in a team of two players against Simon and you can also choose to play the classic Simon game variant. There are seven different actions with varying movements - for instance hold both hands over two lights at the same time or move a hand over three consecutive lights - and 16 different levels that you are challenged to master.

Version: de * Rules: de en * In-game text: no

Memo and reaction game for 1-2 players, ages 8+

Sissi! Die Bohnenkaiserin

Designer: Uwe Rosenberg
Publisher: Österreichisches Spiele Museum



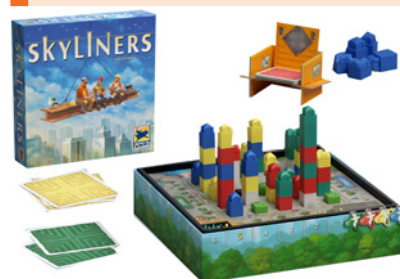
Finally, there is some human interest in our Beaniverse! In this stand-alone game, based on Bohnanza, you have seven kinds of Beans of usual names, all called Captain Beans, value 4 to 18, and also Sissi Beans. Sissi Beans can never be planted separately, they must always alternate in fields with Captain Beans. You play a normal Bohnanza turn, followed by a Sissi Action phase: you check your bean fields for two identical cards in a row. If - when planting beans - you had to put a Sissi Bean on a Sissi Bean or a Captain Bean on a Captain Bean, you must now harvest this field. All other Bohnanza rules apply, also for winning conditions.

Version: de * Rules: de en * In-game text: no

Set collecting game for 3-5 players, ages 12+

Skyliners

Designer: Gabriele Bubola
Publisher: Hans im Glück



All players together build a town of skyscrapers on 5x5 slots with a park in the middle. Each player wants to see more buildings from his point of view than the others. In your turn you build once or twice, a floor, a roof or a park, according to the rules. Objects thus built belong to all players. Instead of building a second time you can also choose planning and put a planning card into the container predicting visible objects. If someone is out of floors, all score their skyscraper card and their planning cards for correlation with actually visible buildings in their lines of sight. Antenna are placed on buildings for additional points.

Version: de * Rules: de * In-game text: no

Building game for 2-4 players, ages 8+

Sleeping Queens

Designers: Miranda Evarts & Family
Publisher: Game Factory



Twelve queens on cards sleep in the middle of the table and you are dealt five of the remaining cards. You play a card: 1. A King - You take the queen for points, or 2. The Jester - you reveal the top card; if it is a special card is you take it for a second turn; or 3. One or several number cards as a pair or a sum made up of three cards; or 4. A Knight - steal an awake queen; or 5. A sleeping draught on an awake queen. At the end of your turn you draw up to five cards. Knight and Draught are deflected with Dragon or Spell. For the Rose, Poodle and Cat queen there are special rules. If you have 4 out of 5 queens or 40 out of 50 points, you win.

Version: multi * Rules: de fr it * In-game text: no

Card game for 2-5 players, ages 7+

Slotter

Publisher: Hasbro



Each player has sets of five chips, numbered 1 to 5. Those chips need to be moved through the wheels into the target tray at the bottom of the game device. On each side of the device are five wheels with different dents. At the start of the game, you place your chips into the shafts. In your turn, you use your key to turn any wheel any number of cogs into any direction; the key locks this wheel for the opposite player. Depending on the version, you should be first to pilot your chips through the wheels in any order or in number sequence or in color sequence or in number + color sequence. New edition, Logo "Mensa for kids"

Version: de * Rules: de en * In-game text: no

Spatial arrangement game for 2 players, ages 7+

Small World: Sky Islands

Designer: Philippe Keyaerts
Publisher: Days of Wonder



Small World simulates rise and fall of civilizations in fantasy lands. There is not enough room for all and you need to expand your realm, conquer neighboring regions and hoard coins. In the *Sky Islands* expansion, seven new races enter the game - Snails, Scarecrows, Khans, Vultures, Wendigos, Storm Giants and Draconians - and get new territories - islands in the sky that can be reached with special abilities or via two access tiles. New races cannot start on sky islands. Occupying all regions of a sky island gives you a bonus, the lake region corresponds to the lake region on the surface.

Version: en * Rules: en * In-game text: yes

Fantasy development game for 3-6 players, ages 8+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

Communication
 Interaction
 Dexterity
 Action

GABIS explanation on page 3

Smiley Dice Game

Designer: Martin Nedergaard Andersen
Publisher: Game Factory

6+



Cards show 1 to 4 Smileys in six different kinds, the red Smiley as a duffer is only depicted on dice. 15 cards are stacked face-down, you turn up three of them showing a minimum of five Smileys. You roll and place at least one suitable Smiley on a card in the display or that of a player and can repeat this. If you cannot place a Smiley, your turn ends. When you have covered all Smileys on a card, you take it and lay it out open-faced; at the start of your next turn you can turn it over and thus secure it. When all cards have been taken, you score 1 point for each Smiley and you win with most points.

Version: multi * Rules: de fr it * In-game text: no

Dice game for 2-6 players, ages 6+

Sneaky Cards

Designers: Cody Borst, Harry Lee
Publisher: Amigo Spiele

1



Complete missions and hand the mission cards on. 54 cards propose missions, color coded for them - blue means Courage, red means Connect, yellow is Mysterious, green stands for Generous, purple for Curious and Pin for Creative. You register your deck online, take a mission card - for instance "shoot a selfie with a stranger" or "give someone precedence". If you have completed the mission, give the card to the stranger involved. If he then completes the card as well and registers it, too, you can track the card's progress on the internet.

Version: de * Rules: de en * In-game text: yes

Communication game for 1 player, ages 12+

Snowdonia Erweiterungen

Designers: David Brain, Tony Boydell
Publisher: Surprised Stare Games

2



Both these expansions for Snowdonia are intended for experienced players and come with rather copious special rules, that are only sketched here:

Channel Tunnel 1881 - Simulation of tunnel building, cancelled in 1882, for 2 players; you have 2+2 workers without a Surveyor, one Boring machine, three stations and seven tunnel cards.

Siege of Petersburg - for 2 or 4 players - the tracks around Petersburg were a lifeline of supplies for the Confederates, the Union builds their own track from the River to Petersburg and, at the same time, blocks the Confederate tracks. Stone is a resource for supply locations and garrisons.

Version: en * Rules: en * In-game text: yes

Two expansions for Snowdonia for 2 or 4 players, ages 10+

Snowdonia Rolling Stock

Designer: Tony Boydell
Publisher: Surprised Stare Games

1



Expansion for Snowdonia, and despite the title, the expansion does not exclusively feature vehicles, but also other things. And all of them come with their special rules: The Cocoa Loco, Broomstick, Top Hat, Rolling Chair, Y Ddraig Goch, The Summit - for use next to Yr Wyddfa in the original core game of Snowdonia - and Castle, representing a new type of cards in Snowdonia, "Tourist attraction".

Version: en * Rules: en * In-game text: yes

Expansion for Snowdonia for 1-5 players, ages 10+

Soggy Doggy

Publisher: Spin Master

4+



Doggy sits in the water-filled shower in the middle of the board. The active player rolls the die: For a color result, you move to the next free space of that color and resolve it: You either push the Pawn faucet once or twice or turn the Bone faucet once or twice, clockwise. For a Question Mark, you roll again and from a Pawn Case you move your marker forward in front of the current player in the lead. When Doggy shakes off water if you turn the Bone faucet, you take a token and go back to the basket space. If you already have such a token, you discard it and remain where you are. If you are first to be back at the basket space, you win.

Version: de * Rules: de en fr * In-game text: no

Action game for 2-4 players, ages 4+

Solaris

Designers: Brigitte and Wolfgang Ditt
Publisher: Queen Games



Solaris rotates around a sun and transfers energy to Earth via a laser. In a round, one station is activated and you select one of five action options in turn order in relation to descending amounts of energy. Actions are: Replenish energy, Transfer energy, Swap card, Pass or do a Station Action for Engine Deck, Headquarters, Biotope, Shuttle Port, Canteen and Energy Cell to shift energy to the Laser, using a docked shuttle. If someone has seven or more Energy at the laser, you win with most energy at the laser. Includes variants: "Time Game" and "Layout Change".

Version: multi * Rules: de en * In-game text: no

Placement and collecting game for 3-5 players, ages 12+

Space Freaks

Designer: Max Wikström
Publisher: Stronghold Games



Tournament in the Arena of Annihilation - you design your own freak team with unique abilities. It must defend the home base and collect victory points from attacks, completed missions and securing of regions. After preparations for a round, player turns follow, including * playing mission card or completing it anytime * Fire turrets - at one target, regardless of lines of sight * activate pawns - each one once per round for limited movement and attacks, with using of sponsor cards, laboratories, healing centers and wormholes, and * Clean-Up. After six rounds, you win with most victory points.

Version: en * Rules: en * In-game text: yes

SciFi confrontation for 2-4 players, ages 14+

Spaghetti

Designer: Michal Golebiowski
Publisher: HUCH!

6+



27 strings in yellow, red, green and black represent noodles, four foam balls are meat balls. In the basic game, you take the big plate, put the well entangled strings on it and add three meat balls on top. While the timer runs, the active player pulls out one noodle at a time; if noodle or meat ball touch the table, the turn ends immediately. A meat ball can be taken when it does not touch a noodle. When time runs out, the next player continues with the remaining ingredients. When the plate is empty, you score for noodles by color and for meat balls. In variants, you use 4 balls and the small plate, or recipe tiles tell you which noodles to pull.

Version: multi * Rules: de fr * In-game text: no

Dexterity game for 2-4 players, ages 6+

Speed Colors

Designer: Erwan Morin
Publisher: Game Factory

5+



Image cards are stacked black & white side up; their backside shows the image - always in six parts - in six colors. In a round, you draw a card, turn it over - when you have memorized the color arrangement - back over again and begin to color the image: One color per part, a pen can only be used once in a round, a part that you begun in a color cannot be completed in another color and you cannot clean a part during the turn. When all are done, each part correctly filled within its boundaries scores 2 points, such a part, done in a wrong color, scores 1 point. Variants are included.

Version: multi * Rules: de fr * In-game text: no

Coloring game for 2-5 players, ages 5+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Speedy Words

Publisher: Game Factory

8+



60 circular cards show a letter side and a category side, cards are stacked category side up. You reveal a card and search for words fitting the category and beginning with the letter in the category color. The first term named counts, you get the open card for the correct term and turn up a new one. If you name a wrong term or a term already named, you return a card which is placed with the current card under the stack. For A, O and U you can also name words with Ä, Ö and Ü. If only one card remains, you win with most cards.

Version: multi * Rules: de en fr it * In-game text: no

Word and association game for 2-6 players, ages 8+

Spiel des Wissens

Publisher: Jumbo

8+



To explore the unknown planet Galaxia players travel across the solar system to its outer rim by answering questions. Those questions in two levels of difficulty come in six individual categories and there are special questions if you end your turn on a planet or a meteor field. For correct answers on planet spots you receive knowledge rings, for wrong answers you must move backwards. If you are first to collect 6 planet rings and reach Galaxia, you win. A new revised edition with a new design, offering the original game and a fast variant.

Version: de * Rules: de * In-game text: yes

Quiz game for 2-6 players, ages 8+

Spielkarten! Dragons

Publisher: ASS Cartamundi

4+



Dragons is a title in the new range of playing cards, featuring license topics and for use for a variety of family card games. Each box comprises 110 playing cards, detailed rules, a poster and a glitter card. The inside of the box serves as a storage area and also as a play area. Games that can be played with the Dragons box are: Schätzmeister! with predicting the number of tricks, Rommé, Mau Mau, Memo, Solitaire, Schwarzer Peter, Kartenraten, Mogeln, Einundzwanzig und Königreich der Karten - you lay out Königreich cards, that is, cards of values Three to Nine - from your hand and pay for this with other cards.

Version: de * Rules: de * In-game text: no

Collection of card games for 1-6 players, ages 4+

Spielkarten! Ich einfach unverbesserlich! 3

Publisher: ASS Cartamundi

4+



Ich einfach unverbesserlich! 3 is a title in the new range of playing cards, featuring license topics and for use for a variety of family card games. Each box comprises 110 playing cards, detailed rules, a poster and a glitter card. The inside of the box serves as a storage area and also as a play area. Games that can be played with the theme box are: Schätzmeister! with predicting the number of tricks, Rommé, Mau Mau, Memo, Solitaire, Schwarzer Peter, Kartenraten, Mogeln, Einundzwanzig und Königreich der Karten - you lay out Königreich cards, that is, cards of values Three to Nine - from your hand and pay for this with other cards.

Version: de * Rules: de * In-game text: no

Collection of card games for 1-6 players, ages 4+

Spinderella

Designer: Roberto Fraga
Publisher: Zoch Verlag

6+



Spiders Roberto and Klaus are letting Spinderella down on a rope, they want to play and grab ants to take them back to the start. You roll all three dice. For a spider on the green die you move Roberto or Klaus on top of the spider web board, according to the white die. When Spinderella descends on an ant it is caught and put back to start. If you catch an opposing ant you can move one of your own. For an ant on the green die you move one of your ants according to the brown die. For a leaf on the green die you move the bark and then move spiders or an ant. If you are first to have all ants at the finish, you win.

Version: multi * Rules: de en fr it * In-game text: no

Magnetic collecting game for 2-4 players, ages 6+

Spinner Challenge

Publisher: Ravensburger

6+



Each player takes one of the four Zing Spinmax Spinners; 20 task cards are shuffled and stacked face-down. The first task is revealed, there are time challenges and dexterity challenges. A time challenge is won, when your own spinner turns longest, a dexterity challenge with the fewest tries for successful completion. You always earn the respective task card for success. Tasks range from spinning the spinner on your nose to spinning it on a pencil to transferring the spinner from one forefinger to the other forefinger in a way that it keeps spinning.

Version: de * Rules: de * In-game text: no

Dexterity game for 1-4 players, ages 6+

Splendor Die Städte von Splendor

Designer: Mark André
Publisher: Asmodee / Space Cowboys

10+



Four expansions for Splendor; you can always use only one of them in combination with the base game. *Städte* - In seven cities there is one master piece each; you can take a city tile, if you meet its requirements for prestige and bonuses. *Die Handelsposten* - If you meet the requirements after the visit of a Noble, you place your coat-of-arms and own the privilege for the rest of the game. *Der Orient* - new strategies for Nobles, bonuses can be upgraded. *Die Festungen* - Before you replace a card that was bought, you place one of your own fortresses on an open, empty card of the display or remove another player's fortress.

Version: de * Rules: de en fr jp * In-game text: no

Expansions for Splendor for 2-4 players, ages 10+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Spooky Wooky

Designer: Reiner Knizia
Publisher: Piatnik

5+



When romping in the attic the little ghost children tear their shrouds and Mama Ghost needs to darn them with different types of cloth. The tiles are laid out face-down, one is revealed. In the basic game the topic are shapes only - the active player turns over a tile and shows it to all. When another tile with those shapes is already visible, you put your hand on it quickly. The fastest player takes the tile, the one that was revealed stays on the table, even if no match was found. In the advanced game you either look for shape and color or for shape and number of patches. When all tiles have been revealed, you win with most of them.

Version: multi * Rules: cz de fr it hu pl sk * In-game text: no

Spotting and reaction game for 2-6 players, ages 5+

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity
 Knowledge
 Memory

Spring ins Feld

Designers: Anja Dreier-Brückner, Klaus Zoch
Publisher: Zoch Verlag

4+



Flora the Flower Fairy flutters from flowerbed to flower bed and presents players with flowers and butterflies for their baskets. Flora and the flowers are assembled and the flowers are placed randomly and well mixed into the beds. In your turn you let Flora flutter to a flowerbed in a way that makes the die in her hat move. Then you may take up to two flowers of the color you rolled or maximum two butterflies; if you rolled the face you may choose a flower or butterfly. If you cannot pick up anything, you can use your lucky ladybug and take a flower or butterfly from anywhere. Whoever fills his basket first, wins.

Version: multi * Rules: de en fr it * In-game text: no

Dice and collecting game for 2-4 players, ages 4+

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

SpyNet

Designer: Richard Garfield
Publisher: Asmodee / Z-Man Games



Dominance in the world of undercover agents; alone or in a team you set up a network of agents and complete missions. In your turn, you decide to recruit or to play. For Recruiting, you take a look at all stacks of cards and take one or draw one single card from the deck and add cards to stacks that you looked at. If you Play. You can play an agent card into any area, and add one or more financing cards, and also play a mission card into an area that you dominate. When the deck is empty, you count points of completed operations.

Version: de * Rules: de en * In-game text: yes

Drafting card game for 2-4 players, ages 10+

Stack-a-Biddi

Designer: Grzegorz Rejchman
Publisher: Game Factory



Stacking, aided by dice - you use eight blocks of a color and one BIDDi block each in red, white, grey and blue. You stack one BIDDi or one block per level so that the front of the stack shows a continuous line - six levels in the first round and then one level more in six more rounds. A roll of four dice in BIDDi colors determines the number of BIDDis used in the round and the level in which they are used. Then you build your stack of the round with BIDDis as rolled plus the necessary blocks to make up the level number. Stacks score 1 point per correct level up to an eventual mistake. The fastest player scores a bonus per BIDDi that looks at him.

Version: multi * Rules: de en fr it * In-game text: no

Stacking game for 2-4 players, ages 8+

Stadt der Spione: Estoril 1942

Designers: Gil d'Orey, Antonio Sousa Lara
Publisher: MesaBoardgames / Asmodee



Your goal is the best spy network - all players start with an identical set of six spies and sent them to locations to recruit more experienced spies. You put a character tile with marker on the location board; when all markers are placed you resolve location boards in numerical order and in relation to character abilities and special rules for a location; the most powerful player wins the reward tile. If you then have more than six characters, you reduce your hand to six. After four rounds you add points from character tiles in hand, completed mission tiles and number of set-down tiles

Version: de * Rules: de en pl pt * In-game text: no

Placement game for 2-4 players, ages 10+

Stadt der Spione Falsches Spiel

Designers: Gil d'Orey, Antonio Sousa Lara
Publisher: MesaBoardgames / Asmodee



Your goal: The best spy network - all players send spies to locations to recruit more experienced spies. You place characters and markers on locations; when all markers are placed, you resolve location in sequence, for character abilities and location rules, the most powerful player wins the reward. After four rounds, you add points from characters in hand, completed missions and number of set-down tiles. The *Falsches Spiel* expansion offers new options: A 5th player, two new locations - hotel and harbor with special rules, the ability Doppelagent, two mission tiles and seven new characters, two of them with a new nationality.

Version: de * Rules: de en pl pt * In-game text: no

Expansion for Stadt der Spione for 2-5 players, ages 10+

StadtSpiel

Designer: Antje Damm
Publisher: MeterMorphosen



Using 64 tiles featuring street scenarios, players create a town. You play domino - you draw a tile and can add maximum two tiles per round to the display, in a grid of maximum 9x9, and you need to comply with a pictogram order to draw tiles instantly. On adjacent roads, the number of cars must be the same on both roads. Corresponding houses and roofs can be placed next to each other, tiles without roads can be placed next to free areas. You win with fewest tiles, when all possible tiles have been placed. Alternatively, all can construct a town together or each by himself with his share of the evenly distributed tiles.

Version: de * Rules: de * In-game text: no

Tile placement game for 1 or more players, ages 6+

Star Wars Armada

Designers: James Kniffen, Christian T. Petersen
Publisher: Fantasy Flight Games / Asmodee



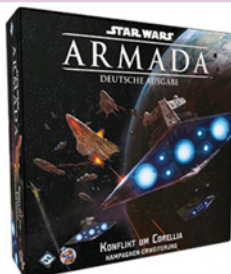
Rebel Alliance versus the Empire in a competitive miniatures game. Ship models in relative scale are used for a training scenario with given fleets and then in scenarios with custom-made fleets of your own. In those scenarios, you play six rounds comprising the phases of Command - command wheels are assigned to ships; Ship - you attack with squadrons of ships and move squadrons of ships; Status - defense markers are readied for play and the initiative marker is turned over. You win instantly by destroying all opposing ships or with most points.

Version: de * Rules: de en es * In-game text: yes

Miniatures game for 2 players, ages 14+

Star Wars Armada Konflikt um Corellia

Designers: James Kniffen, Christian T. Petersen
Publisher: Fantasy Flight Games / Asmodee



Rebel Alliance versus the Empire. Ship models in relative scale are used for a training scenario with given fleets and in scenarios with your custom-made fleets. You play six rounds comprising Command - command wheels are assigned to ships; Ship - you attack with ships move ships. Squadron - you move squadrons of ships and attack with squadrons of ships; Status - defense markers are readied for play and the initiative marker is turned over. You win instantly by destroying all opposing ships or with most points. *Kampf um Corellia* is a campaign expansion for up to six players, with 12 new missions and six new Squadron cards.

Version: de * Rules: de en es * In-game text: yes

Expansion for Star Wars Armada for 2-6 players, ages 14+

Star Wars Carcassonne

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück



In a Galaxy far, far away ... Carcassonne! Duels over asteroid fields or planets in the Star Wars universe. 76 tiles show trade routes, asteroid fields or planets. You have a character card plus five small and one large, corresponding meeples. As usual, you place a tile in your turn and can then place a meeple as a trader, explorer or conqueror. When regions merge and result in several meeples there, each of those meeples combats with 1 die per meeple + 1 die for faction symbols; the higher value wins, the loser scores 1 points. Planets can also be attacked directly from an adjacent tile. With team version for four players.

Version: multi * Rules: de en fr it * In-game text: no

Tile placement game for 2-5 players, ages 8+

Star Wars Carcassonne Erweiterung 1

Designer: Klaus-Jürgen Wrede
Publisher: Hans im Glück



The duel in the Star Wars Universe is expanded with a few new details. 18 New tiles feature planets or asteroid fields to close off trade routes or show four separate asteroid fields. All tiles are shuffled with those from the core game and placed as usual. You begin the game with one each of the new equipment tokens, Light Saber or Blaster and can give them to a newly placed meeple. If you take back a meeple you take also back his equipment. If you use a blaster in combat you use the yellow special die. Double-sided point tokens 50/100 facilitate scoring and six blue meeples allow six people to play.

Version: multi * Rules: de en fr it * In-game text: no

Expansion for Star Wars Carcassonne for 2-6 players, ages 7+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Star Wars Destiny

Designers: Corey Konieczka, Lukas Litzinger
 Publisher: Fantasy Flight Games / Asmodee



Battles between heroes and villains, using characters, locations and topics from all the Star Wars Sagas. You try to eliminate opposing characters and combine dice-driven skirmishes and faction-related cards. Characters of each faction and period can be present in a deck, so, for instance, Rey, Padmé and Finn can fight together. Dice are used to eliminate opponents, cards and resources or for your own resources and special abilities. They are introduced into the game with cards that you play, then put the dice on it and must wait to use the die till the card is activated. Starter-Sets for one player, z.B. Kylo Ren oder Rey.

Version: de * Rules: de en * In-game text: yes

Collectible dice and card game for 2 players, ages 10+

Star Wars Destiny Imperium im Krieg

Designers: Corey Konieczka, Lukas Litzinger
 Publisher: Fantasy Flight Games / Asmodee



Battles between heroes and villains, using characters, locations and topics from all the Star Wars Sagas. You try to eliminate opposing characters and combine dice-driven skirmishes and faction-related cards. Characters of each faction and period can be present in a deck. Dice are used to eliminate opponents, cards and resources or for your own resources and special abilities. They are introduced into the game with cards that you play and then activated for use of the dice. *Imperium im Krieg* is the third Booster series, featuring 160 new cards for a new interpretation of game mechanics and focusing on Star Wars Rebels.

Version: de * Rules: de en * In-game text: yes

Supplement for Star Wars Destiny for 2 players, ages 10+

Star Wars Destiny Starter-set für 2 Spieler

Designers: Corey Konieczka, Lukas Litzinger
 Publisher: Fantasy Flight Games / Asmodee



Battles between heroes and villains, using characters, locations and topics from all the Star Wars Sagas. You try to eliminate opposing characters and combine dice-driven skirmishes and faction-related cards. Characters of each faction and period can be present in a deck. Dice are used to eliminate opponents, cards and resources or for your own resources and special abilities. They are introduced into the game with cards that you play, then put the dice on it and must wait to use the die till the card is activated. Features cards of the upcoming new film "Die letzten Jedi" and holds all components necessary for two players.

Version: de * Rules: de en * In-game text: yes

Collectible dice and card game for 2 players, ages 10+

Star Wars Imperial Assault

Designers: J. Kemppainen, C. Konieczka, J. Ying
 Publisher: Fantasy Flight Games / Asmodee



The Empire attacks! One player controls the forces of the Empire, all others work as a team and each one leads a hero of the Rebels. You travel across the galaxy and deal with high-risk missions which always include tactical ground combat between Rebels and Empire. Missions are enacted on modular boards, you can play campaigns or with two players as a melee. Each round of a mission comprises the phases of Activation - with two actions for one of the rebels and activating of all miniatures on a deployment card for the Empire - and Status with clean-up steps. Latest expansions are „Riskantes Spiel auf Bespin“ und „Im Schatten der Zwillingssonnen“.

Version: de * Rules: de en es fr it pl * In-game text: yes

Conflict simulation for 2-5 players, ages 12+

Star Wars Rebellion

Designers: Steven Kimball, Corey Konieczka
 Publisher: Fantasy Flight Games / Asmodee



Empire vs. Rebels. Both factions use different strategies: Rebels are numerically outgunned and need to rely on ruses, guerilla tactics and diplomacy; the win when they acquire enough support. The Empire with the weaponry supremacy of the Death Star wins when it locates the Rebel Base and conquers it. Phases of a round are Assignment - leaders are assigned to missions; Command - move units and maybe begin combat, reveal missions, or use leader to move unit; Refresh - Clean up actions; new leaders, units, mission cards, and so on.

Version: de * Rules: de en fr * In-game text: yes

SciFi conflict game for 2-4 players, ages 14+

Star Wars X-Wing Miniaturen Spiel

Designers: J. Little, A. Sadler, B. Sadler, C. Konieczka
 Publisher: Fantasy Flight Games / Asmodee



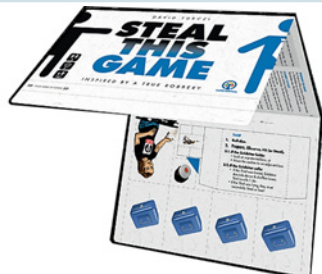
X-Wing simulates Star Wars space battles. Phases of a round: Planning with secret choice of maneuver on the wheel - Activation with ship movement and one action with pilot abilities, enhancement and damage cards and also missions - Combat with one attack per ship, resolved in descending order of pilot value; you attack ships in reach and within the line of fire, using attack and defense dice - End phase with removal of unused action markers and resolving end phase cards. Winning condition: Destroy all opposing ships or complete the mission goal. Numerous expansion packs with models, new „M12-L-Kimogila-Jäger“ oder „Phantom II“.

Version: de * Rules: de en es pl * In-game text: yes

Miniatures game for 2 players, ages 14+

Steal this Game

Designer: David Turczy
 Publisher: LudiCreations



A nano game, based on a real situation - one player is exhibitor at a Games Fair, the other is a thief who wants to steal the exhibitor's intake, which is stored in one of four cash boxes. The game comprises a sheet in postcard size, complete with components and rules. The thief secretly rolls two dice and tries to acquire information about the box and to lure the clerk away from the cashbox. When the exhibitor catches the thief at a lie, the thief must immediately risk a theft attempt without any additional information.

Version: en * Rules: en * In-game text: no

Bluff, dice and deduction game for 2 players, ages 14+

Stinky Pig

Designers: R. Wilcox, G. J. Donner, M. S. Steer
 Publisher: Piatnik



Stinky Pig farts and of course you don't want to hold it if it does that. The starting player takes Stinky into one hand and presses its belly to activate it. Then he rolls the die with his other hand - a red arrow pointing to the left means that Stinky Pig is handed to the left neighbor, a green arrow to the right indicates handing over to the right neighbor. If you roll the pig symbol you must roll again. All this needs to happen fast, because if you hold Stinky Pig when it farts you take a chip and reactivate Stinky. If someone has three chips, the game ends and you win with fewest chips, there can be several winners.

Version: multi * Rules: de hu sl * In-game text: no

Dice and reaction game for 3 or more players, ages 6+

Stone Age

Designer: Bernd Brunnhofer
 Publisher: Hans im Glück



Players act in a Stone Age setting, cut down wood, get stones from a quarry and wash gold in the river; they barter goods, expand their village and acquire new levels of civilization. Each round comprises introducing persons to the board, use the persons for actions and feed the persons. In turn you place workers at location to implement actions, usually in limited numbers. Different locations can hold different amounts of persons. Possible actions for persons are either producing resources, increase food, receive tools, acquire civilization cards or acquire buildings. At the end you score for civilization cards.

Version: de * Rules: de en * In-game text: no

Worker placement game for 2-4 players, ages 10+

Colour codes for target groups (Headline Colour)

For children + learning With friends
 For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Knowledge
 Tactics Creativity Memory

GABIS explanation on page 3

Communication Dexterity
 Interaction Action

Stone Age Junior

Designer: Marco Teubner
Publisher: Hans im Glück

5+



Thematically based on Stone Age, players in the guise of children experience daily life in the Stone Age. Three huts are turned up, commodities are displayed on commodity cases and the exchange case, markers start at the building case. You turn up a wood tile and implement the related action, either move as many steps or go directly to the indicated case and do its action – take a commodity, swap commodities with those on the exchange case, take a dog tile – they are jokers for commodities – or turn back all open wood tiles and, if possible, build a hut and discard the necessary commodities. If you build your third hut, you win instantly.

Version: de * Rules: de en es fr nl * In-game text: no

Movement and collecting game for 2-4 players, ages 5+

Stone Age Junior Das Kartenspiel

Designer: Marco Teubner
Publisher: Hans im Glück

4+



Settlements with huts must be built; building a hut requires three commodities. Nine face-down commodity cards are laid out, each player has one hut card. You move Martin the Mammoth along 1, 2, 3 or 4 commodity cards and turn over the target card. If it shows a commodity depicted on your hut card, or Guff the Joker Dog, you take the card and replace it with one drawn from stack. If you have all necessary commodities for your hut, you build it by turning over the card, discard the commodities and draw a new hut card. You win, if you built three huts. Martin and the commodity cards can also be used to expand Stone Age Junior the board game.

Version: de * Rules: de * In-game text: no

Collecting and building game for 2-4 players, ages 4+

Stoopido

Publisher: Ravensburger

6+



Touch cards, squeaking device and mask parts are set out, each player dons a pair of glasses. The active player rolls the die and all react as fast as they can – For a result of nose, eyes, hat or ears you touch the corresponding card; the fastest player wins and adds a mask part of the corresponding stack to the glasses of another player. If you rolled the squeaking device, the fastest player can give any part to any player. If you rolled the glasses, you yourself get a part for your glasses. If your mask is the first complete one, you lose.

Version: de * Rules: de * In-game text: no

Fun dice and reaction game for 2-4 players, ages 6+

Story Makers

Designer: Hans van Tol
Publisher: The Game Master

8+



More than 100 million stories in a box! The Castle of Dreams must be reached with five stories! The story maker selects one word each from four story cards, invents - in his mind - a story for those words and places a face-down end-of-story card. The other players try to guess the chosen words, make a bid on the rounds they will need and place markers on guessed words. The story maker only tells the number of correct markers, not their location. When the story words are guessed within the bet rounds, the marker moves accordingly and all may give a guess on the end of the story; if not, the marker moves the number of correctly guessed words.

Version: en * Rules: en nl * In-game text: yes

Word guessing game for 2-10 players, ages 8+

Stratego Original

Publisher: Jumbo

8+



Each player has 40 pieces with different strength and effects - 1x each Flag, Marshal, General and Spy, 2x Colonel, 3x Major, 4x each Captain, Lieutenant and Sergeant, 5x Miner, 8x Scout and 6x bomb. You arrange the pieces as you like, in the first four rows of the board facing you; their placement decides their effects and uses; the opponent only sees the neutral back of the pieces. A standard move is one square orthogonally in any direction, no jumping over pieces and no move on occupied squares. Landscape characteristics influence movement of the pieces. The player who conquers the opponent's flag wins the game. New edition in a new design.

Version: de * Rules: de en fr nl * In-game text: no

Position game for 2 players, ages 8+

Stratego Pirates

Publisher: Jumbo

5+



Action cards are on display; each player secretly places flags for Monkey, Flag and Powder Keg, pirates are behind the ships. You turn over an action card -> put a pirate into the opposing ship; shoot through the hole in the sail, in case of success your opponent takes a pirate out of play; shoot out an opposing pirate from underneath the scull; place your own pirate into your ship; a pirate is put on the plank by the opponent; you can save him by flipping a coin. If you are alone on the opposing deck or shoot successfully when the opponent's ship deck is empty, you can turn over a flag; if it is the Flag, you win.

Version: de * Rules: de en nl * In-game text: no

Placement and action game for 2 players, ages 5+

Strawberry Ninja

Designer: Chris Castagnetto
Publisher: Strawberry Studio

8+



Players assist Kitty in her search for Strawberry Ninja when playing Hide & Seek. Strawberry field cards are shuffled with the Strawberry Nina and laid out in a 3x4 grid, one slot is empty. Kitty begins on any card. You slide a card into the gap, then another one into the new gap. This card is revealed and eventually resolved. Then you move Kitty according to the top movement card and can "pounce"; that is, reveal the card beneath Kitty. If you found Strawberry Ninja, he is caught, or else he has escaped. All win, when Strawberry Ninja was caught twice.

Version: en * Rules: en * In-game text: yes

Search game for 1-4 players, ages 8+

Super-Vampire

Designers: Julien Gupta, Johannes Berger
Publisher: Queen Games

6+



Garlic cloves are fed to the Knobe. You roll for a garlic clove and then slide your vampire along the planks to the intended clove. Then you can roll again and collect again or go the the tower. If you are completely on the spot before "Sunrise" is called, you feed all cloves that you collected into the tower and can go on collecting. Meanwhile, the other players roll six sun dice: Always one die, re-roll an empty side, and place the die on the Sun Board when the result is a sun. When the Sun Board is full, you call "sunrise" and the vampire's turn ends. When the last cloves have been fed to the Knobe, you win with most of them in your tower.

Version: multi * Rules: de en * In-game text: no

Dice and dexterity game for 2-4 players, ages 6+

Sushi go!

Designer: Phil Walker-Harding
Publisher: Zoch Verlag

8+



All 108 sushi cards are shuffled and you are dealt 7, 8 or 9 cards. In each turn of a round you choose one card that you want to keep and lay it down. Then all cards are revealed and you hand your remaining cards in hand to your left neighbor. Wasabi is covered with Nigiri, Salmon Nigiri or Tuna Nigiri, Chopsticks allow you to keep and display two cards in a turn. When all cards are laid out, you score Maki for majorities, Tempura and Sashimi for sets, Mussels for numbers and Nigiri for numbers and combinations with Wasabi. After three such rounds you score Pudding (those cards remain always on the table) and win with most points.

Version: multi * Rules: de en fr it * In-game text: no

Set collecting game for 3-5 players, ages 8+

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 3

Sushi go Party!

Designer: Phil Walker-Harding
Publisher: Zoch Verlag



Players select the cards they want to use in a game - the rules give recommendations - and add desserts for each round. You hold 7 to 10 cards. In each turn of a round, all players select a card. Reveal and hand the remaining cards to their neighbor. Effects of Uramaki, Miso-Suppe, Wasasbi, Menü, Sonderwunsch and Bento-Box are resolved accordingly. Spoon and chopsticks give you additional actions for future turns. When all cards are displayed, you score your display. After three such rounds you score all desserts that you collected during the game - they stay on the table at the end of a round - and win with most points.

Version: de * Rules: de en es it nl * In-game text: yes

Set collecting game for 2-8 players, ages 8+

Sweet Honey, Bee mine!

Designer: Katsuya Kitano
Publisher: New Board Game Party / Japon Brand



Ten types of honey bees fly around, their honey is coveted, but bees fight back! You play a card face-down, place 1-3 honey discs on it, hand all to the left and draw a card. The recipient can, depending on the value hint on the back, capture: You turn the card over - if you do not have it, you take the honey and add the card to your display. But if you have the card already, you have been stung twice and k.o. for the round - you pay honey equal to the card value to the bank and the honey on the card goes back to who played the card. Instead of capturing you can - by adding the same amount of honey as the first player - hand on the card.

Version: jp * Rules: de en fr jp * In-game text: no

Risk and betting game for 2-6 players, ages 8+

Switching Tracks

Designer: Kris Gould
Publisher: Wattslopaog



Sheep and textiles are transported across America. The active player first fills empty cities, can throw switches and then moves the train, according to the dice status on the engine - from city to city. If your train has room you must pick up a commodity in a town you reach and must, if possible, also deliver a commodity if you have a suitable one and take this commodity and, if present, also the demand marker, behind your screen. With commodities taken you can upgrade your train - range, number of cards - or complete one of the contracts or buy offices for special abilities of the train or Switchmen.

Version: en * Rules: en * In-game text: yes

Logistics game for 2-5 players, ages 10+

Sword Art Online

Designer: Seiji Kanai
Publisher: Japanime Games / Global Distribution



Sword of Fellows - In 2022, you are - like Kirito - a player in the Virtual Reality Massively Multiplayer Online Role Playing Game, Sword Art Online - however, death in the game means death in real life, too, and so you need to win a scenario in each level to survive. You have special abilities and attack patterns to defeat enemies, but need to find a partner to chain your attacks. Both players roll dice and can use abilities to change the results - when the result fits the attack patterns, the enemy takes damage and counterattacks. However, When all dice were used, the partner can take over without an attack from the enemy.

Version: en * Rules: en jp * In-game text: yes

Cooperative dice game for 1-4 players, ages 10+

Sword & Sorcery Immortal Souls

Designers: Simone Romano, Nunzio Surace
Publisher: Ares Games



Heroes, who were called back from the dead, in the guise of immortal ghost souls, cooperate fighting evil, controlled by the game itself. During the game, heroes gain strength, and can acquire soul points to achieve legendary status with various benefits. Game components and game set-up vary with the choice of quests, which are played in rounds. Phases of a round are 1. Time with clean-up, refresh, etc. 2. Battle - Skirmish for each hero, comprising one hero turn and one enemy turn; 3. Events - Standard, Story und Day & Night events. When all heroes are ghost souls or the last event card is discarded, the quest is lost.

Version: en * Rules: de en * In-game text: yes

Fantasy adventure for 1-5 players, ages 13+

Sword & Sorcery Unsterbliche Seelen

Designers: Simone Romano, Nunzio Surace
Publisher: Ares Games / Asmodee



Heroes, who were called back from the dead, in the guise of immortal ghost souls, cooperate fighting evil, controlled by the game itself. During the game, heroes gain strength, and can acquire soul points to achieve legendary status with various benefits. Game components and game set-up vary with the choice of quests, which are played in rounds. Phases of a round are 1. Time with clean-up, refresh, etc. 2. Battle - Skirmish for each hero, comprising one hero turn and one enemy turn; 3. Events - Standard, Story und Day & Night events. When all heroes are ghost souls or the last event card is discarded, the quest is lost.

Version: de * Rules: de en * In-game text: yes

Fantasy adventure for 1-5 players, ages 12+

T.I.M.E Stories Lumen Fidei

Designer: Manuel Rozoy
Publisher: Asmodee / Space Cowboys



As Time Agents, we travel into other eras and try to complete our mission there, using a host body. If we fail, we are hauled back automatically and can try again. Decks in scenarios deck must be handled exactly as stated, because all that you hear, read and see is important. A mission begins at headquarters, one run commands X Time Units; placing/exploring locations and changing locations alternate until time has run out; basic mechanism is reaching cards, reading and evaluating them. Lumen Fidei, the sixth scenario, takes us to the late Middle Ages - morale decisions, a powerful opponent and new mechanisms provide new challenges.

Version: de * Rules: de en fr pl * In-game text: yes

Logic puzzle game for 2-4 players, ages 12+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Ta-Ke

Designer: Arve D. Fühler
Publisher: HUCH!



As Shogun you bring persons to your court, for power and influence from their abilities. Person chips are drawn as per requirement and stacked. If you are active player, you can do an action for any or each person in your own audience hall; then you take an accessible person chip from a stack, place a ghost token on this stack and place the person into the bottom row of your courtyard. Then both players score the influence of the group of persons that became visible when you removed the chip from the stack: Number of such persons in the audience hall x personal influence from such persons and Samurai in the courtyard.

Version: multi * Rules: de en es fr it nl * In-game text: no

Placement game for 2 players, ages 10+

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity
 Knowledge
 Memory

Table Curling

Publisher: Noris Spiele



Curling at the table, independent from ice and weather. The playing area measures 120 x 40 cm, is foldable and easily and quickly spread. In a round both teams alternate to shoot their eight discs. Then the team that is nearer to the target circle scores one point for each of its own pieces that is nearer to the target than the nearest opposing piece.

Version: de * Rules: de * In-game text: no

Dexterity game for 2-8 players, ages 6+

GABIS explanation on page 3
 Communication
 Interaction
 Dexterity
 Action

Tabu

Publisher: Hasbro




This is the 6th edition of Tabu with yet another 1000 new terms, without a board and a completely new feature, the Taboo Die. One player of a team describes a term, the other members of his team must guess. The opposing team checks adherence to the rules. Each player starts his turn with a roll of the taboo die for a special rule: Only one player guesses, or both teams guess or you have double the time or you must not move at all while explaining or you play standard Taboo. Each term that is correctly guessed yields a point. Rules violations and cards that are set aside earn points for the opposing team.

Version: de * Rules: de en and many others * In-game text: yes

Creative vocabulary game for 4 or more players, ages 12+

Tabu Junior

Publisher: Hasbro







Tabu Junior is aimed at children between ages 8 and 12, featuring the same game mechanisms, but simpler rules. Cards in four categories name 2 taboo words each. Categories are "At home", "At school", "Animal Creation" or "Garments & co". You draw a card corresponding to the location of your mover and describe the term to your teammates without using taboo words or abbreviations. You can set aside cards that seem too difficult and draw a new card. When time runs out, your mover advances the number of correctly described terms. The team that reaches the finish square first wins the game.

Version: de * Rules: de en * In-game text: yes

Creative definition game for 4 or more players, ages 8-12

Tabu Midnight

Publisher: Hasbro

The adult edition of Tabu, which is played according to the familiar rules:



One player of a team describes a term to his team who must guess it correctly. You can use synonyms or describe the term, but are not allowed to gesture and must avoid the taboo words listed on the card or variations of the. The opposing team checks for observes adherence to the rules and sounds the buzzer in case of a mistake. Each term that is correctly guessed within the time limit scores a point. A rules violation and passed-on cards score for the opposing team. Tabu Midnight uses only terms for adults from the topics of Erotic & Co., on 264 cards.

Version: de * Rules: de en * In-game text: yes

Vocabulary game for 4 or more players, ages 18+

Tagiron

Designer: Ryohei Kurahashi
Publisher: Jelly Jelly Games / Japon Brand

Deduction of number sequences. In a game for two, you draw five tiles with numbers 0-9 and set them in numerical order behind your screen; in case of identical numbers, the red one is placed to the left. Six question cards are displayed. The active player asks or guesses. To ask, he takes one of the cards and asks his opponent, who must answer truthfully. Some questions must be answered by both. The card is discarded and is replaced from stack. If you want to guess, you must name number and color of the opposing pieces in correct order from left to right. If nobody guesses correctly, the game ends in a tie. Four players use four tiles.

Version: jp * Rules: de en fr jp * In-game text: yes

Deduction game for 2-4 players, ages 10+

Tallinn

Designer: Stefan Risthaus
Publisher: Ostia Spiele





Tallinn is the second game of the Baltic Sea series. You want influence with Merchants, Teutonic Knights and Monks. You choose a card from your hand, choose one side as the active one and place the card so that only the active half is visible. If a coin symbol on the card triggers a competition. The effected faction is compared to that of all other players and you score for majorities and can then set down a card from hand or your display to form a part of the city wall. Then you draw a card. When all cards have been played, you score towers, in competitions for the majority faction on the towers.

Version: multi * Rules: de en * In-game text: no

Card placement game for 2-4 players, ages 10+

Tar'aram

Designers: Christin Rudolph, Annika Dencker, Malte Ullrichs
Publisher: Spieltrieb



Stone scarabs block the way for explorers into the pyramid. You can move those scarabs by arranging correct hieroglyphs in correct order. You can use hieroglyph cards for movement or for working at the puzzle: You place a hieroglyph card on one of your own gate cards and ask your left neighbor, if this hieroglyph is part of the riddle that he secretly wrote down at the start of the game. If only the type of hieroglyph is correct, you may move scarabs for the value of the card; if the location is also correct, you may move scarabs and explorers twice and the card is turned over to the path side. If you are first to have both sides in Burial Chamber, you win.

Version: de * Rules: de * In-game text: no

Move & logic game for 2-6 players, ages 10+

Tara Wolf Im Tal der Könige

Designers: Pascal Bernard, P.O. Barome
Publisher: The Red Joker / Asmodee

A mysterious medallion stirs up memories of seven pharaoh tombs. Each player draws an adventurer, who can, when carrying the medallion, make use of his special ability while in a grave. Rounds comprise one Camp Phase for each player - including acquisition of resources, playing cards and clearing up camp with card and coin limits - as well as the Tomb Phase with revealing of a tomb and skirmish for the tomb - with playing of cards for traps and undead as well as triggering traps against characters in the grave - and resolving the skirmish. If you win the skirmish, you gain the hidden tomb treasure. Whoever collects four treasures, wins.

Version: de * Rules: de fr * In-game text: yes

Card game for 2 players, ages 12+



Icon explanation

Solo Play

Two Players

Targets

Designer: Wilfried Fort
Publisher: Zoch Verlag

Dice are placed on targets to win win discs. Three discs are on display. You stack your three dice as a tower on your puck. In your turn, you snip the top die and leave it - with the exception for some particular cases - where it ends up. When a die touches the center of a target, you win the disc instantly. A die as part of a double can be taken back. When you hit opposing discs beneath pucks you get them. When all dice are played, discs under pucks turn into discs you won; discs with majorities of dice on them go beneath the puck of this player. If you own four discs that you did win you win the game. Includes variants.

Version: multi * Rules: de en + fr nl * In-game text: no

Dexterity game for 2-4 players, ages 7+

Large Groups

Recommended Minimum Age

Tash-Kalar Etherweave

Designer: Vlaada Chvátil
Publisher: Czech Games Edition




Magician's duel in the arena, in teams or individually. Three factions command individual decks for creatures to summon. You place helpers of your own color and summon creatures based on resulting patterns and then use the effect of the creature. Etherweave creatures have warp effects that travel back in time and happen before the creature is summoned. Warp effect do not count as action and can be played before, in-between and after other actions; you need no pattern and the piece is not put on the board. The card is placed on the draw pile, counts towards the hand limit and can be used for summoning like a card from hand.

Version: en * Rules: de en * In-game text: yes

Expansion for Tash Kalar for 2-4 players, ages 13+

GABIS explanation on page 3

Team Wordz

Designer: Carlo E. Lanzavecchia
Publisher: moses. Verlag



10+



In teams of two players you look for different words for the same category. The active teams draws six category cards from stock and lays them out between the players; both then place scoring tiles 1, 2 and 3 face-down - without conferring - on all the category cards. Twelve letter dice are rolled and the team has 60 seconds to find words starting with one of the letters on the dice and fitting one of the categories. For each word you find, you put the letter die on your side of the card. Non-team players control your words. When time has run out, you move the team marker for all scoring tiles on category cards with two letter dice.
*Version: de * Rules: de * In-game text: yes*

Word finding game for 2-10 players, ages 10+

Templar's Journey

Designers: Jani and Teri Moliis
Publisher: Queen Games



Europa is preparing for the Crusade. Templars are travelling the lands, recruit knights in cities, collect gold, complete missions and want to place their knights in ship when the Papal Edict arrives, all for victory points. In an action round, you move the pope: Move him on a case for knights or move an opposing knight and then play action cards, secure or daring. Or move the pope on a ship case and trigger a ship round with scoring of two ships according to the edict and distributing knights on ships. Knights in temples allow special actions. At the end, you score gold, knights in the seventh city and completed missions.
*Version: multi * Rules: de en * In-game text: no*

Worker placement game for 3-5 players, ages 14+

Tenno

Designers: Lukas Zach, Michael Palm
Publisher: HUCH!

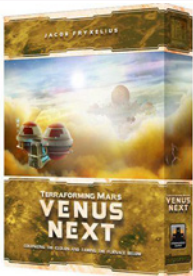


To be in the Tenno's favor you must take a lot of rivals as prisoners. You hold a set of 11 persons and put down the farmers - 1-2-3 - face-down in any order, which can never be changed! The active player attacks an opponent: He compares a card from his display with one of the opponent; usually, the higher card wins, except in case of special effects of cards. Depending on the winner, cards are taken out of play or into the prisoner stack or back into your face-down display. Then gaps in the display are filled with a card from hand. If you cannot do this, the game ends all add up the values in their stacks of prisoners.
*Version: multi * Rules: de en fr nl * In-game text: no*

Bluffing game for 2-7 players, ages 8+

Terraforming Mars Venus Next

Designer: Jacob Fryxelius
Publisher: Stronghold Games



After terraforming Mars is completed, you now target Venus, with a fourth global parameter, the Venus Scale. As Venus is a long-term project, the scale only comprises 0% to 30% terraforming. The Venus Scale is not a game-end condition and cards relating to global requirements also affect Venus requirements. Then there are bonus levels - a free card for 8% and an extra TR at 16% on the Venus Scale. Air Scrapping is a new standard project and there are new city areas. After the production phase of a generation, there is a new Solar Phase, introducing support from the World Government for a non-maxed global parameter.
*Version: en * Rules: en pl ru * In-game text: yes*

Expansion for Terraforming Mars for 1-5 players, ages 12+

That's a Question!

Designer: Vlaada Chvátil
Publisher: Czech Games Edition

15+



Players are squirrels climbing a mountain and asking questions. There are template questions: What would you miss most? Who do you think is worse? Which alternative would you choose? You combine two of your answer cards with one of the questions, select a player who owns a nut and put questions + answers before him. He answers truthfully after the others have given a guess how he might answer. After his answer you evaluate, for correct guesses, the questioned player and correct guessers move, the one who asked the question moves for each wrong guess. You can play Kickers for more points and take them back when you land on lake or meadow cases.
*Version: en * Rules: de en * In-game text: yes*

A game of questions and answers for 3-6 players, ages 15

The Bottle Imp

Designer: Günter Cornett
Publisher: Stronghold Games



The Devil's trick and its penalty points must be avoided. The game comprises cards 1-37, #19 is the starting card and the first Bottle Imp carrier. At the start, you set aside one card for the Devil's Trick and then hand one card each to your right and left neighbor. Then you play a trick-taking game where you must follow suit, but need not trick or use trumps. The highest card takes the trick; if you go below the the Bottle Imp value, the trick is taken by the highest card below the Bottle Imp to become the new bottle Imp carrier. If you own the Imp at the end of the round, you receive the Devil's Trick for negative points.
*Version: en * Rules: de en fi fr nl * In-game text: no*

Card game for 3-4 players, ages 10+

The Cousin's War

Designer: David A. Mortimer
Publisher: Surprised Stare Games

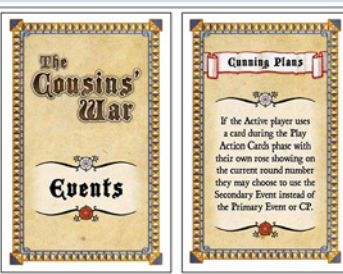


War of the Roses between York and Lancaster in England in the 15th century. If you control all regions of England or control most regions after five rounds or - if both parties control the same number of regions - have won most battles, you win. Five rounds comprise: Handing out action cards - swap an action card with your opponent - determine battle field - alternate to play four action cards each and either resolve the primary event of the card or use the command points of the cards for actions - evaluate battle - check victory condition - clean up.
*Version: en * Rules: en * In-game text: yes*

Conflict simulation for 2 players, ages 12+

The Cousin's War Events Expansion

Designer: David A. Mortimer
Publisher: Surprised Stare Games



War of the Roses between York and Lancaster in England in the 15th century. If you control all regions of England or control most regions after five rounds or - if both parties control the same number of regions - have won most battles, you win. The Events expansion for The Cousin's War comprises event cards. You shuffle them and one card is revealed, this rule is valid for the first round. In the clean-up phase of a round, you turn up the next card for a new rule for the coming round.
*Version: en * Rules: en * In-game text: yes*

Expansion for The Cousin's War for 2 players, ages 12+

The Game Extreme

Designers: Steffen Benndorf, Reinhard Staupé
Publisher: nsv Nürnberger-Spielkarten-Verlag



8+



You play The Game according to the basic rules; 28 cards are added in this version, seven types of orders, with four cards of each order. When a card with an order is played, the order must be followed exactly or the game is lost. Communication on orders is allowed. Flash orders relate to the active player: A stop card ends the turn instantly, a skull must be covered in the same turn and for 3! you must play exactly three cards. Infinite orders are effective as long as they are visible: They forbid communication or the backwards trick or you must play all cards on a stack or you can only draw one card.
*Version: de * Rules: de * In-game text: no*

Card placement game for 1-5 players, ages 8+

Colour codes for target groups (Headline Colour)
For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)
Chance Strategy
Tactics Creativity

Knowledge
Memory

GABIS explanation on page 3
Communication
Interaction
Dexterity
Action

The Game Face to Face

Designers: Steffen Benndorf, Reinhard Staupé
Publisher: nsv Nürnberger-Spielkarten-Verlag



Out of 60 cards in your color, you place the two row cards for ascending and descending on the table and draw six cards from the remaining face-down stack of number cards. The active player places minimum two cards from his hands: Either only in his rows, suitable to the rows, and draws two cards. Or you place one single card in a row of your opponent and the rest in your rows, and replenish your hand to six cards. Cards placed with your opponent must improve his row, that is, you play descending into an ascending row and ascending into a descending one. If you cannot place to cards, you have lost instantly. If you the first one out of cards, you win.

Version: de * Rules: de * In-game text: no

Card shedding game for 2 players, ages 8+

The King's Will

Designer: Hans-Peter Stoll
Publisher: ADC Blackfire Entertainment



Otto The Great travels in his realm. As his duke, you try to learn his wishes, expand your principality with landscapes and buildings and garner favor. In four rounds, you expand your principality: You Select an action tile, resolve the actions and put the tile back into the display as demanded by the rules; this changes available tiles. The "King's Travel" tile to the utmost right triggers end of the round; the king now demands tax and loyalty - you place your marker on a "King's Will" card and a travel board for taxes is resolved. After four rounds, you score fulfilled "King's Will" cards and building displays for completed victory point symbols.

Version: multi * Rules: de en * In-game text: no

Development game for 2-4 players, ages 10+

The Master's Trial

Designers: Vangelis Bagiartakis, Anastasios Grigoriadis
Publisher: Artipia Games



Volcano monster Magmaroth, fought by heroes as a team. You select Class, Order and Weapon and have the respective cards. In a round, at first a new location is drawn and minions appear, then you have actions based on dice rolls - use ability, attune character, assist and heal; mana buys elementary actions without dice. Then you can spend mana to acquire new abilities and, finally, minions attack and heroes take damage. If someone has damage tokens on a complete row of abilities or if Magmaroth is not defeated after three rounds in his lair, the game is lost. If you reduce Magmaroth's health to 0, all players win together. Includes a solo variant.

Version: en * Rules: en * In-game text: yes

Cooperative fantasy conflict for 1-4 players, ages 12+

The Others

Designer: Eric M. Lang
Publisher: CMON / Asmodee



One player takes on the role of Sin as incarnation of one of the Seven Deadly Sins, summoned by the Hell Club to trigger apocalypse and to destroy the world. The other players are heroes / agents of the F.A.I.T.H. organization and fight the invasion. You use a story board and complete missions - the longer they take for this, the stronger the sin becomes.

Neid is an expansion for The Others and comes with Avatar, Controller six so-called abominations, a board for the Sin and 12 Sin cards. Wollust is also an Expansion and needs the components necessary for this Sin, in the same composition as in Neid.

Version: de * Rules: de en es pl * In-game text: yes

Expansions for The Others for 2-5 players, ages 14+

The Pursuit of Happiness Community

Designer: Vangelis Bagiartakis
Publisher: Stronghold Games



A life in a game, lived by worker placement - you realize projects, work, have relationships, raise a family, and want to achieve your life goals. Desired actions are marked; if another marker is already in place, you get stress. Resources in the game are knowledge, creativity and influence, available from actions Study, Game and Gain. Community introduces neighborhood and communities to the game, with new cards a new board for popularity including a track, as well as components for a 5th player. Instead of marking an action you Engage with a marker on a Community card for rewards and one of the outcomes of the card, at the end of the round.

Version: en * Rules: en * In-game text: yes

Worker Placement for 1-5 players, ages 12+

This War of Mine

Designers: Michael Oracz, Jakub Wiśniewski
Publisher: CMON / Asmodee



Board game adaptation of the video game on civilians in a war-torn town, you need to survive till the war ends! Rounds comprise seven day and night phases; there are maximum four characters in play and players interact as group with all of them. The leader holds the diary and hands in on when instructed to do so. Morgen - Event and character movement. Tag - Up to three actions per character. Sonnenuntergang - Food and drinks. Abend - Prepare looting, stand guard and sleep. Plündern - Collect resources. Nachtlicher Überfall - Assault of your shelter. Sonnenaufgang - Resolve fate card, looters return, caring for the sick.

Version: de * Rules: de en es fr it ru * In-game text: yes

Survival simulation for 1-6 players, Ages 18+

Thurn und Taxis

Designers: Karen and Andreas Seyfarth
Publisher: Hans im Glück



Each player develops a stage coach line and tries, by means of clever building of lines, to get as many stages = houses onto the board as possible. These efforts result in valuable coaches and bonus tiles, there is also help available from officials. In his move a player must take up a city card, lay out a city card and can if he wants score a line. In addition he can use the support of Stage Coach Man, Postmaster, Bailiff and Wainwright for one action in his turn. If a player has placed all his houses or has received a coach No. 7, you win, at the end of the current round, with the highest score.

Version: de * Rules: cz de en fi pl ru sk * In-game text: no

Connection-building game for 2-4 players, ages 10+

Tick Tack Bumm Family

Designers: Burkhardt, Kreek, Rodriguez, Barc
Publisher: Piatnik



Once again, you need to get rid of a ticking bomb by passing it on quickly. The active player starts the bomb and rolls the die; all players in turn resolve the corresponding task until the bomb explodes: For Dexterity, you alternate to assemble a green or pink worm or get the marble into the cup after it touches the table once: for Word, you reveal a card or cards in the rolled category and name a suitable word. When the bomb explodes, the currently active player advances his pawn by one step. When someone reaches the last case "Explosion", he has lost and the winner is whoever is furthest away from the last case "Explosion".

Version: de * Rules: de * In-game text: yes

Word and dexterity game for 3-8 players, ages 8+

Tick Tack Bumm Party Edition

Designer: Los Rodriguez
Publisher: Piatnik



This is another version of the word and association game in combination with action elements. The categories have been changed in this edition. "Movers" asks for persons whose name starts with the current letter, "Mixers" describes a scenario, "Makers" demands word combinations, "Shakers" offers a jumble of letters that need to be made into a word, and "Original" asks for words that contain a given combination of letters. For this category the original die is used to determine the place in the word for the letter combination. If you hold the bomb when it explodes, you take the card.

Version: de * Rules: de en fr nl * In-game text: yes

Vocabulary and association game for 3 or more players, ages 12+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3



Recommended Minimum Age

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Ticket to Mars

Designer: Eugeni Castano
Publisher: GDM Games

8+



Earth is about to be destroyed and only a few will manage to get a ticket to Mars. As a member of a mega corporation you have to complete secret task. You begin with one task each of the categories Pair, Crew and Passenger. In a round, you select one of your action cards in turn - Boarding - place crew/passenger marker into ship; Ousting - put crew/passenger marker from a space ship into stock; Movement - relocate crew/passenger to another ship; Countdown - relocate marker and take back action cards. When the countdown marker reaches Zero, the round ends and you score victory points for completed tasks.

Version: multi * Rules: de en es fr it * In-game text: no

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

Tief im Riff

Designer: Alex Randolph
Publisher: Amigo Spiele

5+



Little Clownfish wants to find out with his friends, how many marine animals live in the reef. All play together: The active player rolls and moves one of the four fish unto a case, along the arrow fish markers. The more fishes now stand on this case, the more reef inmates you can discover and turn over a corresponding tile with as many markers, or several tiles with a total of this many markers. Kraken help fishes to move. When a fish is back at the starting case, he must wait there for the other fishes. When all tiles are turned over, before all fishes are back at the start, all players win together.

Version: de * Rules: de * In-game text: no

Cooperative roll & move game for 2-6 players, ages 5+

Tier auf Tier Stapel-Memo

Designers: Christoph Behre, Klaus Miltenberger
Publisher: Haba

5+



During their trip to the coast, animals want to be as high as the lighthouse and climb on each other, smaller on bigger ones. The crocodile interferes and pushes animal out of the stack. At the start, someone draws three animals, shows them and stacks them according to template and face-down. In turn, all then draw an animal and put it into the stack correctly. If you draw a crocodile, you remove the animal in the position determined by a die roll. If you stop stacking because you suspect a mistake, you win if you are correct. If you cause the stack to topple, all others win. When the stack is complete and nobody doubts it, all win together.

Version: multi * Rules: de en es fr it nl * In-game text: no

Memo and stacking game for 2-4 players, ages 5+

Tigerilla

Designers: Brad Ross, Jim Winslow
Publisher: Piatnik

5+



Tigerilla & Co must find both their mirror images. At the start of a game you combine one animal tile and one pattern tile, the same animal should have different patterns. Then you place all duos with the same side up, shuffle them and then players try to find triplets; when the first two revealed tiles correspond, you can reveal a third one; if all correspond, you take a chip; the tiles of the triplet remain in place with the revealed side up. When four triplets have been found, the round ends; the last triplet is turned over and you now search now for the alternative images. Whoever has five chips, wins instantly.

Version: multi * Rules: de en fr hu it pl * In-game text: no

Memo game for 2-5 players, ages 5+

Time Arena

Designer: Fabrice Lamouille
Publisher: Blam! Éditions / Blackrock Games

2+



The Lords of Time fight for control over the source of immortality; they fight in the time arena to ensure that it does not dry up. You have five minutes to destroy the opposing totem or to reduce the opponent's time to Zero and you use an app for time management. You select your fighters; in your turn, you activate them for summoning them from their gate, movement according to ability or attack with resolving via dice roll. Exhausted fighters regenerate at their gate, while their timer runs, and can then be summoned again. On border cases, you can attack the opposing totem. Includes an expert version.

Version: multi * Rules: en fr * In-game text: no

Conflict with time limit for 2 players or teams, ages 10+

TimeBomb Evolution

Designer: Yusuke Sato
Publisher: New Board Game Party / MinimalGames



Variant of TimeBomb and TimeBomb 2: You embody, randomly determined, a terrorist wanting to detonate a bomb or a member of a SWAT team wanting to defuse it. Players can discuss gameplay, but beware of being misled by members of the opposition! The active player reveals a card in front of another player. Terrorists win, when the bomb explodes by being revealed; the SWAT team wins, when it is defused by revealing all "success" cards. In TimeBomb Evolution, conditions for explosion change: The bomb explodes, when four threats of the same color are revealed. Other conditions in the game may change too.

Version: multi * Rules: de en fr jp * In-game text: no

Deduction and communication for 4-6 players, ages 10+

Tiny Epic Quest

Designer: Scott Almes
Publisher: Gamelyn Games

1+



Save the Mushroom Realm! Defeat Goblins, learn spells, raid temples, acquire powerful items and resolve dangerous quests, all for most victory points after five rounds. In the Day Phase of around you move a hero into a region on a new map or rest; you can complete a Movement Quest or a Treasure Quest, for rewards. In the Night Phase players in turn roll adventure dice for three types of adventures - Exploring temples for treasures, Attacking Goblins at portals or Learning spells at an Obelisk - or you can rest. When all have rested, the round is scored.

Version: en * Rules: en * In-game text: yes

Adventure game for 1-4 players, ages 14+

Tip Tap

Designer: Michael Schacht
Publisher: Queen Games

7+



45 shapes are - colored side up - randomly spread out; cards are stacked grey side up. The top task card is turned over; all players keep their hands under the table and search for the shape on the card in the display. If you spot it, you put a finger on it to secure it. You can also secure two shapes with one hand each and can also secure shapes for yourself that are with another player. Then you take correctly spotted shapes and a new round begins. If you have eight or more shapes, you win. In variants, you play with the black side or display frames for the shapes that you must find, or even use black frames.

Version: multi * Rules: de en * In-game text: no

Shape-spotting game for 3-6 players, ages 7+

Tobago

Designer: Bruce Allen
Publisher: Zoch Verlag



Players search and find treasures on a variable board, different for each game. They play clues for paths to the treasures and thus narrow down the number of possible treasure locations. If a location is definitely found, the first player to reach the location with his car seizes the treasure. The treasure is distributed among all players who gave hints for its location. A move comprises placement of a treasure card, marking, and movement of the car. You can collect amulets which protect you from cursed treasures and offer other advantages. When all treasures are distributed, you win with most gold.

Version: multi * Rules: de en fr hu nl * In-game text: no

Game of treasure acquisition for 2-4 players, ages 10+

Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 3

Recommended Minimum Age

Top Trumps Match Disney Princess

Publisher: Winning Moves



4+



In a game unit that also works as storage box, you randomly place 25 cubes featuring 15 Disney Princess characters; at the start, there can be no more than two identical characters in a row, column or diagonal. You are dealt two face-down character cards. Player One pushes his top left cube into any slot in the grid. Player Two uses the ejected cube to replace any other cube, and so on, until one player achieves five identical characters in a row, column or diagonal. If you do so, you announce this with "match" and show the character to the other player. If the character is depicted on one of the cards dealt to your opponent, you lose.

Version: de * Rules: de en * In-game text: no

Row-forming game for 2 players, ages 4+

Top Trumps Match Harry Potter

Publisher: Winning Moves



4+



In a game unit that also works as storage box, you randomly place 25 cubes featuring 15 Harry Potter characters; at the start, there can be no more than two identical characters in a row, column or diagonal. You are dealt two face-down character cards. Player One pushes his top left cube into any slot in the grid. Player Two uses the ejected cube to replace any other cube, and so on, until one player achieves five identical characters in a row, column or diagonal. If you do so, you announce this with "match" and show the character to the other player. If the character is depicted on one of the cards dealt to your opponent, you lose.

Version: de * Rules: de en * In-game text: no

Row-forming game for 2 players, ages 4+

Top Trumps Match Marvel Avengers

Publisher: Winning Moves



4+



In a game unit that also works as storage box, you randomly place 25 cubes featuring 15 Marvel Avenger characters; at the start, there can be no more than two identical characters in a row, column or diagonal. You are dealt two face-down character cards. Player One pushes his top left cube into any slot in the grid. Player Two uses the ejected cube to replace any other cube, and so on, until one player achieves five identical characters in a row, column or diagonal. If you do so, you announce this with "match" and show the character to the other player. If the character is depicted on one of the cards dealt to your opponent, you lose.

Version: de * Rules: de en * In-game text: no

Row-forming game for 2 players, ages 4+

Top Trumps Match Star Wars

Publisher: Winning Moves



4+



In a game unit that also works as storage box, you randomly place 25 cubes featuring 15 Star Wars characters; at the start, there can be no more than two identical characters in a row, column or diagonal. You are dealt two face-down character cards. Player One pushes his top left cube into any slot in the grid. Player Two uses the ejected cube to replace any other cube, and so on, until one player achieves five identical characters in a row, column or diagonal. If you do so, you announce this with "match" and show the character to the other player. If the character is depicted on one of the cards dealt to your opponent, you lose.

Version: de * Rules: de en * In-game text: no

Row-forming game for 2 players, ages 4+

Top Trumps Match Super Mario

Publisher: Winning Moves



4+



In a game unit that also works as storage box, you randomly place 25 cubes featuring 15 Super Mario characters; at the start, there can be no more than two identical characters in a row, column or diagonal. You are dealt two face-down character cards. Player One pushes his top left cube into any slot in the grid. Player Two uses the ejected cube to replace any other cube, and so on, until one player achieves five identical characters in a row, column or diagonal. If you do so, you announce this with "match" and show the character to the other player. If the character is depicted on one of the cards dealt to your opponent, you lose.

Version: de * Rules: de en * In-game text: no

Row-forming game for 2 players, ages 4+

Torres

Designers: Wolfgang Kramer, Michael Kiesling
Publisher: HUCH!

You want to become king by building the best castle! Each player uses six knights and his own ten action cards. In a turn, you have five action points to place or move knights, place building blocks, buy or play an action card or use AP for scoring points. In three phases, you receive blocks at the start. After each phase, you score castles with your knights, area of the castle times level where the knight is standing. For a knight in the King's Castle you score a bonus when the level of your knight equals the phase. New edition, Game of the Year 2000. Includes a Master version and a version with a joint deck of action cards for all.

Version: multi * Rules: de en fr pl * In-game text: no

Placement and building game for 2-4 players, ages 10+

Transatlantic

Designer: Mac Gerdts
Publisher: PD-Verlag

You own ships and transport freight, mail and passengers, buy ships and have a go at winning the Blue Riband. You start the game with a random sailing ship and buy a steam ship from the market. In your turn, you play an action card and resolve the action; you take back your cards in hand with the Director card. You can acquire additional action cards; ships are a source of money and earn income when they sail, and also victory points in combination with trading houses. Additional victory points come from wrecking old ships, from ships in combination with markers and ships lying in the roads as well as in the final scoring.

Version: multi * Rules: de en * In-game text: yes

Development game for 2-4 players, ages 12+

Treachery in a Pocket

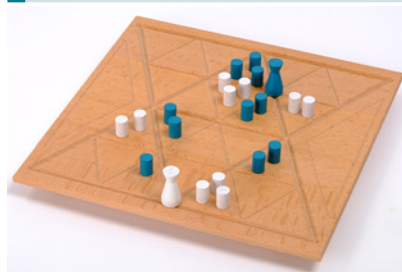
Designer: Christian Giove
Publisher: Artipia Games

Noble families in medieval times, experiencing ups and downs in rivalry for position and power. Eight nobles and two heroes are displayed. Each player is assigned a secret goal card with family symbols, "up" and "down", and one of 14 action cards; one such card is laid out openly. The active player selects one of four action groups offered by a card in hand or card on display and resolves it - heal, move, attack. If he cannot resolve part of the group, he must select another. If then a character is dead, his ability is resolved. When no group can be selected or two characters are dead, you score goal cards for position and deduct dead and wounded.

Version: en * Rules: en * In-game text: yes

Card manipulation for 2-4 players, ages 10+

Triangoli

Designer: Klaus-Peter Rudolph
Publisher: Gerhards Spiel und Design

24 small triangles with corner points are split into six regions of four triangles each. Aim of the game is to own more areas with more tokens in it than the opponent. In your turn, in the movement phase, you move one, two or three corner points straight ahead, the target point must be adjacent to at least one empty triangle. Then you place as many of your tokens into such a triangle as you moved steps. Finally, you swap opposing tokens for your own - you can take them from more than one triangle adjacent to your pawn and swap as many tokens as you moved steps.

Version: de * Rules: de * In-game text: no

Abstract position game for 2 players, ages 10+

Colour codes for target groups (Headline Colour)

For children + learning
For families
With friends
For experts

Colour codes for features (Bar in Evaluation box)

Chance
Tactics
Strategy
Creativity

Knowledge
Memory

GABIS explanation on page 3

Communication
Interaction
Dexterity
Action

Tripolo

Publisher: Game Factory

6+



Nine of 64 cards are laid out in a 3x3 grid, the rest is dealt evenly to all players. You take four cards in hand and try to discard cards quickly by completing Tripolos. For each placed card you draw one from your own stack. A Tripolo is made up of three cards in a row, orthogonally or diagonally and shows three times the same characteristics – color, pattern or letter. You form a Tripolo with the third card, it must always be formed anew and you name the characteristics. If you are out of cards, you win. Or else you win with most cards, if nobody can place a card anymore.


Version: multi * Rules: de en fr it * In-game text: no

Card placement game for 2-4 players, ages 6+

Trivial Pursuit 2000er Edition

Publisher: Hasbro

16+



A new edition of Trivial Pursuit on the years of 2000 to 2016, featuring the categories of Places, The Arts, Entertainment, Science and Technologies, Events and as well as Sports & Hobbies. The cards for those categories are placed in six slots that are combined into a star, in between there are triangles with movement cases. You roll and move and, on a color spot, decide if you want to answer yourself or if you want to challenge the other players, who then must decide together on one answer. When they answer wrong, you get the category wedge for your mover and win with a completely filled mover.

Version: de * Rules: de en * In-game text: yes

Trivia quiz game for 2-6 players, ages 16+

Trivial Pursuit Classic Edition

Publisher: Hasbro

16+



New edition of the original game, compete with playing pieces and board. Categories are: Blue - Geografie, Pink - Unterhaltung, Yellow - Geschichte, Brown - Kunst & Literatur, Green - Wissenschaft & Natur and Orange - Sport & Freizeit. The rules are those of a standard Trivial Pursuit edition, you play individually or in teams and must fill your mover with one wedge of each category. You acquire those wedges on the cases specially marked for them, by answering a question. Correct answers on square color cases do not give you a wedge. Edition in the design of the first edition of the game, 1981.

Version: de * Rules: de and many more * In-game text: yes

Trivia quiz game for 2-6 players, ages 16+

Trivial Pursuit Familien Edition

Publisher: Hasbro

8+



This edition features a complete game, with movers and board. Categories are blue for Geography, pink for Entertainment, yellow for History, brown for Art & Literature, green for Science and Technology and orange for Sports & Leisure. The question cards are separated into blue cards, for players aged 14 and up, and yellow cards for younger players, featuring 1200 questions and answers each. General Rules and mechanisms correspond to those of a standard Trivial Pursuit edition, for movement you use a die and can jump to any corner spot if you roll the joker symbol. New edition with a new package design.

Version: de * Rules: de and many others * In-game text: yes

Trivia quiz game for 2-6 players, ages 8+

Trolls Doktor Bibber!

Publisher: Hasbro

6+



Doctor Bibber, or more the mechanisms from Doctor Bibber is up and about in the land of license topics and has arrived at the Trolls. Poppy and her friends have lots of little charms stuck in their hair and need the help of players to get them out of their hair. As in the original game you must not touch the sides of the openings where the charms are sitting or the alarm will be triggered and you will have to hand on the pincers to the next player. When all charms have been collected, you win with most of them.

Version: de * Rules: de en * In-game text: no

Dexterity game for 1 or more players, ages 6+

Tubyrinth

Designer: Martin Nedergaard Andersen

Publisher: Game Factory

8+



Build a pipeline! You have a board and a set of tube parts and connect start and finish in an uninterrupted line, comprising minimum five parts and with leaving obstacles uncovered. Dead ends, branches and open ends are allowed. In the *Komplett* version, the first one done announces "Finished", the others have 30 more seconds to complete their line. You score for order of finishing and number of parts used. If you did not finish the line, you score for left-over parts of the fastest player. For further rounds, you turn over your board or hand it to your neighbor or take a new one - you play each side only once! If you are first to score 25 points, you win.

Version: de * Rules: de * In-game text: no

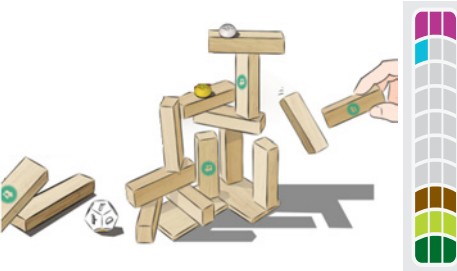
Tile placement game for 2-6 players, ages 8+

tumple!

Designer: Bruce Shadoff

Publisher: Game Factory

8+



Growth in all directions! 54 identical wooden bars as well as 10 yellow and 15 white plastic nuggets, called tumps, are waiting in the box. Two starting tiles are laid out any edge touching any edge. In turn, players add a bar or a tump to the construct, determined by a dice roll. The die also tells you how to place a bar. A yellow tump block a bar completely, a white tump only the area on which it sits. If you make pieces fall, you take all fallen pieces that do not touch the two basic tiles. If fallen bars touch the tiles but are slanting, you cannot build on them anymore. When the box is empty, you win with most blocks.

Version: multi * Rules: de en fr it * In-game text: no

Stacking game for 2-4 players, ages 8+

Twelve Heroes

Designers: Takashi Sakaue, Masato Uesugi

Publisher: Catchup Games

12+



Twelve heroes are busy with conquering land, but you must supply them before they can act. You select twelve heroes to acquire seven victory points on maps. A turn comprises phases: 1. Control with comparison of unit strength; the stronger player places a marker. If your side is full, you acquire the land. 2. Upkeep - you discard food units of the region for each unit or must remove units from the region. 3. Income - you receive two food units and one card from your draw pile. 4. Military - three action points for the options of mustering, deployment, movement and supply.

Version: en * Rules: en fr jp * In-game text: yes


Card game with strength comparison for 2 players, ages 12+

twentyone

Designers: Steffen Benndorf, Reinhard Staupe

Publisher: nsv Nürnberger-Spielkarten-Verlag

8+



Six scoring sheets show identical numbers in varying color arrangements, all players have a different sheet. Rows are completely filled, from top to bottom. The active player rolls six dice. The active player rolls six dice and can re-roll once, but not One. Then all players mark at least one number in their current row - dice result equal to or lower than the number in the corresponding color case - or cross out a case. An equal value gives a bonus. If you do not want to enter a value, you cross out the left-most case. A complete row scores the sum of number values + bonuses. Whoever has filled all rows, ends the game and you win with most points.

Version: de * Rules: de * In-game text: no

Dice game for 2-6 players, ages 8+

Twister

Publisher: Hasbro



The well-known agility game does not need much: A plastic sheet with big colored dots, arranged in four rows, and a spinner. The spinner determines which hand or foot must touch which colored dot. The rules have stayed the same – only hand and feet may touch the mat, if you touch the mat with any other part of your body you must leave the game. If the spinner gives you a position that you already hold you must move all the same – a foot on blue must either go on another blue dot or the other foot must touch a blue dot. All in all, Twister is good training for balance and coordinated movement.

Version: de * Rules: de en * In-game text: no

Agility game for 2 or more players, ages 6+

Tybor der Baumeister

Designers: Alexander Pfister, Dennis Rappel
Publisher: Lookout Spiele



Building in Longsdale and the history behind „Oh my Goods! Longsdale in Aufruhr“. The chosen scenario has four rounds: 1. Deal person cards and display buildings. 2. Select a card from hand secretly, reveal it and place it into your display, either as Citizen for building advantages or victory points at the end or as a Worker for his strength, or discard it as a Builder and take a building, paid for by discarding workers from your display. Remaining cards in hand are handed to your neighbor and the round is scored. At the end, you win with points from buildings, card symbols, scenario and chapter goals as well as your secret objective.

Version: multi * Rules: de en * In-game text: no

Card game for 2-4 players, ages 10+

Tyrannen des Unterreichs

Designers: Peter Lee, Rodney Thompson, Andrew Veen
Publisher: Gale Force Nine / Asmodee



Dungeons & Dragons on a game board; on the background of the Forgotten Realms deck building and area control have been combined. In a round you have a turn of any number of actions in any order of your choice, selected from the options play a card or use resources for basic actions – murder or use a unit, recruit a card or send a spy back, etc. Then cards are administrated and you receive victory points for controlled locations. When someone places the last unit or the market stack is empty, you score at the end of the round for controlled locations, units in the trophy hall, cards in the deck and in the inner circle and for markers.

Version: de * Rules: de en * In-game text: yes

Fantasy adventure for 2-4 players, ages 14+

Unlock Escape Adventures

Designers: Alice Carroll, Thomas Cauët, Cyril Demaegd
Publisher: Asmodee / Space Cowboys



Escape Room adventure using cards and app in real-time. You search situations, combine objects and solve puzzles, as usual within 60 minutes. The app is a must, codes for progress must be entered into the app. The game comes with a 10-card tutorial. Escape Adventures features three scenarios: *Die Formel* - in a secret laboratory you must salvage a serum. *In der Mausefalle* - you must thwart the plans of Professor Noside. Both scenarios are possible in solo mode. *Die Insel des Doktor Goorse* - You visit an excentric collector and must escape his traps! This scenario is not suitable for solo mode!

Version: de * Rules: de en es fr gr it jp nl pl pt * In-game text: yes

Escape Room version for 2-6 players, ages 10+

Unlock Mystery Adventures

Designers: Demaegd, Ladagnous, Mazza, Pauchon, Stevenson
Publisher: Asmodee / Space Cowboys



Escape Room adventure using cards and app in real-time. You search situations, combine objects and solve puzzles, as usual within 60 minutes. The app is a must, codes for progress must be entered into the app. The game comes with a 10-card tutorial. *Das Wrack der Nautilus* - Sea monsters attack, you find shelter in an old submarine and must get back to the surface. *Das Haus auf dem Hügel* - The curse must be broken. *Der Schatz auf Tonipal Island* - The treasure of Captain Smith must be found. There are additional editions, but currently only in English.

Version: de * Rules: de en fr * In-game text: yes

Escape Room version for 1-6 players, ages 10+

Untold: Adventures await

Designers: Rory O'Connor, John Fiore
Publisher: The Creativity Hub



Adventures in a collaboratively told story. You play a hero in his own Adventure TV episode of five scenes - A Dangerous Dilemma, The Plot Thickens, A Heroic Undertaking, The Truth Revealed and The Final Showdown. Players create a background and other basic elements together, create characters and use the six cards of a scene, together with the nine image dice, to tell and to develop the story. Scene cards give you sentence skeletons to use; reaction cards determine what happens when players act. You can also play series of episodes with the same setting.

Version: en * Rules: en * In-game text: yes

Cooperative narration game for 1-4 players, ages 18+

Urbino

Designer: Dieter Stein
Publisher: Gerhards Spiel und Design



Both place architects, Black determines who begins. The active player can relocate an architect and then place a building in a location in relation to the position of the architects - all intersections in all directions of visual range - and also to city boroughs and neighboring buildings. City boroughs are areas of orthogonally adjacent buildings; all buildings of a player must be orthogonally adjacent, too. A tower can never be next to another tower, a palace never next to a palace. When both players must pass in sequence, only boroughs with buildings of both players are scored; whoever has the majority their, scores for the borough.

Version: de * Rules: de * In-game text: no

City building game for 2 players, ages 10+

Valeria: Königreich der Karten

Designer: Isaias Vallejo
Publisher: Schwerkraft-Verlag



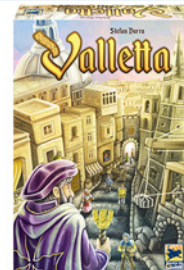
As a Duke of the Realm you defend the kingdom and want to become king. In rounds, you play four phases: 1. Roll 2. Harvest - you get resources from citizens that were activated by the values you rolled; for all players and including actions on those cards. 3. Actions - two actions, selected from slaying monster, recruit citizen, gain resource or set up domain, all with cards from stacks in the display. 4. End - hand on dice and/or check for game end - all monsters are slain, all domains build or there are twice as many exhausted stacks as there are players and score monsters, domains, victory point markers and victory points from your duke.

Version: de * Rules: de en pl * In-game text: yes

Development game for 1-5 players, ages 13+

Valletta

Designer: Stefan Dorra
Publisher: Hans im Glück



On Malta, the capital Valletta is being built, supervised by historic personalities like Jean de la Vallette; players score with constructing building and with influence of personalities. You have a set of personalities and always five of them in hand; in a turn, you play three cards of those personalities for their actions. Actions are mainly taking resources, or constructing a building and getting a new card, or copying an action or moving Jean de la Vallette and letting a character go or hiring a character; new cards give you upgraded actions. At the end of the game, you score buildings and remaining resources.

Version: de * Rules: de en * In-game text: yes

Development game for 2-4 players, ages 10+

Colour codes for target groups (Headline Colour)
 For children + learning
 For families
 With friends
 For experts

Colour codes for features (Bar in Evaluation box)
 Chance
 Tactics
 Strategy
 Creativity

Knowledge
 Memory

Communication
 Interaction
 Dexterity
 Action

GABIS explanation on page 3

Vengeance

Designer: Gordon Calleja
Publisher: Mighty Board / Asmodee



A hero was wronged by one or several of the four gangs in the game. Players must develop their heroes, search gang hide-outs to locate the evil guys and then take bloody revenge in combat sequences. After the Wringing phase, the phases Montage for drafting dice and Hero development alternate with Combat phases; you win revenge points from eliminated bosses, cleared-out hide-outs and completed mission cards.

Vengeance Saboteurs introduces direct conflicts, you can hire saboteurs in the Montage phase, before you acquire/buy Revenge cards. A saboteur is always deployed against the active player and is regarded as a minion for scoring.

Version: en * Rules: en es * In-game text: yes

Conflict game for 1-4 players, ages 14+

Verfuxt

Designers: M. Peña, S. Lyon, C. Tipton-Johnson
Publisher: Game Factory



The golden egg was stolen from the hen coop! The fox thief must be identified before he disappears in his burrow. A thief card is placed secretly and unchecked into the decoder. Then you name the desired dice result - all eyes or all paws; if you manage it, you can look for clues using clue tiles and the decoder or reveal one of the suspects and check him for items according to decoder clues. When the fox reaches his burrow or an accusation is wrong - the card in the decoder shows another fox - all lose the game together; when the correct suspect is the only one left next to the board or is guessed correctly before that, all win together.

Version: multi * Rules: de fr it * In-game text: no

Deduction game for 2-4 players, ages 5+

Vikings Gone Wild!

Designer: Julian Vergonjeanne
Publisher: Corax Games



Vikings have gone wild! Clan chiefs want to prove to the gods who is the best and fight each other. In Phase 1 of a round you produce gold and beer; in Phase 2 you draw five cards + one for each tavern that you built; in Phase 3 you have any number of actions in any order - buy cards or buildings, expanding the Town Hall, attack, complete missions or swap resources. In Phase 4 you store unused resources and Phase 5 is end of round and clean-up. Points are scored from attack, defense, Town Hall expansion and completed missions. If someone reaches the victory point limit, bonuses from four cards are awarded.

Version: de * Rules: de en es fr pl * In-game text: yes

Deckbuilding and bluffing for 2-4 players, ages 10+

Vikings Gone Wild! Ragnarök

Designer: Julian Vergonjeanne
Publisher: Corax Games



Ragnarök begins! The army of the Undead must be defeated, alone or cooperatively, before time runs out. Changes in the phases of a round: New actions for the action phase - attack units and buildings of the Undead, master challenges and attack a boss; you can never gain victory points! Between action phase and storage phase there is now the Ragnarök phase with deployment and movement of the Undead, their speed is determined by the active Doom Horn cards or the presence of the Push Back Card. When Doom marker and team marker meet each other, the game is lost. All win, when all players have completed all their tasks.

Version: de * Rules: de en es fr pl * In-game text: yes

Expansion for Vikings Gone Wild! for 2-4 players, ages 10+

Villa Paletti

Designer: Bill Payne
Publisher: Zoch Verlag



Players compete to place their own pillars on the highest level of Villa Paletti. In your turn you take one of your own pillars, be it still loose or already built into a level, and place it one level higher. If you cannot do so, you ask for a new level. In case of a veto the opponent must remove a pillar of the player demanding the level. In case of success this pillar goes out of the game, otherwise a pillar of the opponent. From the green level upwards you score points for pillars on the top level and receive the seal for most points. When the villa tumbles, the owner of the seal wins.

Version: multi * Rules: de fr it pt * In-game text: no

Game of dexterity for 2-4 players, ages 8+

Villen des Wahnsinns Zweite Edition

Designer: Corey Konieczka
Publisher: Fantasy Flight Games / Asmodee



One player is the Keeper, the others are Investigators. Investigators go to a location to solve a puzzle. They win or lose as a team and need to find artifacts, weapons and clues. The keeper has an individual goal, ranging from madness for the investigators to the end of the world. One turn per investigator with two encounters and one action is followed by one turn for the keeper with exchange for the investigators; determine threat, keeper action, monster attack and event. The investigators win when they find all cards, the keeper wins if he achieves his aim. Cooperative, app-driven new edition, including a conversion set for the first edition.

Version: de * Rules: de en es fr it pl * In-game text: yes

Fantasy adventure with App for 1-5 players, ages 13+

Viral

Designers: Gil d'Orey, Antonio Sousa Lara
Publisher: Corax Games



You are a virus in a body and mutate to spread out. You score for a crisis in an organ or dominating body zones and are fought by other viruses and the immune system. You select - 2x - one zone and one mutation card and resolve them - each action once per symbol, and only if you want to do it - Infect, Attack, Magnet, Absorb, Crisis. Controlled zones give victory points, followed by an event and then resolving crisis tokens on organs. In case of maximum research status, you remove all your viruses without a shield. After adjusting of the precedence chart, you set free absorbed viruses. After six rounds, a final scoring happens.

Version: de * Rules: de en es pt * In-game text: yes

Area control game for 2-5 players, ages 10+

Icon explanation

Solo Play

Two Players

Large Groups

Recommended Minimum Age

Voodoo Prince

Designer: Reiner Knizia
Publisher: Schmidt Spiele



Depending on the number of players, you use cards of values 0-10, 0-12 or 0-15 in five colors, and you hold 13 or 14 cards. A randomly drawn card determines the trump color of the round. You must follow suit, but need not trick. A card of value 0 beats the highest card of its color, and a trick won with a 5 or a 7 is split into two and counted as two tricks. If you took the maximum number of allowed tricks, you are out of the round and score the number of tricks taken by all other players so far. The last one in play, however, only scores the number of tricks he took himself. After five rounds, you win with most points.

Version: multi * Rules: de en fr it * In-game text: no

Card game for 2-5 players, ages 8+

Wanted 7

Designer: Eloi Pujadas
Publisher: GDM Games



Am Golden River im Goldrausch heuern Bewohner anwesende Revolverhelden an, die zufällig verteilt auf Orten des Plans liegen. Man beginnt mit vier von neun Karten seines Stapels einer Farbe. Jeder spielt reihum eine Karte auf einen verfügbaren Ort - höher sein als eine eventuell dort schon vorhandene Karte - und zieht nach; eventuelle Effekte der Karte werden abgewickelt. Hat niemand mehr Karten oder jeder Ort hat mindestens eine Karte, addiert jeder seine sichtbaren Karten, bekommt entsprechend Schutzpunkte und nimmt die Revolverhelden-Marker. Nach vier Runden wertet man noch Schutzpunkte aus Sets verschiedener Banden und Helden derselben Bande.

Version: multi * Rules: de en es fr * In-game text: no

Card game for 2-6 players, ages 8+

GABIS explanation on page 3

War of the Ring

Designers: R. die Meglio, M. Maggi, F. Nepitello
 Publisher: Ares Games



You command one of the armies of factions confronting each other in this epic struggle: The united armies of the Free People against the Dark Hosts of the Shadows. In this new edition elements from the limited Collector's edition have been included; character abilities, event cards, army deployment of the dwarves, use of combat cards as well as "The Hunt" and the entering into Mordor have been modified. In this game with highly complex rules you can either win with military achievements or with ring-related events: The Ring is destroyed or Sauron corrupts the Ringbearer.

Version: en * Rules: en de en es it pl pt ru * In-game text: yes

Epic strategy game for 2-4 players, ages 14+

Was ist das?

Publisher: Noris Spiele



Cards show four semi-circles in yellow, red, green and blue; each one contains a different image. At the start, players decide on a color for the game. Cards are stacked face-down. The active player draws the top card and looks at it - the other players in turn ask a question for a yes/no answer. For a yes-answer you may ask again. Instead of asking you can give a guess on the image. If you are correct, you get the card. You win with three cards. If two are playing, the guesser counts the questions with his fingers; if you guess correctly with fewer than 10 questions, you get the card and win with four cards.

Version: de * Rules: de * In-game text: no

Guessing game for 2-6 players, ages 3+

Was 'ne Frage!

Designer: Vlaada Chvátil
 Publisher: Czech Games Edition



Players are squirrels climbing a mountain and asking questions. There are template questions: What would you miss most? Who do you think is worse? Which alternative would you choose? You combine two of your answer cards with one of the questions, select a player who owns a nut and put questions + answers before him. He answers truthfully after the others have given a guess how he might answer. After his answer you evaluate, for correct guesses, the questioned player and correct guessers move, the one who asked the question moves for each wrong guess. You can play Kickers for more points and take them back when you land on lake or meadow cases.

Version: de * Rules: de en * In-game text: yes

A game of questions and answers for 3-6 players, ages 15

Wendake

Designer: Danilo Sabia
 Publisher: Placentia Games



Daily life of the tribes living around the Great Lakes at the time of the Seven Years War in this area. As chief of a tribe you engage in all areas of daily life and receive points on the tracks for economy, military, ritual and mask. Central element is an action selection mechanism, with which you receive steadily improving actions within seven rounds = years. A year comprises two parts: 1. Four turns per player in turn, in which you do a turn according to a action tile and change the turn order; 2. New turn order - adjusting action tiles - replace masks - replace progress tiles - new year.

Version: multi * Rules: de en fr it * In-game text: no

Worker Placement for 2-4 players, ages 14+

Wer ist es?

Publisher: Hasbro



Each player sits in front of a gallery of portraits, some wear a hat, some are bearded, some wear glasses. Now you need to find the portrait depicted on the card of your opponent. You ask him questions and turn down the portraits that do not suit the answer to your question that you received. Who is quicker to find the correct portrait with clever questions? In this edition, the portraits are again placed in separate slots and the two frames for the players are also separate and laid out flat on the table. A classic game for children, come back in its old and again new design.

Version: de * Rules: de and others * In-game text: no

Logic and question game for 2 players, ages 6+

Wer ist es?

Publisher: Hasbro



Each player sits in front of a portrait gallery, some show a beard, some sport a hat! Each player chooses a portrait and must find out his opponent's choice. Alternately, players ask a question and close the shutter in front of portraits that do not fit the answer. Who is quick enough to find the correct portrait first? In this edition the portraits are printed on an exchangeable sheet, the box comes with a second sheet featuring animals. Additional sheets can be downloaded from the web. The folding mechanism of the game makes it easy to transport this ideal travel companion.

Version: de * Rules: de en * In-game text: no

Logic and question game for 2 players, ages 6+

Wer weiß das?

Designer: Günter Burkhardt
 Publisher: moles. Verlag



Not your own knowledge is important, but assessment of what other players might know! In each round, you are active once and put a question to every other player. The active player rolls both dice and puts the black one on "obligatory question" and the green one on "bonus question" on the board. Then you consider who might know which question on the quiz card that you drew at the start; the question with the number equal to the black die must be asked from one of the players. When the questioned player answers correctly, both score two points. A correct answer to the bonus question scores four points for both. Includes "Besserwisser" version.

Version: de * Rules: de * In-game text: yes

Quiz game for 3-7 players, ages 12+

Colour codes for target groups (Headline Colour)
 For children + learning (blue)
 For families (green)
 For experts (red)
 With friends (purple)

Werwölfe

Designer: Ted Alspach (Grundidee)
 Publisher: Pegasus Spiele



Werewolves eat villagers, villagers eliminate werewolves to meet the respective winning conditions. 12 inmates play for the village, Heiler, Hexe, Seherin, Jäger, Rotkäppchen, Amor and Bürgermeister. Characters have values in relation to their value for the village; characters selected for a game should add up to a total of nearly 0; werewolves, seer and and villagers must be in play, Little Red Ridinghood only together with the Hunter. In the Night phase, characters are called and use abilities, Witch or Healer can save someone who was eaten; the Witch can poison someone. While the Hunter lives, Little Red Riding Hood cannot be eaten.

Version: de * Rules: de * In-game text: yes

Werewolf game for 6-24 players, ages 8+

Colour codes for features (Bar in Evaluation box)
 Chance (purple)
 Tactics (blue)
 Strategy (green)
 Creativity (red)
 Knowledge (yellow)
 Memory (orange)

Werwölfe Morgengrauen

Designers: Ted Alspach, Akihisa Okui
 Publisher: Ravensburger



A variant of all Werewolf games and also a sequel to *Werwölfe Vollmondnacht*; again, it is the aim of the game for humans to identify and eliminate a werewolf; the werewolves need to survive the night. New roles and new wolves are introduced, for use in eight scenarios with a selection of roles according to the topic. There is again only one Night Phase with calling of roles and their respective actions; and one Day Phase with discussion, accusation and revelation. The calling of the roles is either done by a game master, who plays a role himself, or by the Werewolf Vollmondnacht App; Morgengrauen can be combined with Vollmondnacht.

Version: de * Rules: de en es fr jp nl * In-game text: no

Werewolf variant for 3-10 players, ages 10+

GABIS explanation on page 3
 Communication (red)
 Interaction (orange)
 Dexterity (green)
 Action (blue)

Wettlauf nach El Dorado

Designer: Reiner Knizia
Publisher: Ravensburger



Expedition to El Dorado. You plan the route, hire explorers and buy equipment. The starting deck of your expedition comprises one sailor, three explorers and four travelers, you take four cards in hand. In your turn, you play cards to move the expedition - symbols of case and cards correlate and minimum card strength equals case strength - and/or buy a card from the market; then you discard used cards and draw new ones. Cards used as items or for movement to the base camp are taken out of play. If you reach El Dorado, you win at the end of the round if you are alone there, or else with the most collected blockades.

Version: de * Rules: de * In-game text: yes

Movement and deck building, for 2-4 players, ages 10+

Wettstreit der Diebe

Designer: Slawomir Stepien
Publisher: Galakta / Asmodee



In a Clockwork setting, master thieves want to flee town with the Imperial Jewel. They use unique abilities and action cards for acrobatic, alchemistic potions and items, based on ideas of Renaissance inventors. Phases of a round: 1. Resolving of event cards - immediately or valid to the end of the round; Initiative of City Guard. 2. Draw action cards. 3. Planning - Selection of action cards and placement of AP markers on card for resolution time. 5. Clean-Up. Game end and victory condition depend on the alarm status of the City Guard and the type of stolen trophies. Thieves can steal from each other.

Version: de * Rules: de en pl * In-game text: yes

Adventure game for 2-4 players, ages 14+

When I dream

Designer: Chris Darsaklis
Publisher: Asmodee / Repos Productions



In as many rounds as there are players, you play the phases of Day and Night. The Träumer of the round deals Dream Spirit cards and dons the sleeping mask. In turn, players name a word for a clue to the top dream card. The Träumer has one guess and the card is set aside for Correct or Wrong and you continue with a clue for the next card. When the timer has run out, the Träumer names all his correctly guessed terms, maybe told as a story. Then, Feen and Träumer score for correctly guessed dreams, the Träumer also for correctly remembered ones, Nachtalben ight elbs for wrong ones. Sandmänner score depending on the number of cards on both sides.

Version: de * Rules: de en fr pl * In-game text: yes

Word guessing and memo game for 4-10 players, ages 8+

Whoosh

Designer: Theo K. Mavraganis
Publisher: Artipia Games



Peculiar monsters fascinate villagers; as a bounty hunter, you need to catch the monsters, using combinations of weapons and spells. Three monsters are displayed from stacks, each player has a stack with weapon and spells. In turn, you lay out a card from your stack, in a row. When the necessary symbols for a monster are on the table, regardless with whom. You put your hand on the monster; the fastest player catches it and replaces it from stack. If you try to catch a monster and make a mistake, you set it aside face-down for a penalty point. When one monster stack is empty you win with most points from monsters minus penalty points.

Version: en * Rules: en * In-game text: no

Reaction game for 2-8 players, ages 8+

Wikinger 878 A.D. Angriff auf England

Designers: David Kimmel, Beau Beckett, Jeph Stahl
Publisher: Academy Games



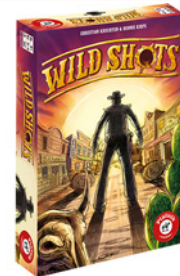
Nordmen raid East Anglia, the English nobility confronts the invaders. Viking fraction are Norsemen Freemen or Berserker Shock Troops, English factions are troops of the Royal Household, noble Thengs or the Anglo-Saxon militia Fyrd. Faction of one side cooperate and coordinate their strategies to gain control over areas with cities. England gets support from cities, Vikings must wait for the next invasion. Turn order of a round is randomly determined; a turn comprises Reinforcements, Leader, Movement, Battle and Draw phases. Possible game-ends are Military Victory or Signing of a Contract.

Version: de * Rules: de en es fr * In-game text: yes

Historic simulation for 2-4 players, ages 10+

Wild Shots

Designers: Dennis Kirps, Christian Kruchten
Publisher: Piatnik



You do not want to be hit, but the symbols causing hits change in every round! In four rounds, you hold ten wild shot cards and try to avoid hits by avoiding guns in Round I, cowboy hats in Round II, sheriff stars and „Wanted“ symbols in Round III and guns again in Round IV. For each trick of a round a Snake Oil card is turned up which determines the trump for this trick. You must follow suit, but need not trick. After 10 tricks, you count the symbols that cause hits and multiply the number with the negative value of the round for your hit score of the round. After four rounds, you win with fewest points.

Version: multi * Rules: cz de fr hu (it) pl sk * In-game text: no

Card game for 2-4 players, ages 8+

Wing Spirits

Designers: Daimon Satoshi, Shintaro Yamaguchi
Publisher: Grandoor Games / Japon Brand



Competition among falconers! Your own falcon needs to fly as far as possible to find prey, but not too far, to avoid disappearing in the void. Each player takes a ball as falcon, eagle or parrot and an arena is set up. You snip a ball from the starting area into the arena, as far as possible. The non-active player judges. Coins are in the arena, you take one or both, depending on the distance, but only if the ball does not touch the arena barriers and returns to the starting area. When all coins are taken, you win with most.

Version: jp * Rules: en jp * In-game text: no

Snipping game for 2 players, ages 6+

Winter der Toten

Designer: Jonathan Gilmour
Publisher: Plaid Hat Games / Asmodee



Crossroads is a new series of games testing survival and cooperation abilities of teams of players, who must survive and master crises coming from outside and also from inside. Dead of Winter sends us into a colony of survivors in the middle of Zombie hordes; each player leads a faction of survivors. In addition to a victory condition for all, each player must complete his own secret mission - a harmless quirk, a dangerous obsession, maybe even sabotage or revenge on the colony! You use action points, variable powers, cards, voting etc., and can play in several versions, for instance without secret goals.

Version: de * Rules: de en fr * In-game text: yes

Cooperative tabletop for 2-5 players, ages 14+

Winter der Toten Die Lange Nacht

Designer: Jonathan Gilmour
Publisher: Plaid Hat Games / Asmodee



Crossroads is a new series of games testing survival and cooperation abilities of teams of players, who must survive and master crises. Winter der Toten Lange Nacht is a stand-alone expansion for Winter der Toten. This time we find ourselves in the company center of Raxxon, the theatre for horrible experiments; the colony demands improvements of infrastructure and bandit camps are nearby. Lange Nacht introduces a cemetery, new survivors, zombie figures, location boards, new objects, general and secret goals, new fate cards and scenarios. You use action points, variable powers, cards, voting etc.

Version: de * Rules: de en fr * In-game text: yes

Cooperative tabletop for 2-5 players, ages 14+

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 3

World Monuments

Designer: Piero Cioni
Publisher: Queen Games

8+



In three rounds you erect monuments stone by stone. One monument is selected. Then you add stones to the bag, as stated on the material plan, draw them one by one and set them into the quarry, according to template. Then players in turn move the worker according to the rules and take one stone for each case he enters, at least one per turn. Then, in turn, each player adds one stone to the monument according to the building template and you score points immediately; for placement of stones in upper levels the lower levels must be built correctly. Passing does cost you points. When the monument is complete, you score jewels and win with most points.

Version: de * Rules: de en * In-game text: no

Building game for 2-4 players, ages 8+

Wurm Party

Designers: Inka and Markus Brand
Publisher: Queen Games

5+



Worm party in the garden and Chicken Charly goes hunting for worms! The holes in the worm garden are covered with mounds, players take turns to be Charly, the other players are worms and hide under the mound - each pushes his hand behind the fabric curtain and pushes one finger for a worm up through the hole underneath a mound. The Charly player rolls the die and may search under as many mounds for worms. If he finds a worm, he takes a scoring tile in the color of the mound; if he did not find all worms, the player of the overlooked worm receives a scoring tile in the color of his mound. Whoever is first to own six tiles of a color, wins.

Version: multi * Rules: de en * In-game text: no

Hide & Seek game for 2-4 players, ages 5+

Würfelkönig

Designer: Nils Nilsson
Publisher: Haba

8+



Finally King! But the realm lacks population! Location cards and citizen cards are on display. You roll up to three times - if you achieve the result for a citizen card, you take it; if the card lies beneath a location card of the same color, you take this, too. If you cannot take any citizen card, you take a penalty card, Village Idiot or Dragon, remove the rightmost citizen card from the row, shift all others to the right and add a new one from the stack. When the stack of citizen or penalty cards or one of the location stacks is empty, you add your victory points minus penalty points and win with most points.

Version: multi * Rules: de en es fr it nl * In-game text: no

Dice game for 2-5 players, ages 8+

WW2 Wings of Glory Battle of Britain

Designers: Andrea Angiolino, Pier Giorgio Paglia
Publisher: Ares Games



The WW2 Wings of Glory system simulates air battles; you use miniatures for planes and cards for plane maneuvers. The new starter set Battle of Britain contains the basic equipment for a new player or can be a source for supplements for experienced players. You have a maneuver deck for each plane, and a turn comprises planning and three actions, including movement and firing. The rules take line of sight, damages etc. into consideration. Basic rules use simple starting mechanisms, Standard rules introduce variable speed and planning of plane movement one turn ahead; advanced and optional rules also use variable flight levels or acceleration.

Version: en * Rules: en * In-game text: no

Battle simulation for 1-4 players, ages 8+

XCOM Das Brettspiel Evolution

Designers: Mark Larson, Samuel Bailey
Publisher: Fantasy Flight Games / Asmodee



As a member of the elite international organization XCOM you defend mankind and deflect the Alien invasion. A digital app is central element and controls the Alien invasion. Evolution introduces new challenges, besides the Aliens a human group called EXALT has infiltrated the world. There are new components for all - equipment, technologies, soldiers and upgrades as well as new threats in the guise of EXALT markers and destruction cards. To play Evolution, you must update the app!

Version: de * Rules: de en es fr pl * In-game text: yes

Cooperative game in real-time, for 1-4 players, ages 14+

Yam Yam

Designer: Klaus Zoch
Publisher: Zoch Verlag

4+



Hedgehogs must feed before their winter rest; the longer they stay awake, the more they can eat, but the must be asleep before winter arrives. You have for "awake" hedgehogs; food and winter cards are shuffled. The active player turns up the top card - a winter card is placed on the table; for a food card, you compare your awake hedgehogs with the number of hedgehogs on the card. If enough hedgehogs are awake, you take the food card. Then you can put a hedgehog to bed. When all four winter cards are on the table, the game ends. If you are the only one with four sleeping hedgehogs, you win. If not, you win if you hold most food cards.

Version: multi * Rules: de en * In-game text: no

Card game for 2-4 players, ages 4+

Yamatai

Designers: Bruno Cathala, Marc Paquien
Publisher: Days of Wonder



On order of Queen Himiko you build in the capital of Yamatai; as a master builder you want to collect most prestige to win her favor - from coins, constructed buildings and hired specialists. In a round you do - in turn order - Actions #1 to #5 as required by the turn order track, #1 and #4 are mandatory, the other ones optional: 1. Take a fleet tile and the depicted ships, use effect at any time. 2. Trade - buy a ship or sell a ship. 3. Place ships, take culture tile and empty islands or construct a building on an empty island. 4. Fasten unused ships. 5. Hire specialist.

Version: de * Rules: de en fr pl * In-game text: no

Placement and collecting game for 2-4 players, ages 13+

Yangtze

Designer: Reiner Knizia
Publisher: Piatnik

8+



As a merchant family in China's Qing dynasty period you invest in commodities and trade posts or sell goods. The active player sells a commodities bundle - commodities of one category, luxury or daily needs, with identical commodities, the same color or the same symbol - or buys a commodity from the river and adds a new one. If a sovereign appears, he is set down and his instructions are resolved for each player - tax or changes in commodities or money. Trade posts are auctioned and you collect as regards to different ones and to majorities. Special cards can be used once. After the 12th monarch you score trade posts and unused liquidity cards.

Version: de * Rules: de * In-game text: no

Trade game for 2-4 players, ages 8+

Yay!

Designer: Heinz Meister
Publisher: Noris Spiele

8+



Yay is a dice game of a different kind - you throw three dice into a wooden frame with a grid at the bottom. You sum the values of the dice and enter the sum into one of the spots in the grid that is touched by one of the dice. But you can never enter a smaller sum next to bigger one that is already there. When the new sum is bigger than an adjacent sum, you can erase the smaller one. Aim of the game is to fill one row and one column with numbers in your color. If you do so, the game ends and you add numbers in your color and win with the highest total.

Version: de * Rules: de * In-game text: no

Dice game for 2-4 players, ages 8+

Colour codes for target groups (Headline Colour)

For children + learning With friends
For families For experts

Colour codes for features (Bar in Evaluation box)

Chance Strategy Creativity
Tactics

Knowledge Memory

GABIS explanation on page 3

Communication Interaction
Dexterity Action

Yogi
 Designer: Behrooz Shahriari
 Publisher: Gigamic






Yoga - generously interpreted - for traveling, in breaks, party and office. On 43 cards you find instructions for movements, crazy faces and handling of cards, for instance to simultaneously put the card on your right cheek with your right hand, stick out your tongue and stretch out your left hand to the right und put up your thumb. If you cannot follow an instruction, you are out of the current round. The last one in play may call himself Yogi and give himself a clap on the shoulder, if it with his heel!

Version: de * Rules: de en fr * In-game text: no

Movement game for 3-10 players, ages 8+

Yokohama
 Designer: Hisashi Hayashi
 Publisher: dlp Games

At the beginning of the Meiji Era Yokohama becomes international harbor and important merchant town. As a merchant you construct buildings, extend trade channels, learn foreign technologies and meet orders from abroad. A player turn starts and ends with Additional Actions, in-between you do the Main Action of Placement, Movement, Area Action, 5-Power Bonus, Shop House and Trading House Construction and Recovery, steps 4 and 5 are optional. Additional actions are Foreign Mercenaries (once) or Fulfilling an Achievement or an Order card (more than once). Church, Customs, Technology, Countries and Reminders provide bonuses at the end of the game.

Version: de * Rules: de en fr jp * In-game text: no

Economics game for 2-4 players, ages 14+

Zauberlehrling gesucht
 Designer: Nick Hayes
 Publisher: Mattel




Magician's apprentices do magic, collect coins and experience in four types of magic, all for fame. In your turn, you can move and do an action: One step only gives you Fairy Dust, additional steps cost Pixie Dust, Mushrooms on the way you take. Alternative movement options are Royal Bird Taxi, Teleport or Mountain Imp. Action options are 1. Buy Pixie Dust, 2. Complete Magic Task and then get fame and coins, replace Task with card and place mushrooms, and 3. Receive Magic Diploma. Amulets raise fame and coin value, mushrooms have special effects. When the Royal Inspector appears in the task cards, you win with most fame.

Version: de * Rules: de en * In-game text: yes

Movement with action elements, for 2-4 players, ages 8+

Zicke Zacke
 Designer: Marek Zoschl
 Publisher: Zoch Verlag






Animals are hiding and need to be found. You place hiding cards next to the barn and next to each player's dung heap, the stack of seek cards and the slapping cards for each player and the barn are placed in the middle. The top seek card is turned up. If you spot the animal next to dung heap or barn you slap the corresponding slapping card and receive the animal. If you make a mistake you place one of your animals next to the barn. If a poop card is turned up the same animal as before must be spotted again. When all cards have been turned up, you win with most animals next to your dung heap.

Version: multi * Rules: de en fr it * In-game text: no

Card game for 2-5 players, ages 4+

Zicke Zacke Hühnerkacke
 Designer: Klaus Zoch
 Publisher: Zoch Verlag

In the chicken coop the hens try to steal feathers from each other when overtaking in a race. The hen collecting all feathers wins. The track is laid out. You draw one of the face-down tiles and compare it to the tile in front of your hen. If the motive on the track tile is the same as on the tile you drew, you can move your hen forward to this track tile. This you may repeat as long as you turn up a corresponding tile. If you turn up a wrong tile your move ends. Overtaking other hens is a must as you should steal their feathers. 10 Year Jubilee Edition. There is now an app for iOS.

Version: de * Rules: de en fr it nl jp and others * In-game text: no

Game of moves and memory for 2-4 players, ages 4+

Zooloretto
 Designer: Michael Schacht
 Publisher: Abacusspiele




You are a zoo owner and must collect matching sets of animals and expand the zoo to score for attracting visitors. In each round you can either place a tile from the pile on a transport cart or take a cart to place the tiles in your zoo or use a money action to expand your zoo, rearrange the layout of your zoo or buy animals from other players. When the first tile of the final pile is placed, the round is finished and then the game is scored. Full enclosures score the full amount of points, missing tiles lower the score. Vending boots guarantee a minimum of points. Animals left in the barn lose you points.

Version: de * Rules: de en es fi fr it pl and others * In-game text: no

Set collection game for 2-5 players, ages 8+

Zooloretto Duell
 Designer: Michael Schacht
 Publisher: Abacusspiele






Zoo enclosures are laid out and you start with one coin. The active player has one action from three options: 1. Add the top card from the draw pile openly to a transport truck. 2. Take transport truck with at least one card and pass for the round; animals go to the enclosure, vending stands to the vending are. 3. Money . pay two coins to acquire an animal from your opponent or discard all penalty points. Symbols on animal cards or vending stands trigger special actions, e.g. donations or offspring. Requirements for animals and vending stands trigger scoring; after the last round you score animals, coins and points on scoring and point tokens.

Version: multi * Rules: de en * In-game text: no

Tile placement for 2 players, ages 8+

Zug um Zug Frankreich / Der Wilde Westen
 Designer: Alan R. Moon
 Publisher: Days of Wonder

The rules of the core game apply. In *Frankreich*, tracks at first are only track beds and must be built. If you draw cards, you select a track piece, for instance of length 5 sections, places it on a bed of the same length and thus determines the color of the track. When the track is used, the track piece goes back into stock and can be built again. *Der Wilde Westen* introduces city markers to the game - if you connect two cities, you can place your city marker into one of them and must discard two identical cards to do so. If you control a city, you score points for tracks to the city, even when built by other players.

Version: multi * Rules: de en es fr it nl * In-game text: no

Expansion for Zug um Zug for 2-6 players, ages 8

Zug um Zug Meine erste Reise
 Designer: Alan R. Moon
 Publisher: Asmodee / Days of Wonder




Track building in Europe - you begin with two Train cards and two Ticket cards The active player either draws two Train cards or claims a Route. To claim a route, you play Train cards of the same color for each segment of the route and then place one of your trains on each segment. If you connect the two cities on a destination card, you have completed the ticket, set it aside openly and draw a new one. If you connect East to West, you receive a bonus ticket. Whoever collects six tickets, including bonus tickets, first, wins. Or, if someone places his last train, you win with most completed tickets.

Version: de * Rules: de + 15 languages * In-game text: no

Kids' edition of Ticket to Ride for 2-4 players, ages 6+

Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 3

PUBLISHER CONTACT INFORMATION

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Mesaboardgames, <http://www.mesaboardgames.pt>
Metermorphosen, <http://www.metermorphosen.de>
Mighty Boards, <http://www.mighty-boards.com>
Miyabi Games, <http://japonbrand.myshopify.com>
Mogel, <http://mogel-verlag.de>
Moses, <http://www.moses-verlag.de>
Müller-Mätzig Spiele, www.mueller-maetzig-spiele.de
New Board Game Party, <http://japonbrand.myshopify.com>
Noris, <http://www.noris-spiele.de>
NSKN Games, <http://www.nskn.net/en2>
nsv Nürnberg Spiele Verlag, <http://www.nsv.de>
Österreichisches Spiele Museum, <http://www.spielemuseum.at>
Ostia Spiele, <http://www.ostia-spiele.de>
PD Verlag, <http://www.pd-verlag.de/spiele>
Pearl, <http://www.pearlgames.be>
Pendragon, <http://www.pendragongamestudio.com>
Pegasus Spiele, <http://www.pegasus.de>
Piatnik, <http://www.piatnik.com>
Pink Monkey Games, <http://www.pinkmonkeygames.com>
Placentia Games, <http://placentiagames.it/en>
Plan B, <https://www.planbgames.com>
Plato, <http://megalopole.com>
Plaid Hat Games, <http://plaidhatgames.com>
Playmore Games, <http://playmoregames.com>
Portal Publishing, <http://portalgames.pl>
Pretzel Games, <http://pretzelgames.com>
Purple Brain, <https://www.facebook.com/PurpleBrainCreations>
Queen Games, <http://www.queen-games.de>
Quined, <http://www.quined.nl>

Colour codes for target groups (Headline Colour)

■ For children + learning
 ■ With friends
 ■ For families
 ■ For experts

Colour codes for features (Bar in Evaluation box)

■ Chance
 ■ Strategy
 ■ Knowledge
 ■ Tactics
 ■ Creativity
 ■ Memory

GABIS explanation on page 3

■ Communication
 ■ Interaction
 ■ Dexterity
 ■ Action

R & D Games, www.facebook.com/richard.breese.9
Ravensburger, <http://www.ravensburger.com>
Rebel, <http://www.rebelgames.eu>
Repos Production, <http://www.rprod.com>
Rio Grande Games, www.riograndegames.com
Rudy Games, <http://rudy-games.com>
Schmidt, <http://www.schmidtspiele.de>
Schwerkraft Verlag, <https://www.schwerkraft-verlag.de>
Shinojo, <http://japonbrand.myshopify.com>
Sit Down, <http://www.sitdown-games.com>
Space Cowboys, <http://www.spacecowboys.fr>
Sphinx, <http://sphinx-spieleverlag.de>
Spielkartenfabrik Altenburg, www.spielkarten.com
Spieltrieb, <http://spiele-entwickler-spieltrieb.de>
Spinmaster, <http://spinmastergames.com>

Stratamax, <http://stratamaxgames.com>
Stratelibri, <http://www.stratelibri.it>
Strawberry Studio, <http://strawberry.studio>
Stronghold Games, <http://strongholdgames.com>
Surprised Stare Games, <http://www.surprisedstaregames.co.uk>
The Game Master, <http://www.thegamemaster.nl>
Truant Spiele, <http://www.truant.de>
Ulisses, <http://www.ulisses-spiele.de>
Wattsalpoag, <http://wattsalpoaggames.com>
What's your game, <http://www.whatsyourgame.eu>
White Goblin Games, <http://www.whitegoblingames.com>
Winning Moves, <http://winningmoves.de>
Z-Man, <http://www.zmangames.com>
Zoch, <http://www.zoch-verlag.com>



The Games Club Osttirol meets monthly at the Games and Book hotel "Spiele- und Buchhotel" at Nikolsdorf



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Icon explanation

 Solo Play

 Two Players

 Large Groups

 Recommended Minimum Age

GABIS explanation on page 3

PHIL WALKER-HARDING



BÄRENPARK



Preis der
Wiener Spiele Akademie

*Spiel
der
Spiele*

2 | 0 | 1 | 7



OUR WINNING GAMES



Bärenpark

A new Bear Park is planned; bears are given lots of open terrain and roomy animal houses, but you need to puzzle parts cleverly to accommodate the most valuable animals and bear statues for lots of points. In your turn, you place a tile from personal stock - animal house, green areas or enclosures - into your park, according to the rules; then you evaluate effects of icons covered by the new tile - take a park tile or an additional park area board from general stock - and place a statue when a park area is completely full. If someone has filled all four park areas, you add up the points on park parts. Expert variant, using Achievement tiles. Tile placement game for 2-4 players, ages 8+, by Phil Walker-Harding with graphics by Klemens Franz at Lookout Spiele / Mayfair Games 2017, ca. 45 min



1, 2, 3 Hexerei

Spotting game for 2-4 players, ages 5+, by Marco Teubner and Frank Bebenroth with graphics by Andreas Besser at Haba, ca. 10 min



Der Mysteriöse Wald

Cooperative memo game for 2-4 players, ages 6+, by Carlo A. Rossi with graphics by Daniel Lieske at Iello, ca. 20 min



Icecool

Snipping and collecting game for 2-4 players, ages 6+, by Brian Gomez with graphics by Reinis Petersons at Amigo Spiele, ca. 30 min



Crazy Race

Race game with dice for 2-5 players, ages 8+, by Alessandro Zucchini with graphics by Michael Menzel at Ravensburger, ca. 60 min



Mein Traumhaus

Placement and development game for 2-4 players, ages 8+, by Klemens Kalicki with graphics by Bartłomiej Kordowski and Jens Wiese at Pegasus Spiele, ca. 45 min



NMBR9

LTile placement game for 1-4 players, ages 8+, by Peter Wichmann with graphics by Fiore GmbH at Abacusspiele, ca. 20 min



Sherlock

Spotting game for 2-6 players, ages 12+, by Silvano Sorrentino with graphics by Chiara Vercesi and Paolo Vallergera at Kaleidos Games, ca. 30 min



Century Die Gewürzstraße

Card game with deck building and swapping for 2-5 players, ages 8+. by Emerson Matsuchi with graphics by Fernanda Suárez at Plan B Games / Abacusspiele, ca. 45 min



Fabelsaft

Collecting game for 2-6 players, ages 8+, by Friedemann Frieze with graphics by Harald Lieske at 2F-Spiele, ca. 25 min



Microworld

Abstract placement game for 2 players, ages 12+, by Martino Chiacchiera with graphics by Ruslan Audia at Heidelberger Spielverlag, ca. 10 min



First Class

Placement and collecting game for 2-4 players, ages 10+, by Helmut Ohley with graphics by Michael Menzel at Hans im Glück, ca. 60 min



Great Western Trail

Development game for 2-4 players, ages 12+, by Alexander Pfister with graphics by Andreas Resch at eggertspiele / Pegasus Spiele, ca. 150 min



WIENER SPIELE AKADEMIE

Awarded for the 17th time on June 24th 2017 the **Viennese Games Academy** has announced the award winners. The **Austrian Games Award** is presented annually. **Spiel der Spiele** is awarded to the game which is considered by the Games Committee to be especially up-to-date and entertaining, every interested player should have played. All our award winners are available from games stores in Austria. One is always to be found near you!

The Games Committee chaired by Dipl.Ing. Dagmar de Cassan comprises: Dr. Gerhard Bergauer, Dipl.Ing. Bernhard Czermak, Dr. Christoph Proksch and Gert Stöckl.

More information can be found at:
www.spielepreis.at

You can find all our awarded games at your local games retailer!

Our 4 target groups

We sort our award winners into 4 target groups:

For Children: Games for children and educational games. Adults may play, but need not play. Against adults children can not win.

For Families: Parents and children play on equal footing, all have the same chances to win.

With Friends: Young adults and adults play on equal footing, all players are older than 12 years.

For Experts: Games with complex rules, a high accessibility threshold and lots of interesting games play, especially suitable for experienced players.

Please be aware that boundaries between groups are blurred. Children who play often and gladly can be ahead of their age group when playing. „For Families“ is not equal to the classic „Family Game“! Your taste and fun while playing decides what is a game for you. When choosing the right game for you, we always recommend to play the game!



Terraforming Mars

Development game for 1-5 players, ages 12+, by Jacob Fryxelius with graphics by Isaac Fryxelius at Stronghold Games / Fryxgames, ca. 120 min

OUR WINNING GAMES

◆ Das berühmte Spiel um den großen Deal ◆

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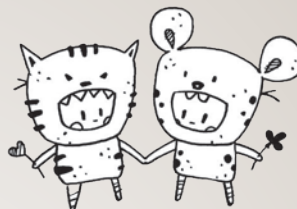
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👤 8+
👥 3-8
🕒 30'

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👥 2-4
🕒 45'

Responsible eating can be fun!

If you're able to prove you're fit as a fiddle, display wide knowledge about healthy food and are also perfectly able to put together a decent meal, you will collect the most tokens and win the game.

We make good games



The new edition of the classic game

👤 12+
👥 2-8
🕒 60'

Over 1000 words spread across 15 exciting categories that need to be explained in 10 different ways promise endless fun as players battle with their challenges in this new format which can be played together as a cooperative game by the whole group or in teams.



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