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## Caverna



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 54 GAMES

## ROBOT FESTIVAL IN ROBOBURG

**STEAM PARK****ROBOTS NEED FUN FAIRS, TOO**

10↑

Family Park Tycoon was the name of my very first development simulation for a PC, in the early Nineties of the last century. How does that sound, ancient, doesn't it?! But, anyhow, we constructed Fun Fairs, attracted visitors, created our own roller coasters - the first ones were disasters, by the way, the carriages did fly off the rails permanently - and finally we looked after the garden and took care that all the garbage the visitor masses left behind was removed.

I did like the little manikins that were armed with brooms and permanently, like Sisypheus, scurried after the garbage heaps and kept crying for reinforcements. As a clever business men I did not, of course, provide reinforcement, because the manikins would have been hard put to resign.

Fun Fair and Garbage Removal were the cues that enticed me to take a closer look at the board game Steam Park. In this game you construct a Fun Fair for robots, that is, the visitors are robots. Before you start the first game you should plan some time for preparations, there are a few necessary ones, as there six different attractions in three different sizes, plus five different Stands in four copies each, all of those come as three-dimensional equipment that must be assembled.

Each player is giving a starting area showing a 4x4 squares grid, six dice and a Pig, to be more exact, a tile that depicts a Pig and which you use to place the dice you rolled. Everybody is then dealt six cards from the stack of bonus cards and may keep three of them.

Then you pick one visitor robot of each of the six colors and throw it into a bag, and the fun can begin. The game is played over six rounds comprising four phases each.

The first of those four phases is the dice phase. All players pick up their six dice and roll them simultaneously to try to achieve the necessary results as quickly as possible. When you want to keep a die to use it you set it aside on your Pig. It is important to remember that, once a die is placed on the Pig, it cannot be re-rolled. As soon as all six of your dice are placed on the Pig, you take a turn order marker quickly.

The six sides of all the dice show one symbol each for building rides, luring visitor robots, cleaning up, playing a bonus card, build Stands and one empty side. The turn order markers are numbered from One to Four and have, in ascending order, characteristics of decreasing value. When the first three markers have been taken, the last player has exactly three more rolls and must then place his remaining dice on the Pig.

The next phase is the Dirt phase. Three of the six symbols on the dice carry an additional Dirt symbol. Each player must take a Dirt marker for each Dirt symbol on his dice, one for each visiting robot in his park and, finally, the turn order markers are evaluated: For Number One you may discard four Dirt markers, for Number Two two markers,

Number Three can discard none of them and for Number Four you must take two Dirt Markers. In this phase you must pay special attention, it happens again and again that one forgets about the dirt from the visiting robots.

The third phase is the action phase in which you place the dice you chose accordingly. The turn order is determined by the turn order markers you took in the previous phase. Each die can only be used once and, so to say, represents your resources. If you have used/implemented a die you remove it from the Pig.

Each of the six kinds of actions, yes there are six possible six actions, despite there being only five symbols, can only be implemented once in a turn, but sometimes there are multiple actions possible within one action, while you have corresponding dice symbols. There are no parameters in which order you implement actions. You can build three different sizes of rides, between one and three squares. For each square you need a die.

When constructing you must avoid contact between opposing colors or Stands, also not over corners, which makes the starting tile very small, because you only have four corners. Rides of the same color must touch along a long or short side of a square and are considered as one ride from this moment on. Constructing several rides of the same size within one turn is forbidden. This rule ensures that a player does not build all

of the small attractions in one turn.

An attraction must, of course, build completely on the starting area and may not stick out over the border. When an attraction has been built it cannot be relocated. The same rule goes for the Stands, for which is a separate symbol. You also cannot build several Stands of the same kind in a turn.

For each visitor robot that you set aside you take one of the robots and put all of them

**Kurt Schellenbauer**

*I felt catapulted back to the Nineties of the last century when we built Fun Fairs on the computer and tried to attract as many visitors as possible. And back then, we had difficulties with garbage, too.*

into the cloth bag. Which of the colors you choose is left to your decision. Then you draw the same number of bots from the cloth that you previously did throw in. Thus you have always six robots left in the bag.

It is checked if the robots you drew from the bag correspond to rides as regards to color and either place them at those rides, if there is room for them there, or put them back into stock. A ride can take one visitor for each square that it takes up on the park area.

Then you take care of cleanliness in the park! For each corresponding die symbol you can return 2 Dirt markers. With the last available symbol you can play bonus cards to acquire some money. Cards relate to rides, Stands, colors or other combinations in the park of a player. Variety is mostly in demand, but there are a few cards that aim for monotony.

As a sixth action you can choose any die (not an empty side) and swap the die for an additional park area of grid size 2x2. This you can do once or twice in a turn. This supplementary area must be added to the existing area with its total width or length. Those extensions of the park areas are very important, because you run very soon into the problems of limited available building space is those extension are a far cry from the consolation price that they are looked upon for in the rules.

Stands have a very important additional function: Each Stand you build always relates to a die symbol: Toilets double the symbol for "cleaning up", so that you can discard four instead of two dirt markers. The Promotion Stand doubles the number of visitors, the Info Point enables you to place visitors on rides that do not correspond in color. Those visitors must be put back into

stock after the next income phase. Casino enables you to turn a die to the result you wish for and for Security you can put back a visitor, which you have drawn this moment, back into the bag and draw a new one.

The fourth phase is the income Phase, in which you receive 300 Danari - this is the currency in Roboburg - for each visitor in your park. If you hold less than three bonus cards you are given two new ones for each one he lacks, chooses one of them and discards the other one. Now you should have three bonus cards again.

Now we are able to begin the next round.

The game ends at the end of Round Six and at that point you count your Dirt markers and check the table for the amount of Danari that you would have to pay to clean up your park. Should any player, at this point, own more than 30 Dirt markers, he has lost the game in any case. Among all other players, you have won if you have most money left. Ties are resolved this way: First, if you have more visitors in your park, and second - this is a funny one - if you are first to touch the Cranio Logo on the back of the box.

For beginners or families with younger children you can leave out the special functions of the Stands and you score three Danari for each Stand in your park. To avoid confusion I would recommend to remove the corresponding bonus cards.

The group of three designers is not an unknown entity. They have already published two other games with Cranio Creations, named *Dungeon Fighters* and *1969*. For some years now, the Italian company Cranio Creations has been publishing quite interesting games and has presented them at Essen. At Essen 2012 they showed *Dungeon Fighter* and were also involved in the creation of *Terra Mystica* and *SheepLand*.

The game is made up from two quite distinctive parts, one is the hectic and chaotic phase of dice rolling, and the other one is the construction phase. In the dice phase the emphasis is on speed and the ability to keep track of what you want and need and, of course, you also need that very necessary bit of luck. If you keep rolling the wrong symbols for your needs and have the necessary control and overview to change your tactic quickly to fit the symbols that keep coming, you will find that the chance element is put into perspective quite quickly. You can wield a lot of influence by setting up the right Stands. I love to play with two Casinos and without a Toilet, which enables me to always being able to manipulate two dice, which results in a quick finish for my

dice rolling phase and therefore I almost never have to take Dirt markers due to turn order but usually manage to get rid of some of those Dirt markers.

The construction phase depends on what you rolled, and, especially in the later stages of the game, on what you could still construct, because, especially in case of four players, the Rides and Stands become scarce quite quickly. The overall flow of the game is very smooth, provided that players devote a bit of consideration beforehand of how to use their dice. The individual phases are short and implementation of moves evolves logically and they are done quickly. Four Reference cards provide a summary of the most important moves and of the functions of the Stands, albeit written in very small print. Here it was again, age breathing down my neck, as I joked with my wife "eyesight gets worse after 40!"

The rules are written very clearly, offer enough examples and leave no question unanswered. What I like especially about the rules are the small cute and witty side comments and due to those cheeky remarks the rules come across as entertaining and are quite easy to read. Twelve pages don't frighten people away, because the pictures are big and, when you take a very close look, the rules could have been fit onto one A4 page.

On the web you find the rules in other languages, too, you just need to change publishers, because Heidelberger is the producer for the German-speaking countries, and Iello for the Anglo-Saxon and French regions.

To create a three-dimensional game results, of course, in problems with the components, especially when you put your trust in cardboard. Setting aside the cuttings, which carry their own potential for improvement, the cardboard components tear easily and the printed coating paper comes off at the edges. When you bend the cardboard components and assemble the pieces the cardboard comes off in layers and you must be very careful when assembling the pieces - give this task to players with lots of patience and special motor skills in their fingers.

Unfortunately the money notes are printed unevenly. If one invests so much care and painstaking detail in three-dimensional Rides one should also provide Visitor Robots looking like robots and not like miniature versions of the pieces used in "Heimlich & Co."

As regards to graphics, opinions differ wide-



## 40 Lines for Meeples

*Dagmar de Cassan, Editor-in-Chief*

Once again our cover game is a game by Uwe Rosenberg, his latest creation CAVERNA.

The box of AGRICOLA is been filled to the brim with rules and components, and CAVERNA does not fall short to it, but it is as full but a lot friendlier to players, because playing time is noticeably shorter.

What does it indicate, when the duration of the game is marked on the box with 30 minutes per player. Setting aside the fact that there is no average gamer and that considering the optimum move can, with some players, take a perceived span of 30 minutes per turn and not per game, this way of estimating playing time surely is a reasonable move to define the duration better.

Should we do it for all game? Can we indicate a time per player for each game?

If you take Settlers of Catan, for instance - in this game the duration will, regardless if three or four are playing - surely depend a lot on the negotiation phases. Number of players will never influence playing time much, it will rather depend on the set-up of board, resources and settlements and, as already mentioned, negotiation intensity of all players.

Let's wait and see if more games will indicate duration per player, for a game playable for 1 to 7 (!) players it definitely was a necessary and welcome information.

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<http://www.gamescompanion.at>



ly. I have heard everything from "sensational" to "well, that could have been done more nicely". But this is the signature of Marie Cardouat, whose creations we could already admire in Dixit. For me, personally, they are too bleak, because even robot visitors could visit a theme park or fun fair in daylight. But the graphic design neither hinders nor supports game play itself.

I was surprised by the tactical possibilities that the game offers, but yet a tactical genius is not all-powerful in the game. Tactics also differ in relation to the number of players. In case of four players you must be fast as regards to Stands and small rides, because they become exhausted relatively fast, and rounds Five and Six are governed by the number of visitors you might be attracted, who can discard what dirt and, most and foremost, which cards one is able to play.

To play the right cards will - when all is said and done - also earn you most money, and it is often better to play a card that yields a lower number of points and thus get rid of it and hope to replace it with a better one. Money is only earned with visitors in your park or with cards and those are the two strategies for the game. On the tactical side one depends on the result of the dice, but the real element of chance is not in rolling the dice, but in drawing the visitor robots from the bag.

Our experience in all our games was that one always draws the wrong ones. There may be six blue ones in the bag and five others, but you don't draw one single blue one. For this calamity the stands Info Point and Security provide assistance, in by opinion Info Point is the better one of the two. All in all, the game works well for all numbers of players, but works best in case of four players.

I cannot recommend or provide a suggestion for tactic, I only know that monotonous building or too much of a variety achieves the least results. Actions must be correlated with the bonus cards one holds. You must take card when rolling dice that no dice are pushed off the Pig tile or otherwise moved, because the rules list restrictive parameters for using the dice. In a game for two you take either Number One or Number Four of the turn order markers and, in case of unexperienced players, Numbers Two and Four. This makes keeping an overview of your intentions even more important when choosing dice.

The topic is fun, robots having a good time at the Fun Fair. Visitors produce garbage

and dirt, building activity produces Dirt, each visitor wants to try certain rides, you do promotion with your stands, clean up, take some risks and influence things. Those details give a certain authenticity to the game and this in turn produces quite some flair that pulls you into the game, and suddenly you prefer to construct the Haunted Castle or The Roller Coaster.

I can only congratulate designers and publisher on this lively and entertaining game, it is harmonious all over, can be played by all kinds of groups and a game never takes longer than 60 minutes. You always love to sit down to recreate your Fun Fair and to try new ways again and again to earn a little bit more money. ☑

Kurt Schellenbauer



## INFORMATION

**Designer:** Lorenzo Silva und Team  
**Artist:** Marie Cardouat  
**Price:** ca. 35 Euro  
**Publisher:** Heidelberger 2013  
[www.craniocreations.com](http://www.craniocreations.com)

**PLAYERS:**  
2-4  
**AGE:**  
10+  
**TIME:**  
60+

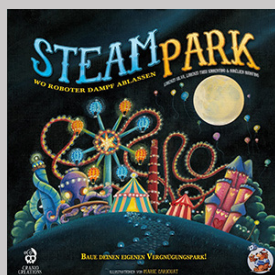
## EVALUATION

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

**Comments:**  
 Easy to learn \* Also good for experienced players \* Nice component, good graphics \* Hectic dice phase \* Clear flow of the game

**Compares to:**  
 Rummelplatz, Coney Island

**Other editions:**  
 Cranio Creations, iello



## 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 headline)

#### Kinder:

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

#### Familien:

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

#### Freunde:

Young people and adults play together as equals

#### Experten:

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

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

### FEATURES

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

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

#### Chance:

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

#### Tactics:

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

#### Strategy:

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

#### Creativity:

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

#### Knowledge:

Cultural and educational knowledge, long-term memory

#### Memory:

Remember, learn by heart, short-time memory

#### Communication:

Talk to each other, negotiate, inform

#### Interaction:

Influencing each other, bluffing, auction

#### Dexterity:

Motor skills

#### Action:

Body movement, balance and reaction

### ADDITIONAL INFORMATION

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

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

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

## DWARVEN AGRICULTURE AND HUSBANDRY

## CAVERNA

DIE HÖHLENBAUERN



When you open for the first time the big and heavy box of CAVERNA you immediately have two sensations:

- (1) - You paid something more than usual but you got "a lot" for your money
- (2) - If you already played AGRICOLA in the past everything inside is "familiar".

Both sensations are true and after a few games CAVERNA quickly entered in my personal TOP TEN games. But before going to the details let me first explain that I love AGRICOLA and I played it many times: for a whole year I used all the cards and I played exclusively with experienced gamers, but thereafter I tried the "family" version and I was immediately hooked. I succeeded to play Agricola also with my wife and other inexperienced players and all appreciated the game very much and wished to play it again and again. I also played a lot the 2 players version (AGRICOLA: ALL CREATURES BIG AND SMALL) especially with my younger son and we liked the use of special tiles (instead of the cards). CAVERNA is in effect a new version of AGRICOLA for Families and it uses tiles instead of cards.

## MATERIALS

When you open the box of CAVERNA for the first time you should be prepared to spend a couple of hours to set all the materials. Lay down initially the seven large player HOME boards, the three Basic boards and the Additional smaller ones (necessary to prepare a board whose final dimension depends on the number of players). Then you have to separate and organize the colored wooden and plastic pieces: 145 animals (dog, sheep, donkey, wild boars and cattle), 145 resources (wood, stone, grain and vegetables), 35 dwarves (in 7 colors), 21 stables (in 7 colors) plus 45 black Ore and 20 red Rubin gems (plastic).

Finally find some place for the plethora of hard cardboard pieces (furnishing and landscape tiles, food, coins, weapon markers, action cards, etc.). All with the usual nice "Lookout" graphics.

But nice materials alone do not guarantee a good game, so let's see how all that works

## THE GAME

For everyone that already played AGRICOLA the following notes will be easy to understand as the mechanics are very similar. You have as usual your personal board but this time it is divided in two parts: on your right

you have a mountain that you may dig to find minerals and rubies and to create new caverns to host your family; on your left there is a forest that you may transform in pastures for your animals or fields to cultivate your corn and vegetables.

The "composite" board is used to perform the different actions that will allow your dwarves to work, to feed and to increase the family as CAVERNA is basically another "worker placement" game. You start with two dwarves and therefore you may perform only TWO actions per turn, but you later you may increase your family up to seven dwarves, so you may arrive at seven actions per turn.

As in AGRICOLA you place one new card every turn to increase the number and type of actions.

During the game you may purchase a certain number of tiles to build extra "rooms" that will allow you to increase your family or some "shops" that will give you some bonus during or at the end of the game. But every new tile must be placed in a cavern inside the mountain, and to place a cavern you need to perform a special action on the main board.

You start the game with two dwarves and few coins (one for players 1 and 2, two for player 3 and three for the other players). From now on you have to rely only on your ability to get resources and food. There are no combats and the only interaction with the others players is to occupy the available actions spaces on the board.

The game proceed clockwise and players place one dwarf per round to immediately perform the selected action: take some resources (stone, wood, food, minerals, rubies, etc.) and eventually take a cavern/tunnel tile or a field/pasture to place on the personal board (mountain or wood). You may also get animals (initially only dogs, sheep or donkeys are available, but later wild boars and cattle also arrive) but you need the right space for them. Initially a couple of animals may be hosted in your cavern, like in AGRICOLA houses, but you are forced to prepare pastures, stables, etc. before being able to start a veritable breeding. During play some special cards will be discovered and used to increase your family, but do not forget to build in advance new caverns and new rooms for the new members or they will immediately ... die.

A new type of action was created for CAVERNA: the "FORGE". During the game you will find 2 action cards where you may send one of your Dwarves to forge a "weapon". You pay minerals and you get a numbered shield: the number is the "actual strength" of your warrior! Once you have a warrior you may send him to action spaces where he can make raids to get more resources

## Pietro Cremona

*A very interesting optimization game with a strong „bucolic“ feeling. You becomes really involved in the growth of your „dwarf“ family. And no „food stress“ as in Agricola.*

or free actions: there are 4 "raid" cases and cards and they allow 1 to 4 raids. Each raid consists in comparing the strength of your warrior with the possible booty that you can get; at strength "2", for example, you may get 1 Grain or 1 Sheep; at strength "10" you may get a Cow or a Large Pasture for "half price"; at strength "14" (the maximum) you may get a new cavern for free, etc. Every time that one of your warriors perform a raid his strength is increased by "1" (until a maximum of 14). Raids are not addressed against the other players (this is a pacific game, after all) and their purpose is to give you something extra.

Another new rule is that of MINES: as I wrote before we have the opportunity to create tunnels and caverns inside the mountain spaces of our personal board, but we may also create mines on top of the tunnels if we send a worker on a specific action case of the board. There are two types of mines: "ore" mines and "ruby" mines. Both give you Victory Points (VP) if you build them, and both give you extra minerals or rubies if you place a worker in specific cases of the board. With "ore" you may forge weapons for your warriors or pay the cost for some special tiles. "Rubies" are a sort of "Jokers" and you may spend them "when you wish" to get resources, animals, terrains, etc. (a summary card explain all those possibilities).

DOGS are a new type of animal introduced in the game: their function is to survey sheep on pastures that are still without fences. You may have in each pasture tile as many sheep as are dogs, plus one. A good help, especially in the first turns of the game, to maintain sheep even if you do not have yet the wood necessary to build fences.

Finally there is a variation of the Turn Action Cards: seven round cardboard tokens are placed on the last seven spaces of the turn track. Every time that an action card is placed on those spaces the tokens are overturned and you know if you have to feed your dwarves in that turn or if you have

some penalties when you harvest. Those tokens add some suspense to the game and oblige the players to maintain a little reserve of food ... just in case!

AGRICOLA players will remember the continuous "stress" that they experiment all along the game because they have to find food to feed their farmers: luckily getting food is not such a difficult task in CAVERNA and you do not need any special items (kilns, kitchens, etc.) to increase your food capacity. In our games we never had a real problem in feeding our workers, but of course you must always keep an eye on your reserves.

In summary every TURN is composed of a different number of rounds and in each round you may place a worker on the board to do something. You have to prepare fields where you may sow grain or vegetables and to cut the forest to create pastures where you will breed sheep, cattle and boars. Pastures must be closed with fences and you create fences only by getting wood. Inside the mountain you may create tunnels and caverns: tunnels will generate mines, while caverns are used to increase the family members and to purchase extra furnishing.

CAVERNA does not use cards (like Agricola's Occupation, Major or Minor Improvements, etc.) but you have the possibility to purchase tiles to improve your performances. Four double face small boards (90x295 mm) show you what is available and the cost to purchase it: face 1 shows 27 different types of tiles while face 2 shows 48 of them (and it is suggested with 6-7 players). The most used are "dwelling room" ORANGE tiles: each of them may host an extra dwarf and you cannot "generate" a new worker without having a dwelling ready for him. To install a dwelling you first need an empty cavern inside your mountain, then you have to go to the right case with one of your workers and pay 4 wood and 3 stone to get it. Each dwelling also grants you 3 VP at the game's end. "GREEN" tiles are mainly Artisans that give special bonus to their owners (extra resources, discounts to purchase other tiles, extra spaces for your animals, etc.), while "YELLOW" tiles are mainly "shops" to transform resources in food or to get special bonus at the game's end.

At the end of the last turn the players transform in GOLD (Victory Points) all their properties and the higher scorer will be the winner.

#### COMMENTS

The main source of VP are the animals as you get 1 Gold for each of them (including dogs): therefore you have to try to prepare very early in the game some pastures and

then fence them as early as you get the opportunity. Sheep can be hosted also in pastures that do not have fences, provided that you have bought enough dogs. Dogs are a "bonus" given in the same Action space that is used to add furniture to one of your caverns, so when you have enough resources to make a Dwelling add a dog to your board: they do not need specific spaces as the other animals, so you have nothing to worry and you may even accumulate many of them. In a couple of our test a player arrived to own up to 7-8 dogs and he used them widely to host 8-9 sheep in a small pasture. Donkeys may be placed ONLY in mines, so they are not so popular: but if the opportunity arises to take the available donkeys you may quickly transform them in food (1 donkey = 1 food; 2 donkeys = 3 food). Do not forget that at the end of each "harvest" turn you will get a FREE animal if you already have two or more of that type, so use the Expeditions to purchase the animals that you need to form at least a couple. Do not forget that you may get a couple of Boars covering two specific cases on your Forest.

The second most important source of VP are the mines and fenced pastures: each "ore" mine grants 3 VP, while each "ruby" mine gives 4 VP. Each small fence grants 2 VP while each big one gives 4 VP. Your ter-

ritory has 12 "wood" spaces and 12 "mountain" spaces, so you have to accurately program how to use ALL those spaces. A "big" fenced pasture need TWO adjacent green spaces to be built so the best solution could be to build FOUR double tiles (pasture plus field) and FOUR single green tiles (that you get for 2 ruby each). You may then fence FOUR big pastures (16 VP) where you may host 4 animals each (8 with a stable) while you still have four fields for your grain and vegetables. Inside the mountain you may work in a similar way, but you have to remember that you need at least 4-5 caverns: 2-3 of them are to build dwellings for extra dwarves while the other are for special tiles. Knowing that each "ore" mine can be built only on two adjacent tunnels, you know in advance that you practically will be limited to a couple of "ore" mines (6 VP) and another couple of "ruby" mines (8VP).

Finally we have the "special tiles". I do not wish to bore you here with a list of all the possible VP that you may get with those tiles, but in general you get VP if you have some kind of materials or a certain number of armed dwarves or rubies or ore, etc. If you are "late" in one of the above strategies (animals and pastures/caverns) you may eventually concentrate on special tiles and



try to maximize the use of 2-3 of them. Do not forget also that some Action Cards will allow you to get Gold (1 Gold = 1 VP) from different resources (for example giving "ore" for "gold and food", 3 gold instead of building, etc.) and additional gold may arrive through expeditions (from level 6 on).

As it happens in AGRICOLA you lose VP if you have some empty spaces on your personal board or if you do not have all kind of animals.

So what to say as a final comment? My friends and I appreciated very much CAVERNA and everybody affirm that it is a step forward, compared to Agricola. Easier to play, no "food" stress, not too many cards to read and understand (and no extra decks to purchase ...).

The game is very "logical" and the rules are really very clear, with lot of examples, frequent reminds for detailed rules of particular actions (something like "for more information about the use of XXX go to page YYY") and a detailed summary about the Action spaces on the board, the Action cards and the special tile.

A very very good game. ☑

Pietro Cremona

## INFORMATION

**Designer:** Uwe Rosenberg

**Artist:** Klemens Franz

**Price:** ca. 60 Euro

**Publisher:** Lookout Games 2013

[www.lookout-spiele.de](http://www.lookout-spiele.de)

PLAYERS:

1-7

AGE:

12+

TIME:

var

## EVALUATION

Development, worker placement

Users: With friends

Version: it

Rules: de en fr it

In-game text: yes

### Comments:

Loads of components \* Topic based on Agricola \* Clear concise rules \* Takes approx. 30 min per player

### Compares to:

Agricola, Ora et Labora

### Other editions:

999 Games, Lacerta, Filosofia, Homoludicus, Mayfair, uplay.it



My rating:



## SPELEOLOGY FOR AMATEURS

# THE CAVE

## POTHOLERS IN CAVES

You have always wanted to be a speleologist? You learned to dive in freezing water? Have learned to spot when carbon monoxide is satiating the air instead of oxygen? You love narrow gorges and dark gaps? Then this is the right place for you!

The Cave is a game for 2-5 speleologist who explore the underground universe of a large cave system. At the start of the game there is only a cave entry with a few starting shafts or ducts - their number varies from three in case of two speleologists to six shafts for five speleologists. Each player stuffs his backpack with necessary equipment. There are rubber rafts, photographic equipment, oxygen tanks, ropes and food rations. You can even take along a tent to set up a camp with equipment somewhere in the depths of the mountain.

The game itself comprises cave tiles, a lot of equipment markers, many, many markers which you acquire for overcoming obstacles and other feats, player boards and figurines for speleologists and camp tents. The Cave tiles are divided into four groups of tiles, according to their backsides. For each number of players you randomly remove some cave tiles. The remaining cave tiles are introduced into the game one after the other and their random grouping results in a game that remains challenging all the time. The tiles show different kinds of passages and crossings, and there are a number of obstacles in the shafts. There are three levels of shaft constrictions, called squeezes, and there are water areas, landmarks and abysses. To be able to cross all those obstacles you should have the respective equipment with you. This is the purpose of the player boards.

At the start of the game you put equipment on your player board. But take care, there is limited space available, a mechanism that reminds one of Bakong. You should carry a good variety of things, space is limited and don't forget that a speleologist is human and needs to eat sometimes. The longer such an explorer stays away from cave entry or camp the more space is taken up by food in the backpack. The more food the less equipment. The less equipment the fewer opportunities to explore the cave. Thus the filling of your backpack is the first obstacle or challenge in the game. Food, Rope and oxygen

tanks are really used up when used and so the backpack empties in the course of the game. A raft in your backpack offers a great variety of opportunities to cross water. As can be expected, you can use photographic equipment more than once. That's something, for sure, as you only need one space in the backpack for the photo equipment and one for the raft. And yet some players leave both those things behind in the camp. There is a separate area on the player

**Monika Dillingerová**

*A thrilling game with friends that plays differently each time and offers a different challenge each time*

board representing stores in a camp set up in the cave system. But those stores must be fetched from the entry and taken to the camp....

The second purpose of the player board is to couple actions with action points (AP), just as we have seen it in the classic Tikal. In his turn a player has 5 AP which he can allocate anyway he wants. To explore the cave you must place tiles. To place a cave tile costs you 1 AP and you must be positioned at the edge of a tile that you have explored already. You draw a cave tile from the stack and place it in congruency with your position. Reminds one of Carcassonne, somehow. Doesn't it? If you cannot place the tile you take a Blind Alley tile and place this instead. To enter a new cave tile costs you yet another AP. For obstacles you have to pay a surcharge, but as a compensation the first player to overcome an obstacle is rewarded with a marker that scores victory points at the end of the game.

Water can be crossed with a raft. The raft can be inflated, used, deflated and repacked into the backpack. This complete procedure costs you only one additional AP. (What a pity that you passed on bringing the boat). But, should you want to acquire the water obstacle reward for the lake you need to dive and for this you need oxygen tanks. The price for using them is 2 AP and spending one oxygen tank. How nice that they come in a double pack! You can also dive to cross water, if you did not bring your raft in your backpack, just divesting you of another 2 AP surcharge and one oxygen tank.



Landmarks (Ötzi's skeleton or other such things) should be photographed. If you did not bring photo equipment it is usually not worth your while to enter such a tile. And again only the first one to do so is rewarded and takes the marker, but pays 1 AP surcharge. *Well, taking pictures in the dark of a cave takes time, and you need suitable equipment. And no, your mobile phone, even if it is the latest model, does not suffice at all.* After taking pictures of sundry bones and such things the respective tile is treated as an empty shaft tile.

Constrictions also cost action points, if you want to enter such a tile - between one and three of them, depending on the level of constriction. All have to pay that want to pass, but only the first to do so acquires the marker. *And the shaft remains a squeeze until the end of his life. Häh? I'm sure the shaft is not alive!*

A final kind of obstacle is provided by precipices or descents. The shaft keeps falling by 25 m. When you have turned up and placed a descent, you need a rope and one AP surcharge to climb down the precipice. As a reward you get the rope marker from the tile and you mark the depth that you have reached. On the next entry of this tile the rope is already in place and the tile is only entered to advance or to reach a new level of depth. From time to time you connect higher and lower levels within the cave system. Oh, and by the way, on such a connec-

tion you need to use ropes for going down and for going up.

Each marker that you collected during the game earns you victory points at the end of the game, in relation to the number of surcharge action points that you had to spend, between 2 and 5. There is also a scoring of majorities in markers of certain categories (water, rope, picture, constriction).

A basic requirement to score points is to be able to make your way out of the cave system again. At the end you should not be too far from the exit. After placing the last cave tile or of a blind alley tile instead of a cave tile you have exactly three rounds in which you must make it to the cave entry. When a player does not manage to reach the entry he is considered to be lost in the caves and his markers are not scored. *This final part of the game can take time, because nobody wants to speed up the end. This was the point where the thrill level suddenly took a drop. All players simply bided their time, nobody dared to go too far into the caves...*

The Cave plays very differently in each new game. We have also tried to work in "double harness". When a single player draws the necessary tiles he can win. If he did not have the luck of the draw the teams of two players were more successful. But in the second half of the game even such team mates must find their own route. ☑

Monika Dillingerová

## INFORMATION

**Designer:** Adam Kaluza

**Artist:** Jarek Nocoń

**Price:** ca. 30 Euro

**Publisher:** Pegasus Spiele 2013

[www.pegasus.de](http://www.pegasus.de)

PLAYERS:  
**2-5**

AGE:  
**10+**

TIME:  
**90+**

## EVALUATION

Tile placement, collecting

Users: With friends

Version: de

Rules: de en it pl

In-game text: no

### Comments:

Good mix of well-known standard mechanisms \* Topic nicely implemented \* Offers a new challenge with each new game

### Compares to:

Carcassonne, Tikal, Bakong and others

### Other editions:

Rebel.pl, uplay.it



My rating:



MAGICAL ART OF COMBAT, FANTASTIC CREATURES

# DIE ARENA VON TASH KALAR

CHEERING SPECTATORS, STRONG OPPONENTS

When I saw the first images for Tash-Kalar, I was not really taken with them. Only the name of the designer, Vlaada Chvátil, lured me to on to take a closer look at the game, which had received good reviews in Essen and on BBG. Pictures showed a board, similar to a Chess board, together with a few red and green squares, a few card board markers and a stack of cards. A strategic position game was mentioned again and again, or a card-driven kind of Chess. Well, nothing for me, or so I thought....

A few weeks later I held a game with an exceedingly beautiful cover in my hands, on which two imposing fantasy creatures were shown to be fighting each other in an arena, the Arena of Tash-Kalar.

In the game we represent magicians, who try to place stones made from Kalarite, which is concentrated magical energy, in the Arena in a way that distinctive different patterns emerge. Those patterns summon fantastic creatures like Gryphon Riders, Fire Dragons or Centaurs. These creatures can then get involved in the conflicts. When they are done with their actions they disappear and leave their mark in the arena in the guise of more Kalarite stones.

The enthusiasm of the spectators increases which each magnificent creature that we cause to appear and also with each opposing Kalarite stone that we destroy. The spectators roar when we have weakened our opponent to the point that his last resort is to light a magical Flare in order to have at least some magical energy in the Arena.

But we need to take care. What if that was only a tactical move to seem to be weakened to then use the Flare to summon even more powerful creatures? Is he now retaliating with full force and we have nothing much left to counter that? It has happened often that an opponent you seemed already defeated has turned the table with the help of a cleverly lighted Flare and acquired the laurels of a winner.

So the battle goes this way and that until there is only one winner at the end ....

## Components

Well, I have to admit that I have fun with the game, despite the fact that the board looks like a spotted chess board at first glance. Despite the magical Kalarite stones being only cardboard markers. But the cards are ingeniously drawn, the components are of

good quality and functional. And there are also score tracks and a target tableau included. The rules are, as usually is the case with Czech Games Edition, a pleasure to read. But due to the different colors for the different versions of the game they can at times be a bit confusing.

The game is intended for 2-4 players. The cardboard markers, our Kalarite stones, come in four different colors and they are marked with a single weapons symbol for

## Heinz Frühwirth

*Very interesting card-driven board game offering easy access and lots of in-game depth. Decidedly worth to take a look at!*

recruits and with a double symbol for heroes. Special markers with an additional legends symbol represent the Kalarite stones of the summoned legends.

The cards come in four sets, each including 18 cards with this number of different creatures, and are assigned to four different Schools of Magic. The cards show patterns of how the Kalarite stones must be arranged to summon the respective creature, the patterns represents the summoning spell for a creature.

The Legends cards are not needed for the introductory games, they work like the creature cards, but have a more complex composition and the creatures are more difficult to summon.

The Flare cards offer up to two additional actions, when a player should be under too much pressure from his opponents. Those actions vary from the placement of an additional stone to the resolving of an additional action.

## Easy access

The basic rules are explained rather easily and quickly. Each player is given a set of cards for "his" School, shuffles them and draws three cards from this deck. He also takes the markers in his color and, in the complete game, a Flare card and two Legends cards.

Each player has two actions in his turn, for which he can choose from the following options and he can combine them in any way he wants: Place a single stone (or recruit) or summon a creature.

You can only place a stone on an empty square of the board. You can only summon a creature when the placement of your stones corresponds to the pattern depicted on one of the cards in your hand, whereby



the pattern can be rotated or mirrored. When you have a congruence of a pattern, you can usually place a hero marker onto the place of summoning and implement the action that is listed on the card. This might be a battle jump in which a stone is relocated to another square of the board and destroys stones of the same or lower value there, or a standard move, in which a stone moves onto adjacent squares and only destroys stones of lower value. So you try to place the stone in corresponding patterns to summon as many creatures as possible and to use their actions.

A Flare can be ignited when one or both conditions that are listed on the card are fulfilled. That would be, for instance, to have x heroes or y stones less than your opponent. If this is the case you can implement one or two additional actions. Then the card is discarded and a new one is drawn at the end of the turn. This is one of the game-propelling elements in Tash-Kalar and can swing a game that you thought lost already.

#### Several ways to play and variants

The game can be played in three different ways. In the High Form you try to acquire nine victory points as quickly as you can, by completing different task - for instance

to control the middle area of the board or to form a connection across the Arena with your stones. In the Duel and The Death-match Melee you score points for destroying opposing Kalarite stones.

In the Duel for four players two teams oppose each other, whereby each team is given two Legends cards. You can involve your partner into your own turn by handing control and both Legends cards to him. Your partner can then only place remaining recruit pieces or implement left-over effects, but he can maybe plan and prepare better for his own turn. This could enable him to begin with the summoning of a Legend which can have devastating consequences for the opponent.

Those three versions can each be played in a simpler variant without the use of Legends, but either with or without Flare cards, and each of those versions play differently. So that you really have three different games with three levels of difficulties for each game, all in one box!

Players, who do not like combat games at all find their game in the High Form of Tash-Kalar, casual players and beginners can be spared the additional rules for Flares and Legends.

The game ends at the end of the round in which a player has drawn his last cards or - in the High Form - when the nine victory points have been achieved.

You must try it out!

The 30 minutes that are given for the duration of a game can only be achieved in the simple variant without Legends, otherwise you should plan for an hour in the Two-Player mode and for the team game.

The battle for three or four individual combatants surely takes longer, as a plan can go awry quickly due to opponents' actions.

Tash-Kalar is definitely not a game for each and every player. If you look for a fantasy game with pretty figurines you will only find them here depicted on the cards. For beginners the game is too deep, for family gamers it is too tactical, despite simple core rules. Experienced gamers and fans of complex games will find a game that fits their bill.

For such players the game is fun with any number of players and, when opportunity offers, you should try a simple variant for a first game! ☑

Heinz Frühwirth



### INFORMATION

**Designer:** Vlaada Chvátil

**Artist:** David Cochard

**Price:** ca. 30 Euro

**Publisher:** CGE / Heidelberger 2013

[www.heidelbaer.de](http://www.heidelbaer.de)

**PLAYERS:**  
2-4

**AGE:**  
13+

**TIME:**  
30+

### EVALUATION

Tactical, position  
Users: With friends  
Version: de  
Rules: cz de en fr it  
In-game text: no

#### Comments:

Fantastic design \* Standard components  
\* Three games, each in three levels of difficulty

#### Compares to:

Chess, Kamisado, Go and all games with pattern formation for results

#### Other editions:

Cranio Creations, Hobby Japan, iello, Z-Man



My rating:



NOT ONLY FOR PEOPLE WITH A „GREEN“ THUMB“

# GARDEN DICE

GARDINING ON A GAME BOARD

10↑

Spiel '13 was rather productive and shone with games from "Amerigo" to "Yunnan" and then there were some high carat jewels like „Glasstraße“, „Madeira“, „Russian Railroads“ etc.. The consequences for me were notable in the weight of my luggage on the way home as well as by the gaps in my wallet. Aside from the lists of top games I have found another game that prompted me to write a review:

Meridae Games is a young American publisher, founded in 2012, whose first and only game so far is "Garden Dice". I also do not know about any other game by the designer of "Garden Dice", "Doug Bass".

Why "Garden Dice", then? Well, I simply like games that manage to get a topic across and to let players experience the flair and

ambience connected with the topic. Very often a topic is rather artificially superimposed on the mechanisms. Take the highly praised "Russian Railroads", for instance, which I personally like exceedingly well and which is an excellent game in my opinion, but which has about as much to do with Russia as a fish has to do with riding a bicycle. The three terminal stations could as well be Bregenz, Klagenfurt and Gmünd. But ÖBB for a title probably is not very attractive. In Garden Dice you really rather plausibly plant, water and - after successful growth - harvest.

But now for the game itself: The box format resembles that of "Trans America", but the exact measurements are 2 cm longer on each side, just long enough to NOT fit into my shelves. I really can't figure out why publishers insist on using ever-new box

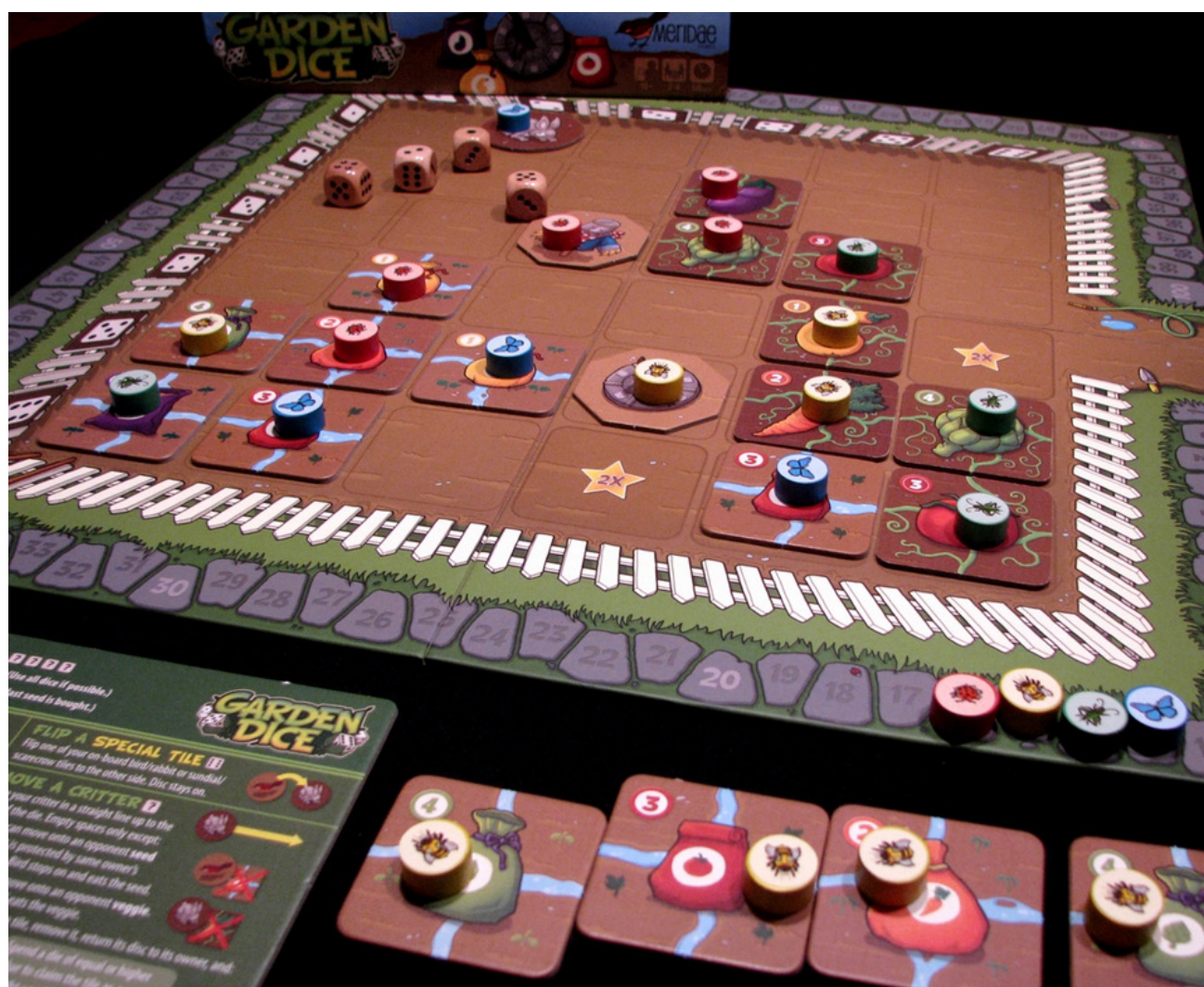
sizes. Those 2 cm cannot really be an enticement to buy! In the box there is a board representing a fenced garden, partitioned into 36 squares. Indicators for rows and columns, in the guise of dice pips, enable one to exactly define each of the individual squares. Outside the fence the board shows

**Rudolf Ammer**

*A game that provides real garden ambience both as regards to components and to game play, a definite family game.*

a Kramer track, in the shape of a stone tile garden path. Six squares within the fence are marked with a star, I will come back to the meaning of it later, because now more on the box content: The essential components of the game are 50 tiles, printed on both sides, showing a seed on one side and the ripe plant on the other side, representing five different kinds of vegetables.

There are pumpkins, carrots, tomatoes (Paradeiser in Austria), artichokes and eggplants. It is the task of all players to first sow or plant the seeds, to water them to turn them into vegetables by turning the tile



over to the other side, and finally, to harvest, that is, take the tiles off the board again. In the top left-hand corner of the tiles numbers indicate the different values of the vegetable varieties. Pumpkin (1) is not valued much, whereas eggplants (5) are held in very high esteem. The rest of the content is made up by four wooden six-sided dice and a few special tiles like sun markers, stone tiles, and double-sided tiles depicting Hare/Bird and Sun Dial/Scarecrow. The colors of players are indicated by wooden discs. For them the garden ambiance has also been used, blue is represented by butterflies, red by Lady Birds, yellow by bees and green by grasshoppers. One player aid board for each player completes the equipment. The quality of the components, by the way, is excellent.

### The Game

Each player rolls all four dice and can choose from six action options.

You can use a die to place a seed tile, corresponding to the die result, from general stock into your own stock and mark it with a wooden disc of your color. For each round the acquisition of the same kind of vegetables is limited to two pieces.

Another option is to use two dice results for coordinates and place a seed tile from your own stock onto the intersection square of column and row indicated by the dice results.

Another choice would be to water a seed tile that has already been planted into the garden and so let it grow into a vegetable. This action demands a die result that is at least equal to the value of the seed tile. Then a special effect comes into play: You will know this, if you have your own garden - if you are watering plants, water will find its own way. In the game this is expressed by a chain reaction: Starting with the currently "watered" tile all orthogonally adjacent seeds of a lower value than the starting seed tile begin to grow, regardless whether they are your own seeds or those of opposing players. This system continues to the next tiles as well and should be well-considered.

You can also use your dice result to harvest. You take a vegetable tile of the corresponding number off the board. This results in the same chain reaction as happens when watering, albeit with the trigger player receiving one bonus point for each vegetable that an opponent can harvest due to the harvest action. The vegetable is placed into your own stock and its value is marked on

the victory point track. Each vegetable that was placed on a square marked with a star is marked on the track with its double value. Instead of planting or sowing a seed tile you can use one of your special tiles, you own two of each kind. So, either Sun Dial/Scarecrow or Hare/Bird. What is the advantage from those tiles?

With your own sundial on the board you can adjust coordinates of dice results, either one die by two pips, or two dice by 1 pip each, ascending or descending. When you roll a six you may turn over special tiles. A sundial thus turns into a Scarecrow which protects all your own seed tiles in its neighborhood, which are nine squares, because the diagonally adjacent squares are included. In case of a harvest in the influence sphere of a sundial you earn a bonus of 3 victory points. In a garden you can also find some rather unloved animals. Those vermin are represented by the Hare/Bird tiles. At first, the tile is placed as a Hare. The metamorphosis to Bird can only happen when you roll a six, in analogy to the sundial.

Animals move - that is the final option to use your dice results. Depending on the result on a die they move across empty squares until they encounter an opponent's tile. With devastating results. Birds eat seeds, Hares eat vegetables. You can only use this option when you have a used color disc in your own stock.

Tiles that have been eaten can be used in one of two ways. You either take it out of play permanently, give the disc back to its owner and put your own disc on the animal. Or you use the option to use a die that is still unused and is of higher value as or of equal value to the eaten plant to take the tile into your own stock as a seed tile. For this, too, you need your unused disc in stock.

It is even allowed to eat more than one tile in one turn, but not from the same player.

How can you remove those unwanted eaters? You need a minimum of three dice for it. First, of course, the six, and then two dice with numbers corresponding to the coordinates where the animal is located. That's the time when your own sundial is valuable to improve the chances for the necessary results.

The last special tile is the sun marker. A sun marker is not placed into the garden. It enables you once to re-roll all four dice or change one of the dice to any result you want. If the sun marker is not use, it scores 5 victory points at the end of the game.

The game ends when the last seed tile is taken out of general stock. The player who triggered the end finishes his turn.

If you have now more than one seed tile in your personal stock you lose five victory points for each surplus seed tile. The vegetable hoarders are rewarded: if you have three identical vegetable tiles you get 10 points, for 4 tiles 15 points and for 5 tiles 20 points. A set of all five kinds of vegetables is worth 15 points.

Doug Bass has managed to create a very family-friendly game with many real allusions; of course the luck of the dice roll is a deciding factor, but mechanisms have been introduced to reduce this element of chance to a bearable amount. It is left to players to act tactically clever or to turn the game into a harassing game by using the unwanted animals. In my rounds the peaceful gardeners had the majority, but, as I said, both ways are possible.

PS.: There is also a card expansion to the game, which is - currently - sold out as is the core game. A small expansion "The Gnome" is included. ☑

Rudolf Ammer

## INFORMATION

**Designer:** Doug Bass

**Artist:** Joshua Cappel

**Price:** ca. 30 Euro

**Publisher:** Meridae Games 2013

[www.meridaegames.com](http://www.meridaegames.com)

PLAYERS:  
2-4

AGE:  
10+

TIME:  
60+

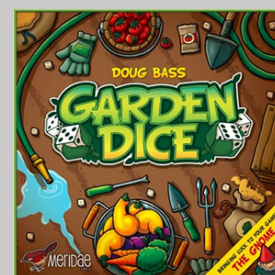
## EVALUATION

Tile placement  
Users: For families  
Version: en  
Rules: de en fr  
In-game text: no

**Comments:**  
Easy rules \* Pretty, functional components \*  
2014 Game of the Year in Games Magazine \*  
Currently sold out

**Compares to:**  
Zen Garden, Gardens

**Other editions:**  
Currently none



## 8 MASTERS' REVENGE

MARTIAL ARTS HEAD-TO-HEAD



Once again we engage in combat, head to head, and politically correct in an Asia-flavored fantasy universe, using cards that show values for attack, defense, damage and effects. A player can draw cards and - if applicable - relocate tiles or attack. To attack you place a card next to one of your two cards on your board. The other, non-adjacent card is discarded. The remaining

cards are compared to the two cards on the defender's board and your attack is successful when the sums attack and defense values are identical. Your opponent can block or countermand the attack; at the end of your turn you implement the effect of the card you discarded at the start of your turn, even if your attack was not successful. And should you have managed



the same value for attack in the card you placed and in the card you placed it next to, then you have earned yourself another turn.

This alone would be interesting and quite new, but then there are the effects of several tiles around, of card colors, of health and health track, character abilities and rage .... This gets complicated - if you play the solo variant or a game for two, is is manageably, albeit needing quite some calculations and considerations until you have figured out the outcome of an attack - should you have expected a game of Wham, Bam, K.O. you will have to rethink. In a game for three or four there is no "all for all" but, you can only attack your left neighbor.

If you have patience enough to fight your way through you are rewarded with an innovative combat simulation, which does not work intuitively, but only with lots of cogitation and experience. ☑

### INFORMATION

PLAYERS:  
1-4

AGE:  
13+

TIME:  
45+

**Designer:** L. Roudy, B. Sautter

**Artist:** Ludovic Roudy

**Price:** ca. 30 Euro

**Publisher:** Serious Poulp 2013

[www.seriouspoulp.com](http://www.seriouspoulp.com)

### EVALUATION

Martial Art, head-to-head combat

Users: With friends

Version: multi

Rules: de en es fr

In-game text: no

**Comments:**

Card comparison \* Martial Arts topic fits nicely

**Compares to:**

Basically number comparison, but innovative new mechanisms

**Other editions:**

Currently none



## ACTIVITY CODEWORD

GUESS WORDS TO ASK FOR LETTERS



New edition for one of the most interesting variants of the classic communicative game: Activity Codeword. In this version without a board you must guess a code word.

Each team secretly writes down a word of 8 letters in its basic grammatical form, it may contain any number of any letter of the alphabet with the exception of q, x and y. Words with ä, ö, ü,

or ß can be chosen, those letters are written as ae, oe, ue and ss. The symbol die shows markings for "Drawing", "Describing" and "Pantomime". The active player of a team roll the die, draws a card and chooses one of the two terms on the card corresponding to the presentation method. As usual the active player then try to make his team guess the term within the run-time of the



timer.

The usual rules for Activity apply: Drawing without letters, numbers or talking, Describing without using variations of the term, and Pantomime without talking or including items in the room.

For terms marked with a \* you play an open round, choose a partner from an opposing team, and all players can guess, as they also do for terms that are printed in bold on your card. When the term is guessed correctly, the team asks the next team on the right, if the first letter of the guessed term is in the code word, and how often. If the first letter was used already, you can use the second one, etc. Before the start of a regular turn a team can give a guess and wins if the word is correct.

A very good variant with nicely chosen terms; if you choose cleverly you can have your guess at letters in the code word confirmed. Still one of the best, if not THE best communication game. ☑

### INFORMATION

PLAYERS:  
4-16

AGE:  
12+

TIME:  
var.

**Designer:** Catty / Führer

**Artist:** Arthur Wagner

**Price:** ca. 12 Euro

**Publisher:** Piatnik 2013

[www.piatnik.com](http://www.piatnik.com)

### EVALUATION

Creative communication

Users: With friends

Version: de

Rules: de

In-game text: yes

**Comments:**

New edition \* Changed components \* Well-chosen terms \* Variable playing time

**Compares to:**

All editions of Activity

**Other editions:**

Currently none



## AUF ZUM MÄUSENEST

### CATS CHASE MICE

5↑

A new interpretation of a standard and familiar topic - cats are hunting mice, this time they are hunting directly for the nest. Each player is directing seven cat pawns, which are all outside the game board at the start of the game. The mouse is sitting in the nest at the center of the circular game board, featuring concentric circles. The lid for the wooden game box is the game

board for this chase using a color die. First you use this die to place the cats in the game and you try to get as many cats as possible onto the inner ring of color spots - when this ring is filled you try to place your cats on the outer ring of spots, and when this ring is filled you place the cats outside the rings on the edge, that is, the grass.



When all cats are placed the competition for the inner circle begins: In turn all players roll the color die: You can replace an opponent's cat on a spot the color rolled with one of your own cats sitting in the outer ring. If this is not possible you replace a cat in the outer ring with one of your cats from outside the rings. A cat that is replaced in this way is always outside the rings, on the edge in the grass.

In case of two players you win the duel for the mouse's nest when you have five cats in the inner circle. In case of three or four players you need to place for of your cats into the inner circle to win.

Loquai is carrying "Wood Art" in its name and this motto is expressed by this game; a cute mouse, proud cats with their tails waving and a lovingly manufactured chest with colored corners holding an absolutely nice family game featuring attractively varied standard mechanisms. ☑

### INFORMATION

PLAYERS:  
2-4AGE:  
5+TIME:  
20+**Designer:** Arwed Loquai**Artist:** not named**Price:** From the publisher**Publisher:** Loquai Holzkunst 13[www.loquai-holzkunst.de](http://www.loquai-holzkunst.de)

### EVALUATION

Placement, color dice

Users: For families

Version: multi

Rules: de en fr it

In-game text: no

**Comments:**

Familiar standard mechanism, nicely varied \* Attractive use of color die \* Pretty components \* Younger children can play alone

**Compares to:**

Ludo and other placement/movement games using color dice

**Other editions:**

Currently none



## AUFBRUCH INS ABENTEUER

### RACE OF HOT AIR BALLOONS

6↑

On a signal hot air balloon with adventurous courageous animals for passengers start a race around the world. But the baskets can only ascend when there are exactly as many balloons of the same color as there are travelers in the basket. You want to send off most travelers and stop the game at the right moment.

The game features Basket

cards, Balloon cards and Target cards; all cards are shuffled and stacked face-down, each player is given a cogwheel. The active player draws a card from the stack or from the set-aside ones and looks at it by himself. If it is a Basket card you can keep it and lay it out open-faced; it shows how many balloons of the corresponding color you need for the basket to rise. You can only have



one incomplete ship for each animal. When you draw a Balloon card you can keep it, if you have the corresponding basket card, red for dogs, turquoise for cats and grey for badgers. If you draw a Target card, you can lay it out open-faced or face-down. When all balloons for are basket are collected, you can start a new one for this kind of animal. Cards that you could not use are set aside face-down. Once in the game you can hand in your cogwheel and do another turn.

If you place the third open-faced Target card, the game ends. For each adventurer in your completed baskets you score one point and win with most points. "Aufbruch ins Abenteuer" offers a very pretty and cute card collecting game with a nice topic and also first tactical moves with the timing of Target card placement and also from using of cards set aside by other players in combination with his visible cards of yourself hoping for their later use. ☑

### INFORMATION

PLAYERS:  
2-4AGE:  
6+TIME:  
15+**Designer:** Eljan Reeden**Artist:** Peter Pfeiffer**Price:** ca. 5 Euro**Publisher:** Haba 2013[www.haba.de](http://www.haba.de)

### EVALUATION

Card collecting, memo

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

**Comments:**

Nice topic, good mechanisms \* Enchanting illustrations \* First tactics from Target cards and discarded cards \* Variants listed

**Compares to:**

Card collecting games

**Other editions:**

Currently none



## BAM!

**DAS SHOCKINGLY GOOD  
WORD GAME**



BAM!,- a short, concise, precise word, used as a place-holder für words. Words in this game are printed on cards, to be more precise, on 367 grey term cards. Terms vary from "Obi-Wan Kenobi" via "Angoraunterwäsche" or "Bauchfreie Teenie-Kleidung" to "Stuttgart 21". Ten of those term cards are dealt to each player, the rest is stacked for a draw-pile.

One player begins the game as the current BAM! Master and turns up the top red BAM! Card. Those BAM! cards carry a text containing one or several BAM!s, for instance "At a Party I only need BAM! and BAM!" or "I am into BAM! and that is okay", all of course in German. And, BAM!, all have grasped that all they have to do is find the card or cards that go best with the text of the



BAM! card. You hand your selection to the BAM! Master, in case of several cards you stack them in the order they are meant to appear in the sentence. The BAM! Master reads out all combinations, if necessary grammatically adapted, and then decides which combination he likes best and hands one of the term cards to this player for a point. Finally, the Bam! Master gives the red BAM! card to the player whose combination he liked least, for a penalty point. When all players have been BAM! Master equally often - players decide - you win with the highest total of points. And if your brain goes [\_blänk], it has remembered that BAM! was presented under this name in a minimal edition at Essen 2012. It was funny, naughty, suggestive and full of sexual innuendo even then and this is how it is now! A well-made game on words for people who love that kind of games with unequivocally ambiguous words with a weird touch. ☑

### INFORMATION

PLAYERS:  
**4-10**

AGE:  
**16+**

TIME:  
**40+**

**Designer:** S. Ackermann + Team  
**Artist:** Hans-Georg Schneider  
**Price:** ca. 20 Euro  
**Publisher:** Pegasus Spiele 2013  
[www.pegasus.de](http://www.pegasus.de)

### EVALUATION

Word, party  
Users: With friends  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
New edition of [\_blänk],  
2012 \* For adults only \*  
Lots of "adults only" terms \*  
100% language dependent  
\* Only for fans of such games

**Compares to:**  
Apples to Apples, Out of the Box

**Other editions:**  
[\_blänk], e.conzept 2012



## BANG! THE DICE GAME

**SHOOT WITH DICE**



Shootout in Wild West, using dice! As Sheriff, Outlaw, Deputy or Renegade you have the same goals as in the card game; the Sheriff needs to eliminate Outlaws and Renegade, the Outlaws must eliminate the Sheriff, Deputies must support the Sheriff and assist him and the Renegade must be the last man standing. Those roles are assigned ran-

domly, then the Sheriff reveals himself. Then characters are assigned, each player announces name and special ability and takes bullets = life points according to the card. The Sheriff begins, the others follow in turn: You roll five dice, up to a maximum of three times, including setting aside and re-rolling of dice. Dice show symbols that have different effects



and are resolved in the order of Arrow, Dynamite, Bull's Eye, Beer and Gatling, causing effects for the active player, his neighbors or all players. For an arrow you roll you take an arrow marker instantly and can re-roll the die; if you take the last arrow marker you trigger an Indian attack and all lose one life per arrow marker they hold. Dynamite cannot be re-rolled, three dynamite end your turn and cost you a life. Bull's Eye hits your neighbor and next-but-one neighbor, they lose one life accordingly; Beer gives one life to a player you choose. Three or more Gatlings (machine guns) take one life from every player but you and you can give back all your arrow markers. If you lose your last life, you are out of the game. Fast, cute, witty and somehow feels like a real shootout in O.K. Corral, the others comment, hope for Beer and are afraid of Arrows or Gatlings. Excellent fun for in-between, with the potential for a slow-burner. ☑

### INFORMATION

PLAYERS:  
**3-8**

AGE:  
**8+**

TIME:  
**15+**

**Designer:** M. Palm, L. Zach  
**Artist:** Riccardo Pieruccini  
**Price:** ca. 17 Euro  
**Publisher:** dv Giochi 2013  
[www.abacusspiele.de](http://www.abacusspiele.de)

### EVALUATION

Dice, Wild West  
Users: For families  
Version: multi  
Rules: en it de  
In-game text: yes

**Comments:**  
Very nice dice interpretation of Bang! The Card Game \* Stand-alone game, yet many elements of Bang nicely incorporated \* High chance factor, but equally high entertainment value

**Compares to:**  
Bang! for topic and characters, otherwise all dice game with results influencing all players

**Other editions:**  
Abacusspiele, Bard Centrum Gier



## BERSERK

### WAR OF THE REALMS



Berserk is a Russian game and has been along since 2003, around 20 extensions were published for this cousin of Magic the Gathering, featuring a story of Evil Creatures summoned by the Chief Evil which you must find in his tower of Thul Bagar to destroy the web of souls. So far so Fantasy.

At the start of the game you choose troops from a pre-con-

structed deck or from a deck of your own selection and place those cards face-down on the board, according to the arrangement given in the rules. This board is basically decoration, cards could be simply laid out in rows and columns. Card types are creatures, artifacts, areas and equipment; only creatures can move and have life points. You buy cards for gold



or silver, elite cards only for gold. Then you turn up your cards on the board, so you know all your opponent's forces. To move creatures you shift creatures on the board, up to their maximum movement steps. Actions of a card are attack or using the ability of a card; after an action cards are exhausted and tapped. Each creature has a basic strike, non-magical. To avoid damage you can declare a Protector who fights instead of the originally attacked creature. Life points are influenced by attacks, spells or card effects; when a creature has more damage markers than life points, it dies. When a player loses all creatures, he has lost the game.

If you like such games you should take a look at Berserk, but you must plan for some time to work your way into the game - the rules are catastrophic, patient specialists will however be able to extract from it an interesting game with interactions and synergies between cards. ☑

### INFORMATION

PLAYERS:  
2 / 4

AGE:  
13+

TIME:  
60+

**Designer:** I. Popov, M. Istomin

**Artist:** I. Sukhovey, S. Dulin

**Price:** ca. 50 Euro

**Publisher:** Hobby World 2013

[www.asmodee.de](http://www.asmodee.de)

### EVALUATION

Cards, collecting, fantasy  
Users: For experts  
Version: en  
Rules: en ru  
In-game text: yes

#### Comments:

Standard topic \* Catastrophic rules \* A game for specialists, needs immersion \* The trouble is worth its while in the end

#### Compares to:

Collectible Card games with Fantasy topic and creature confrontation

#### Other editions:

Russian Edition, Hobby World



## CARRERA FLIZZ & MIEZ

### DAS RASANTE KINDERSPIEL



Race cars hurtle race along the track in the nursery, curiously eyed by the cat which suddenly jumps into the track, races after the cars and pushes them off track. Who is fast and escapes the cat?

For the Beginners Game you use the board without speech balloons. There is always a driver player and a cat player, a third and fourth player are race direc-

tors and move cat and/or car, players switch roles for every round. On a signal the driver lays out cars in a line joining tiles with car halves together. For each added tile he calls Wroom! and he himself or a race director moves his car on the track by one step. At the same time the cat player rolls the cat die as fast as he can, calls Meow! for a cat symbol and he himself or a race



director advance the cat by one step. When the cat catches up with the car or the car reaches "Stop", the round ends. The line of car tiles is checked: for each pair of non-corresponding car halves the race car on the track moves backwards by one step. When a car crosses the finish line the game ends after all players have been driver for the same number of times, and you win if you advanced furthest. In the Advanced Game you must place car halves not only for color, but also pay attention to corresponding tires, helmet or decoration. In the Obstacle Game, sounds in the speech balloons are used to overcome obstacles on the track by making the correct sound!

Simply enchanting! Sounds, components and game flow combine for an excellent race simulation that quickly captivates children's imagination! Loud, but nice! Carrera racing without a track, on a board! ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
15+

**Designer:** K. Franz, H. Girke, D. Yu

**Artist:** A. Resch, K. Franz

**Price:** ca. 18 Euro

**Publisher:** Stadlbauer Marketing 14

[www.carreragames.com](http://www.carreragames.com)

### EVALUATION

Race, dice, puzzle  
Users: For children  
Version: de  
Rules: de  
In-game text: no

#### Comments:

Series: Carrera Tabletop Games \* Variants can also be used by individual players to balance different ages \* Excellent combination of mechanisms \* Components and mechanisms provide perfect race ambience

#### Compares to:

All race games, but this is an innovative new combination of mechanisms

#### Other editions:

Currently none



## CHICAGO STOCK EXCHANGE

### TRADING AT THE STOCK EXCHANGE

For this trading session there is a simple rule: I keep one commodity and I sell one commodity - if you sell you cause falling rates for this commodity. The values for Corn, Coffee, Rice, Sugar and Cacao can be anything from 6 to 0, for Wheat from 7 to 1.

36 commodity discs are shuffled and randomly stacked in 9 stacks, not necessarily of the same height. The trader marker

is placed randomly on a stack. As the active player you move the trader one, two or three steps and then take the top commodity from the two stacks adjacent to the trader to the left and right. Of those two commodities you choose one to keep, the other is sold to the bank, that is, simple set down next to the exchange rate board. For the commodity you bought you reduce



the exchange rate value by one. The rate for a commodity can only fall, never rise! When there are only two stacks left you add the value of all your commodities according to the current exchange rate and you win with the highest total.

In the expert version you move the trader any number of steps in clock-wise direction, but no further than to the same commodity that you left at the start of the move.

A sophisticated little game, also good for families, but unfortunately with very bad rules, at least for inexperienced players. For instance, you must deduce the starting value for the exchange rate markers from the fact that exchange rates can only fall, despite rate variation being mentioned in the rules, which also indicates rises.

When you have worked your way through the - short - rules, you will be rewarded with a good game that offers challenging entertainment using simplest means. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
15+

**Designer:** Pak Cormier

**Artist:** Cyril Bouquet

**Price:** ca. 11 Euro

**Publisher:** 1-2-3-games 2013

[www.blueorangegames.eu](http://www.blueorangegames.eu)

## EVALUATION

set collection, changing rates

Users: With friends

Version: multi

Rules: de en fr nl

In-game text: no

**Comments:**

Series "by Circle" \* Badly

written, but simple rules

\* Very good game with

minimalist components

**Compares to:**

Basically games on stock exchange rates, first game in this combination

**Other editions:**

Currently none



## COPA

### DAS SCHALENSPIEL

7+

Pit-and-pebble games - one of the old, classic game mechanisms: You distribute pebbles, beads or beans in bowls until the victory condition is met. COPA is a game collection based on this mechanism, all games use 18 wooden bowls and a handful of beans.

**Kala** for 2 players, ages 10+: Each player moves his own bowl across the 4x4 grid of bowls. You

place four beans into individual bowls, beginning in your own bowl, then you put your bowl onto the bowl where you placed the 4<sup>th</sup> bean. If you reach a bowl with beans your 4<sup>th</sup> bean, you take the beans. Four or more beans in your own bowl earn you an extra turn, five beans in a bowl are returned to the bank. In **Ronda** for 2-5 players, ages 7+, you want to be rid of your



beans: If you uncover the same amount of beans under two bowls you can add one of your beans to one bowl and can then turn up another bowl, etc. In **Hopper** for 2-5 players, ages 7+, you snip beans into bowls from the edge of the table. If you snip the 4<sup>th</sup> bean into a bowl, you take the bowl, if you have four bowls, you win the game.

In **Da Capo**, a bluff game by Fred Horn for 2-5 players, ages 8+, you secretly bid 1-5 beans; if yours is the highest bid you can put your beans into the first bowl of the line, and all other beans bid are discarded. If you reach the final bowl you win. If you are out of beans, you are out of the game. Should all go out, you win, if you got furthest in your line of bowls.

An elegant, abstract game featuring cleverly varied standard mechanisms - a marvelous collection for the whole family; the most challenging game in it is Kala, using sophisticated tactical elements. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
7+

TIME:  
10+

**Designer:** S. Mühlhäuser + Team

**Artist:** Bernhard Kümmelmann

**Price:** ca. 35 Euro

**Publisher:** Steffen Spiele 2013

[www.steffen-spiele.de](http://www.steffen-spiele.de)

## EVALUATION

Game collection

Users: For families

Version: multi

Rules: de en es fr

In-game text: no

**Comments:**

Elegant, classy components

\* Four different games using

the same components

\* Different numbers of

players in each game \*

Attractive, well-made

collection, celebrating 10 years of

Steffen Spiele

**Compares to:**

All variants of Hus, Mancala or Awale for components and mechanism of distributing pieces

**Other editions:**

Currently none



# DER HERR DER RINGE

FROM THE SHIRE TO MORDOR

On a main board and four adventure board, featuring locations from the novel „The Lord of the Rings“, players try to get the One Ring to Mordor, embodying members of the Fellowship of the Ring.

Characters move from one end of a track towards Sauron, Sauron advances towards them from the other end. On the boards only a marker is moved

from task spot to task spot. The main board and all adventure boards exactly denote, for each task, what players have to do; each board sets them different tasks.

Some tasks must be completed by the group together, some of them by the active player alone. All tasks are resolved by discarding of a given number of cards, all players can contribute cards



to this. Most tasks are rather hard to resolve; even the rolling of the die for new cards has only a chance of 1:6 for getting cards without approaching Sauron or loss of other cards. Each time when a task is not resolved Sauron advances.

When he meets a character, this character leaves the game; if he meets the Ring Bearer, the game is lost for all players – in highest peril a Gandalf card might help. It is a rather challenging task to get the Ring Bearer to Mordor alive and to destroy the

One Ring; cooperation is indispensable and you need each card of every player rather urgently and it is a big help if you have a tactician among the players who can perfectly coordinate card effects. Published for the first time in 2000 previous to the films, the game is as fascinating today as it was then and proof that cooperative games can be wonderful, enticing and challenging - this is yet another new edition succeeding the 2011 edition. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
90+

**Designer:** Reiner Knizia

**Artist:** John Howe

**Price:** ca. 30 Euro

**Publisher:** Kosmos 2013

[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Cooperative adventure game

Users: With friends

Version: de

Rules: de en es fr it ru

In-game text: yes

**Comments:**

First edition 2000 \* Fantastic implementation of the topic \* Does not demand knowledge of book or films to play \* Excellent use of cooperative mechanisms

**Compares to:**

Other challenging cooperative games, e.g. Shadows over Camelot

**Other editions:**

999 Games, Bard Centrum Gier, Devir, Editrice Giochi, Fantasy Flight Games, Hasbro, Hobby World, Kaissa, Stratelibri, Tactic



# DER KLEINE KÖNIG

UND SEINE FREUNDE

3+

The little King and his friends want to paint a picture as a birthday gift for Aunt Röschen. But unfortunately the friends have lost track of the colors and players help to find them. All King & Friends cards are shuffled and set down grey side up. Color cards are shuffled two and set down in two stacks, color side up.

For the variant "Hallo, little

King" each player draws a King & Friends card and lays it down open-faced. Then you draw a suitable color card from any stack and place it next to it. You can take each color only once for each King & Friends card. When there is no suitable color you draw a card from one of the stacks and set it down next to the stacks. As soon as such single cards are available you



can also take one of those cards instead of the top one from the stack. If you have collected all colors for your King & Friends card, you draw a new King & Friends card. If someone cannot draw a new King & Friends card, the game ends and you win with most collected color cards. From age 4 your play "Little King" and must remember the cards on your card. "Big King" is intended for players of age 7+, you must now remember not only the color from your King & Friends card but also the colors that you collected. And for "Clever King" you also lay out the cards you cannot use face-down and you check a completed card before setting it aside - if a wrong color is in the pack you must but it back face down on the table together with one of your correct cards.

A typical Adlung game - short, concise and with lots of ideas and content and increasing demands in the versions; quickly explained and quickly played. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
10+

**Designer:** B. Naegel, K. Adlung

**Artist:** Hedwig Munk

**Price:** ca. 12 Euro

**Publisher:** Adlung Spiele 2013

[www.adlungspiele.de](http://www.adlungspiele.de)

## EVALUATION

Color, memo

Users: For children

Version: multi

Rules: cz de en fr it pl

In-game text: no

**Comments:**

Variant for Buntbär & Co \* License topic \* Four different versions for different age groups \* Good roles \* Handy take-along size

**Compares to:**

Buntbär & Co, all memo games using colors

**Other editions:**

Currently none



## DER LETZTE WILLE: GEFEUERT

### INHERIT ONLY WHEN JOBLESS!

Your rich uncle is dead! You can only inherit if you prove that you can enjoy life and spend money. In a maximum of seven rounds you first plan your day and then place your adviser, who determines the number of cards that you draw, the messenger boys that you can place, and the action that you can do. Then you use the messenger boys for actions and then resolve the ad-

viser actions.

In this expansion lawyers have found a new clause in the will - it is not enough that you have the least money of all potential heirs, you must prove that you can lose your job. If you still want to inherit you play with three messenger boys and use the rest of the new components according to instructions in the rules. The "Last Will" card that is



chosen or drawn determines your starting capital and also the kind of job cards used in this game; one job card is dealt to each player. Those job cards generate income in each round and must be down-scaled until your income is reduced to Zero and you are fired. Downscaling can be done with cards providing corresponding markers or by sending messenger boys. The other big difference to the base game results from the new planning board; this board has a gap where eight planning tiles are placed; they are double-sided and thus provide lots of different starting situations.

All in all this expansion is an excellent extension for "Last Will", fitting seamlessly into the core game, offers a new action "marriage" and demands a lot more strategy in order to get rid of the additional income. This is a real expansion that intensifies and varies mechanisms instead of adding or superimposing new ones. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
12+

TIME:  
75+

**Designer:** Vladimír Suchý

**Artist:** Tomáš Kučerovský

**Price:** ca. 25 Euro

**Publisher:** CGE / Heidelberger 13

[www.heidelbaer.de](http://www.heidelbaer.de)

## EVALUATION

Card management

Users: For experts

Version: de

Rules: cz de en fr pl

In-game text: no

**Comments:**

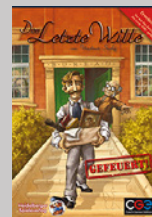
Elegant expansions \* Clever strategy needed to deal with additional income \* Handling of the planning board difficult due to gap

**Compares to:**

Mankomania and other games where you must get rid of money

**Other editions:**

CGE, Iello, Rebel.pl, Rio Grande



## DIE LOGIK-PIRATEN

### PUZZLES, TARGETS, TREASURES



Pirates are treasure hunting again, but only by figuring out puzzles do they know which cave they must hit with the cannon ball to acquire treasures.

In the basic game **Schatzjagd** you want to win as many jewels as you can: You take one of the puzzle cards, chose one of the rows - #1 and #2 are easier, #3 and #4 are more difficult - and try to find out which symbol

should be placed to replace the question mark? If you have decided on a symbol you turn the card over and check the solution. If you are wrong, the turn passes to the next player. When you have found the correct solution, you search for the symbol on the Island card and try, with the help of the ship, to roll the marble into the cave indicated by the correct symbol. When



you manage to do so - you have three tries - you take a treasure tile and decide if you want to continue and solve another puzzle, and so on. Should you turn up a jewel of a color that you already collected, you must stop and lose all jewels already collected in this turn. When all jewels have been claimed, you win if you collected most of them.

In the expert version **Seeungeheuer ahoi!** there are more valuable jewels and also sea monsters, which swim around in the waters and provide obstacles for your cannon ball marble. You must aim past the monsters or push them aside with a first shot.

This game in the series "spielend Neues lernen" trains pattern recognition and completion, but also dexterity and, what's even more important, it is good fun to find out if monkey or parrot complete the pattern or to handle the marvelous ship and to push aside sea monsters! ☑

## INFORMATION

PLAYERS:  
1-4

AGE:  
5-8

TIME:  
30+

**Designer:** Wolfgang Dirscherl

**Artist:** Silveira Gabriela

**Price:** ca. 14 Euro

**Publisher:** Ravensburger 2014

[www.ravensburger.de](http://www.ravensburger.de)

## EVALUATION

Learning, logic

Users: For children

Version: de

Rules: de

In-game text: no

**Comments:**

Series "spielend Neues lernen" \* In cooperation with "TransferZentrum für Neurowissenschaften und Lernen" \* Pretty components that quicken interest and motivate to play

**Compares to:**

Other educational games on logic and pattern completion

**Other editions:**

Currently none



# EIERTANZ

**RUN, CROW, DROP EGGS, CATCH EGGS!**

5+

You set out the box holding 9 yellow plastic eggs and 1 wooden egg as well as a red action dice and a white where-to-place-the-egg dice.

The active player rolls the red action dice: For the hen you take an egg; for the Egg bouncing symbol you take a plastic egg from the box and drop it on the table from a height of approx. 50 cm. Whoever catches the egg,

keeps it. For the Egg pinching symbol all try to snatch the red dice, whoever succeeds, takes an egg from the box, When The Egg Dance was rolled all get up and run around the table, whoever sits down first takes an egg from the Box. For The Big Shout you get an egg if you are first to shout "Cock-a-doodle-doo". If you crow mistakenly when The Big Hush is rolled you lose



an egg, if you have one already. Take care, the two symbols for Shout and Hush are very similar! When there is no egg left in the box, you take one from any player of your choice, he cannot refuse. So far so "yawn". The fun is in the use of the egg that you grabbed. If you got an egg you must roll the white die and place the egg accordingly - under your chin, in an armpit, between your knees, in your bent arm or between shoulder and cheek - and hold it there, even when running around the table due to the Egg Dance symbol. If you would have to place a second egg in the same spot or roll the joker you decide yourself where you put the egg. If you drop an egg, the game ends and you have lost, all others score one point for each yellow egg and two points for the white one and you win with most points. Quick, cute, and a marvelous training for agility and motor skill, and a game that works well indoors. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
10+

**Designer:** Roberto Fraga  
**Artist:** Martina Leykamm  
**Price:** ca. 13 Euro  
**Publisher:** Haba 2013  
[www.haba.de](http://www.haba.de)

## EVALUATION

Agility, dice  
Users: For families  
Version: multi  
Rules: de en es fr it nl  
In-game text: no

**Comments:**  
New edition, first edition 2003 \* Pretty, functional components \* Trains agility and coordination of movements

**Compares to:**  
Eiertanz 2003, other games where you hold items with body parts and move

**Other editions:**  
Currently none



# ELEMON

**QUEST FOR THE PHILOSOPHER'S STONE**

8+

Festival International des Jeux in Cannes - during my walk through the halls I find booth, Olympie, obviously a distributor, because they also show a game from Quantum Magic from the Netherlands and games from Red Glove from Italy. Part of the booth is taken by a publisher called Elemon Games, with a game of the same name, Elemon, in which alchemists

are on a quest for the Philosopher's Stone with the help of fantasy creatures. Players embody those alchemists and hold four Elemon cards in hand at the start. You roll a die and move one of the two general markers, then you can use the power of the Elemon that you ended your turn on. Then you take two action markers and can use each on to 1) draw an Elemon



card or 2) play an Elemon card from your hand or 3) acquire a Gigamon by discarding three identical Elemons and taking the corresponding Gigamon or 4) activate a Gigamon or 5) brew a potion or 6) produce the Philosopher's Stone. For actions 5) and 6) you discard the necessary Elemon cards. When you have managed to manufacture the Philosopher's Stone or if you have collected nine Alchemy Points from brewing potions and Gigamon actions, the game ends and you win.

Elemon is a game using standard mechanisms - collecting cards and exchange them for other items or using Elemon powers to hinder your opponents or to protect your own Gigamons. The game attracts attention due to the nice design and the cute Elemons, who can be found somewhere between Pokémons and the monsters from King of Tokyo - all in all a nice family game with good, concise rules, a touch above run-of-the-mill roll & move games. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
45+

**Designer:** K. Aouidad + Team  
**Artist:** Marie-Anne Bonnetterre  
**Price:** on demand  
**Publisher:** Elemon Games 2014  
[www.elemongames.com](http://www.elemongames.com)

## EVALUATION

Fantasy, roll, move, collect  
Users: For families  
Version: fr  
Rules: fr  
In-game text: yes

**Comments:**  
Pretty components \* Cute design \* Short, good rules \* Nice family game

**Compares to:**  
All games where you collect A to then swap A for B

**Other editions:**  
Currently none



## FINGER WEG!

... FROM THE WORLD'S MOST EXPENSIVE BUILDING



The title gives you your task, Hands off wrong statements. Each card lists seven facts that are innocuous and one statement that is deadly dangerous and which you should recognize.

A card is placed into the "fuse box" and read out, for instance "Hands off the famous ride that is no horse!". The card lists Iltschi, Jolly Jumper, Burak, Rosin-

ante, Totilas, Halla, Fuchur and Sleipnir. The starting player chooses one statement that he believes to be innocuous, the other players vote with their Hands off discs. You place it secretly empty side up, if you also believe the statement to be innocuous, or lightning side up if you believe the statement to be dangerous, if you want to take your Hands off! All relieve



their discs simultaneously, the starting player has of course put the empty side up. The control slide is opened: If there is no lightning symbol, the starting player and all with empty side of the disc up stay in play. The others score as many points as there are open slides and are out for the round. The later you must quit the higher your score. The starting player hands on the fuse box to the next player who chooses another statement, and so on. When a lightning symbol appears or there is only one statement left or only one player in the game, all that are still in the game or have chosen the right disc side, score 10 points and the starting player changes. If all have been starting player once, you win with most points. A standard quiz game with nicely upgraded scoring and voting mechanism as well as a nice gimmick, the fuse box; the game is fun, triggers discussion and the information booklet is a real bonus! ☑

### INFORMATION

PLAYERS:  
3-8

AGE:  
12+

TIME:  
45+

**Designer:** Peter Wichmann

**Artist:** Oliver Richtberg

**Price:** ca. 40 Euro

**Publisher:** Zoch Verlag 2013

[www.zoch-verlag.com](http://www.zoch-verlag.com)

### EVALUATION

Knowledge, betting  
Users: With friends  
Version: de  
Rules: de  
In-game text: yes

#### Comments:

Nice selection of questions

\* Progressive Scoring \*

Standard mechanisms

\* Booklet with solution included

#### Compares to:

Quiz games identifying wrong statements

#### Other editions:

Currently none



## FUN FARM

BACK TO THE BARN!



To run away from the farm seems to be - at least in games - the favorite way of animals to pass the time, again and again one needs to go and catch them. In Fun Farm the runaways have arranged themselves in a circle and cards with their images are stacked face down. Two dice show colors and corresponding symbols are on the cards. Players are farmer in turn.

As the first farmer you start the game by drawing a card that is placed within the circle. Then you roll two dice, also within the circle.

When one of the cards shows one of the dice results, the card is activated and the animal on it can be snatched. The player who succeeds in grabbing it gets the card and the animal is put back in the circle. When



there is no corresponding result the card remains in place and the next farmer adds a new one. Now, two cards can be activated in each turn. When two cards showing the same animal are activated, the successful player gets both cards. You are allowed to use both hands to grab two animals at the same time, but if you drop an animal before you set it down in front of yourself, another player can grab it. When a card is activated and players fail to spot the activation, the animal can only be caught next round with a new roll activating it.

If you grab the wrong animal you put a card back in the middle, it can now again be activated. The game ends with the round in which the last card is drawn from the pile and you win with most cards.

It is really astonishing how regularly used standard topics and mechanism can result in a simple, cute game, as well as regards to cute animals as to the nice mechanisms that work well together. ☑

### INFORMATION

PLAYERS:  
2-10

AGE:  
6+

TIME:  
30+

**Designer:** Luca Bellini

**Artist:** E. Signini, P. Vallerga

**Price:** ca. 16 Euro

**Publisher:** Heidelberger 2013

[www.heidelbaer.de](http://www.heidelbaer.de)

### EVALUATION

Dice, reaction  
Users: For children  
Version: de  
Rules: cn de fr it ru  
In-game text: no

#### Comments:

Cute animals that provide good grip

\* Easy rules

\* Nice combination of both standard topic and standard mechanisms

#### Compares to:

All games on quick reactions to revealed cards

#### Other editions:

Iello, Post Scriptum, Raven Distribution, Swan Panasia, Lifestyle



# GARDENS

GARDEN BEDS IN MY FAVORITE COLOR

8+

Are garden is about to be planted and each gardener wants to see most of the flowers in his favorite color. Garden tiles show flowers in four colors in their four corners, and also water and paths. You place tiles adjacent border to border with continuation of paths and water. Each player chooses his color and takes two markers, eight flower bed tiles and one special garden

tiles with flowers in his color only. Players put one marker on the corresponding color marking on the starting tile, all garden tiles are stacked face down. In your turn you place a newly drawn tile or your own tile into the garden and must then, if your second marker is not yet in the garden, put this marker on the new tile. With both markers



in the garden, you move one of them to the new tile. Other markers are obstacles that you cannot cross. If you cannot place a tile or do not want to do so you put the tile back and remove a marker from the garden. Finally, you can move the second marker in the garden and then completed beds are scored. For a majority you place one of your flower bed tiles on the beds. At the end of the round, in which someone places his last tile or in which there are only four tiles left in stock, you win with most beds.

You can also play Gardens in a team version with 2 versus 2 players, using adapted rules, and those rules are also used in a game for two players.

Beautiful, easy, a placement game that is fun and plays well, needing a bit of luck when drawing tiles and a suitable amount of tactic, all in all a felicitous games for all fans of tile placement game for all kinds of gaming experience, from families upwards. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** Perepau Llistosella  
**Artist:** C. Fiore, M. Margielsky  
**Price:** ca. 23 Euro  
**Publisher:** Kosmos 2014  
[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Tile placement, majorities  
Users: For families  
Version: de  
Rules: de es pt  
In-game text: no

**Comments:**  
Beautiful design and components \* Basically an abstract game, but the topic fits the mechanisms \* Simple, easy rules

**Compares to:**  
Garden Dice, Sanssouci and other games on laying out gardens

**Other editions:**  
Devir



# ICI LONDRES

SECRET MESSAGES FOR THE RÉSISTANCE

WWII in France; the Résistance is communication via BBC Radio. As a member of the Résistance we must pass on coded messages to our fellow Résistance members without interception by the German Wehrmacht.

One player is first speaker, his neighbor is Wehrmacht, and all the others are Résistance players. Nine "Synthese" cards with four images each are placed

in a 3x3 grid. Each player takes one Résistance card for a score marker, "0" pointing at players. 36 image cards are shuffled and stacked face-down.

The speaker draws two image cards and must enable Résistance players to identify the pictures without Wehrmacht cottoning on. The message begins with "Here London, French speak to French" and must then



contain a subject, a verb and a supplement, including the necessary connecting words. So, for instance, a sentence for an image of a Cow with a Bell and a Door with a Key could be "Here London, French speak to French, Easter brings the solution, I repeat, Easter brings the solution" - Easter identifying the Bell, solution identifying the Key. Players now use one of four methods to point a finger or fingers to images on the Synthese cards - for a correct identification the speaker turns up his card. Wehrmacht scores 2 points for a correct identification, an identification by a Résistance player scores one point for both Résistance and Speaker. If you have a score of eight points, you win instantly, otherwise the player with most points.

An unusual game idea with an unusual and rare topic, as all such games it works best the better players know each other. Again a thrilling challenge for communication abilities and creativity. ☑

## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
30+

**Designer:** Charles Chevallier  
**Artist:** Laure Mascarello  
**Price:** ca. 10 Euro  
**Publisher:** Cocktail Games 2013  
[www.cocktailgames.com](http://www.cocktailgames.com)

## EVALUATION

Communication  
Users: With friends  
Version: fr  
Rules: fr it  
In-game text: no

**Comments:**  
Very rare topic \* Unusual game idea \* Images totally language-independent

**Compares to:**  
Communication games with guessing at contents

**Other editions:**  
Radio Londra, Oliphante



## KAKERLAKENTANZ

FOUR DANCES FOR THE FLOOR

6↑

After soup and salad and a game of poker the cockroaches are now in the mood to dance. 112 dance cards show four different dance styles - Aua means you should stand up briefly, Bssss means circle your finger, Flapp Flapp makes you flap your arms and Meep makes you pinch your nose. 16 dance cards are Taboo dance cards, they show a disco mirror ball, and there are

four Taboo cards for each dance. All dance cards are shuffled together and evenly distributed, surplus cards are set aside. You take your card stack in hand face-down. You put the top card of your stack on the table quickly, do the corresponding movement and name the dance - but - you cannot name and do a dance that is shown on the top card of the discard pile



or that was the previous dance named and done. You can place the card, but must name and do another dance. If you place a Taboo card you simply call Stopp. The dance on the taboo card is forbidden for all and the next player must start a new discard pile. When a taboo card is placed on the second stack you switch back to the first, and so on. When stacks are changed, there are two taboo dances for one single player.

If you make a mistake, hesitate too long or stutter, you must take all cards on the table. If you are first to discard all your cards in hand, you win.

A nice and cute reaction game, Kakerlakentanz with movement, which doesn't make things easier, but provides a fun and only seemingly simple practice for concentrating, with lots of fun. Bssss played and danced - Meep taboo played and Stopp, Meep played and Flapp Flapp danced, Bssss played and Flapp Flapp danced, oh no, mistake, pick up the cards! ☑

### INFORMATION

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

**Designer:** Jacques Zeimet  
**Artist:** Rolf Vogt  
**Price:** ca. 10 Euro  
**Publisher:** Drei Magier/Schmidt 14  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

### EVALUATION

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

**Comments:**  
Variant of Kakerlakensalat  
\* Made more difficult by movement \* Good training for concentration and reaction

**Compares to:**  
Kakerlakensalat, Kakerlakensuppe

**Other editions:**  
Currently none



## KUNG FU

ATTACK AND BLOCK

8↑

In the guise of an experienced Kung Fu Master you try to knock your opponent out. There 30 red Attack and 30 blue Block cards, some cards introduce special effects that can be activated. You have 10 Life points, draw three cards from each stack and the starting player has the initiative. The player with initiative is the attacker of the round which comprises four phases: First the

attacker can forfeit the initiative and draw three cards for being the new defender. Should the new attacker hold no attack card, he must turn defender again. Then the current attacker plays a card - if he plays if face-down the defender can instantly draw one card. The defender then plays a Block card or passes for a defense value of Zero. When you hold a Block



card you must play it. Finally, the attack is scored: If you have the higher value, you win. In case of a loss for the defender he loses life points equal to the difference between Attack and Block. When the defender wins he can draw a number of cards equal to the Attack/Block difference and initiative stays with the attacker. Or the defender takes over the initiative and his opponent draws three cards. Cards used that show energy symbols remain with players, other used cards are discarded. Energy symbols can be used to pay for activation of special effects on other cards. The attacker does not lose life points in case of a win for the defender.

Kung FU does not exclusively thrive on direct card comparison; managing special card effects and initiative provide a second, more strategic approach - it's a pity that this well-made game did not draw more attention! ☑

### INFORMATION

PLAYERS: 2 AGE: 8+ TIME: 20+

**Designer:** M. Palm, L. Zach  
**Artist:** Dennis Lohausen  
**Price:** ca. 17 Euro  
**Publisher:** White Goblin Games 13  
[www.whitegoblingames.com](http://www.whitegoblingames.com)

### EVALUATION

Combat simulation, cards  
Users: For families  
Version: multi  
Rules: de en fr nl  
In-game text: no

**Comments:**  
Card comparison with attractive additional mechanisms \* Strategic elements by management of initiative and effects \* Rather conventional graphics and topic

**Compares to:**  
8 Masters Revenge for topic, all card games with value comparison of cards

**Other editions:**  
Currently none



## LETNISKO

### SUMMER RESORT

In the 1930ties in Poland, somewhere near Warsaw - summer resorts are springing up along the railway track - the better the resort the more money you can earn with it.

Round comprise three phases: In Phase I a train carrying resort guests arrives at the station. In Phase II players in turn place their markers to claim actions. In Phase III, after implementing

all actions, players receive their Investment cards and Vacationer cards, which are placed into buildings. After 10 or 12 rounds the game ends and you win with most victory points from money and properties, cards and forest are worthless.

The number of arriving vacationers depends on the number and quality of resorts and weather conditions. For Phase II



you hold action markers, which are placed in turn - in the first round of placing them you can use both and must then pass in round 2. If you have the Porter marker you can do an additional action. Possible actions are inviting vacationers for Phase 3, take a package from the train = receive money or to invest in land or buildings. Allocating guests to houses is governed by stringent rules: Each house can take two guests of the required characteristics, empty houses are filled first and guests must be allocated to the lowest possible number of houses.

Letnisko is a short compact worker placement game with a charming topic in which you can do any investment, but at a higher cost for later choices - unless you use two action for one investment and get it for free! A sophisticated game with great emphasis on clever planning, a game that is rewarding to try, also due to the nice design! ☑

### INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
45+

**Designer:** Karol Madaj  
**Artist:** Urszula Michalska  
**Price:** ca. 20 Euro  
**Publisher:** Gry Leonardo 2013  
[www.gryleonardo.pl](http://www.gryleonardo.pl)

### EVALUATION

Worker placement  
Users: With friends  
Version: multi  
Rules: en pl  
In-game text: no

**Comments:**  
Beautiful, nostalgic topic  
corresponding design \*  
Prices for worker placement regulated by an interesting mechanisms \*  
Not easy to acquire

**Compares to:**  
All kinds of worker placement games with accumulating costs for actions

**Other editions:**  
Currently none



## LONGHORN

### STAL CATTLE AND GOLD



Cattle theft in Texas - as an outlaw you want to be the richest at the end or let your opponent be arrested by the sheriff. Nine locations are placed for a board in a 3x3 grid and you place cows and one randomly drawn action marker on each of them; when the sheriff is drawn he is placed on Notting Hill.

To determine the starting player you flip the Outlaw token like a

coin, the other player chooses a four-cow location and places the Outlaw token there. If you outlaw is visible on the token, it is your turn and you steal cattle. You take - at the current location of the outlaw token - all cows in a color of your choice. Should you hold nine cows of one color, you win instantly. Otherwise, you implement - in case there are no cows at the location - the



action marker: Gold Nuggets -> take it for gold; Branding Iron -> take cows from an adjacent location; Epidemic -> take all cows of a color out of the game; Snake Oil -> take another turn; Ambush -> steal one nugget or two cows of a color from your opponent; Rattlesnake -> place one of your cows of each color on any adjacent locations; Sheriff -> you have lost instantly. Then, if applicable, you relocate the Outlaw token by as many locations as you took cows and turn it over. When all location that be reached are empty the game ends: Each of your cows earns 100 Dollar for each cow of that color still on the board.

This game is pure dilemma - each cow you take devalues all cows of that color! To cattily relocate your opponents surely results in retaliation and don't forget to consider the action markers! Fantastic tactical opportunities in an attractive game! ☑

### INFORMATION

PLAYERS:  
2

AGE:  
8+

TIME:  
15+

**Designer:** Bruno Cathala  
**Artist:** Vincent Dutrait  
**Price:** ca. 20 Euro  
**Publisher:** Blue Orange Games 13  
[www.blueorangegames.eu](http://www.blueorangegames.eu)

### EVALUATION

Set collecting  
Users: With friends  
Version: multi  
Rules: de en es fr it nl pt  
In-game text: no

**Comments:**  
Very good 2-player game  
\* Lots of tactics despite simple rules \* Can play different when playing with or without Sheriff

**Compares to:**  
Set collection game with variable set values

**Other editions:**  
Currently none



## MAKE, N' BREAK CIRCUS

CONSTRUCTS FOR THE THEATRE

6↑

Make 'n' Break is familiar - building cards show constructs, which players must reconstruct under time pressure. The construction that is set up must exactly correspond to the image on the card, also in color and order of blocks.

Make 'n' Break Circus picks up this mechanism, but in this variant two players always engage in direct duel against each

other; the winner of the round is the player who completes his construct first. Each of the two builders of a round takes one set of pieces, comprising a tiger, a panther and five wooden blocks of different size, color and width. A building card is turned over; on a command both players reconstruct this building as quickly as they can, including the location of both animals.



Whoever finishes first, grabs the food can - represented by a small wooden cylinder - and calls "Bravo!". The other builder stops, too, and the finished construct is checked; if it is correct you note the points on the card. Those cards come in three levels of difficulty and accordingly you can win one to three points with a card.

For each possible number of players the number of rounds to play and partners for a round are designated, so that each player has the same number of turns and chances to win a duel. You win the competition if you have most points after all rounds have been played. The rules give suggestions to balance different ages in players.

Make 'n' Break stays the same in any version - good, challenging and with well-designed templates; in a direct duel it is even more challenging. Construction fun for all the family with handicap options when age differences are too big. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
10+

**Designer:** A. and J. Lawson  
**Artist:** W. Pepperle, J. Krause  
**Price:** ca. 7 Euro  
**Publisher:** Ravensburger 2014  
[www.ravensburger.de](http://www.ravensburger.de)

### EVALUATION

Construction, time element  
Users: For families  
Version: multi  
Rules: de fr it nl  
In-game text: no

**Comments:**  
Variant of Make 'n' Break  
\* Players engage in direct duels \* Variants listed

**Compares to:**  
All other editions of Make 'n' Break

**Other editions:**  
Currently none



## MAUERHÜPFER

MÄDN WITH A DIFFERENCE

8↑

Mensch ärgere Dich nicht! turns 100! This jubilee is celebrated with a variant called Mauerhüpfer. The differences begin with the track, it is no round track, but a straight meandering line from start to finish with two marked finish spots for entry to the finish areas.

Between the segments of the track you find walls that are marked with numeric dice

values, each wall carries eight numbers. You roll two dice and use both results for the same marker. You can choose the direction for movement and can change direction when the first result has been completely used. If your marker sits on a position of the track adjacent to a wall number for which you have an unused dice result, you can jump across the wall. If possible,



you can use two results to jump over walls twice. If you end your turn on a spot that is already taken you send the marker already there back to the starting area. There is now obligation to send a marker back. When you move in the same direction for both results you only defeat the marker on the final spot for the second move. Should you change direction after the first move or do a wall jump, you defeat the marker on the "temporary stop". When you have completed both results and your marker then sits on a Z spot, that is, a finish entry spot, you can put the marker into your finish area. If you are first to assemble all markers there, you win.

Together with the backwards moves and the use of two dice the walls provide quite a bit of tactic, albeit without changing anything about the huge chance element in the game. If people think too much the game can get longish, but all in all the experiment was successful. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
40+

**Designer:** Norbert Tauscher  
**Artist:** not named  
**Price:** ca. 20 Euro  
**Publisher:** Schmidt Spiele 2014  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

### EVALUATION

roll & move  
Users: For families  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Anniversary edition for 100 Years Mensch ärgere Dich nicht \* New rule walls and moving back \* More tactic, still the same amount of luck

**Compares to:**  
All other editions of Mensch ärgere Dich nicht

**Other editions:**  
Currently none



## MEIN ERSTES KRABBELKÄFER-SPIEL

### LADY BIRDS ON A BEECH TREE LEAF

3↑

A beautiful garden needs its insects, bugs and beetles, but unfortunately a lot of the insects have escaped and are hiding among the leaves, so you must retrieve them and try to be the first who manages to bring back seven insects to his garden.

Six different leaves - Chestnut, Maple, Lime, Beech, Ivy and Oak - are laid out on the table and you put four randomly chosen

bugs on each leaf - Lady Bird, Ant, Bee, Butterfly, Spider and Caterpillar.

You roll both dice: The bugs die tells you the kind of insect you must collect, and the leaves die shows you the kind of leaf from which you must take the creepy crawly insect. When there is a chip showing the currently wanted insect on the correct leaf, you take insect and put it



into your garden. Should there be more than one chip on the leaf you take them all. Then you take the same number of insects from stock to refill the leaf. When there is no suitable bug on the designated leaf, you pass your turn to your next neighbor. If you are first to have collected seven creepy crawly bugs for your garden in this way, you win the game. It is completely irrelevant which kind of insects or how many insects of one kind you have collected, there must be seven of them.

Enchanting and very beautiful, those are the first words that enter my mind to describe this game, it is very lovingly made and illustrated; each garden is different, as are the leaves. The mechanism - dice rolling only - fits the target age and along the way players learn the shapes of six different tree leaves and also notice that insects are quite beautiful when you take a closer look at them. ☑

#### INFORMATION

PLAYERS:  
2-4

AGE:  
3+

TIME:  
10+

**Designer:** I. and M. Brand  
**Artist:** S. Kretzmann, S. Kondirolli  
**Price:** ca. 14 Euro  
**Publisher:** mooses. Verlag 2013  
[www.moses-verlag.de](http://www.moses-verlag.de)

#### EVALUATION

Dice, collecting  
Users: For children  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Beautiful drawings \* Simple rules \* Pure dice game

**Compares to:**  
All collection game with dice

**Other editions:**  
Currently none



## MILLIONENRAUB

### THEFT IN A MUSEUM

The museum was full of visitors and yet the most famous picture of the exhibition was stolen. Players must determine the culprit, using 92 cards, comprising 8 cards "Clue", 42 cards "Police" and 42 cards "Witness".

At first the starting player creates a museum room on a 6x6 grid: The corridor must connect north-south or east-west, cannot branch off, bends are 90°

and between two bends there must always be one straight piece. When the corridor is drawn, visitors are put orthogonally adjacent to each corridor square, then statues orthogonally next to visitors and, finally, paintings orthogonally next to statues until the grid is filled. Thus there can never be a statue or a painting next to a corridor and never a visitor next to a

painting. Then the starting player enters a starting positions and a random series of clues into the "Forensic" sheet which is then displayed for all. Players then question witnesses by playing a police and a witness card for coordinates and are shown the corresponding clue by the starting player. Twice in the game you can share an information received by another player. When you know the content of each square you can follow the clues to the culprit.

Whoever deduces this quickest, wins, or you win, if you play until everybody was starting player once, by winning most rounds. Pure Logic, and a very simple mechanism - an enticing and well-made combination! You only need to use your ingenuity to find the layout of the corridor, then you can fill in the rest according to the rules the starting player followed to create the museum and thus find the culprit quickly. Entertaining criminal fun! ☑



#### INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
30+

**Designer:** I. and M. Brand  
**Artist:** L. Eberle, M. Schatz  
**Price:** ca. 10 Euro  
**Publisher:** Gmeiner Verlag 2013  
[www.hutter-trade.de](http://www.hutter-trade.de)

#### EVALUATION

Crime, logic, deduction  
Users: With friends  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Logic puzzle, nicely transferred to a crime topic \* Exact transfer of information necessary \* Knowledge of corridor is sufficient \* Templates for "Museum" and "Forensic" available for download

**Compares to:**  
Other crime games in the series

**Other editions:**  
Currently none



## PATRONIZE

### RENAISSANCE MERCHANTS AS PATRONS

As rich merchants players support talents to acquire fame for themselves.

The game features 17 character cards and 7 fame cards; depending on the number of players you shuffle and stack 5 to 7 fame cards, character cards are dealt evenly to all players, a surplus is set aside, and each player takes a protection cube.

A game round comprises Prep-

aration, Choose action, Earn Fame/Achievements and Select characters. You turn up a fame card, it determines the rule for the round. For action you play a character and can - once in the game - protect it with your mentor cube or you pass. If you played a character you win the trick depending on influence values of characters and trump markers on the fame card and



are new starting player. A won trick wins you the fame card and an Achievement cube in the character's color. Then all others who did play a character, take an Achievement cube according to their own character played and one according to the character played by the next neighbor in clockwise order. If you protected your character you take if for a protégé; then all others who passed take one of the unprotected characters that were played, or an Achievement cube. After 5 to 7 such rounds you score victory points for fame cards, protégés and special abilities and achievements; for each card in hand you must deduct 10 points.

A little hidden jewel as a few other games from Japon Brand over the last years - incredible what one can get out of a maximum of 16 cards - lots of interaction and game depth coupled with the dilemma of play or pass, protect or not? ☑

## INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
20+

**Designer:** Hisashi Hayashi

**Artist:** Ryo Nyamo

**Price:** ca. 15 Euro

**Publisher:** Okazu Brand/Japon Brand 13

[www.japonbrand.com](http://www.japonbrand.com)

## EVALUATION

Cards, trick-taking  
Users: With friends  
Version: multi  
Rules: de en fr jp  
In-game text: yes

### Comments:

Lots of interaction and game depth based on minimalistic components  
\* Knowledge of cards is an advantage and important  
\* Sophisticatedly varied trick-taking mechanisms

### Compares to:

Love Letter for number of cards and game depth versus expenditure

### Other editions:

Currently none



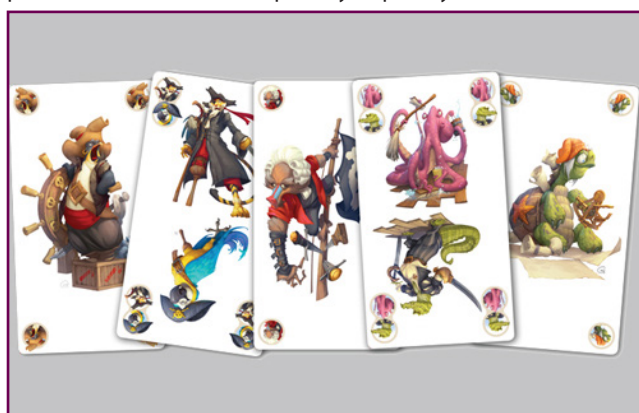
## PIÑA PIRATA

### QUEST FOR THE GOLDEN PINEAPPLE

Pirates are on a quest for the ultimate treasure the Golden Pineapple! Map parts are strewn all over the Caribbean and each location provides its own adventure.

You play in rounds and want to be first in each round to discard your cards and to win a piece of the treasure map. Pirate cards are stacked face down for a draw pile, the first card is turned up to

start the action pile. Adventure tiles are stacked face-down and two are turned up and provide the first two rules. There are 10 kinds of pirates, each depicted on ten cards, 9x on a card with another pirate and once alone on a double card. You start with 7 or 8 cards and play in turn: If you hold the same pirate as is visible on top of the action pile you place your card on the Ac-



tion pile. If not, you draw a card. If necessary, you shuffle the action pile for a new draw pile. When you are out of cards, you win the round. You draw two adventure tiles and add one to the open display, its rule is now valid with all the other ones, too. The other tile you take for a piece of your treasure map.

You can play the game in Cruise Mode: You play as many rounds as you want or until the adventure tile rules get too confusing; if you hold most adventure tiles you win. If you play in Adventure Mode you win with four Adventure tiles; if during the game there are six adventure tiles in play you discard one before adding a new one.

A true Vaccarino - again everything changes, this time in each round; you need a bit of luck to make optimum use of the adventure tiles. The Cruise Mode to learn the adventures is ingenious, as is the Adventure mode! ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
7+

TIME:  
30+

**Designer:** Donald X. Vaccarino

**Artist:** Polouchine, Guinebaud

**Price:** ca. 20 Euro

**Publisher:** iello 2014

[www.iello.info](http://www.iello.info)

## EVALUATION

Card shedding, changing rules  
Users: With friends  
Version: en  
Rules: en fr  
In-game text: yes

### Comments:

Changing parameters for each round \* Topic fits the mechanisms nicely \* Cruise mode is good to get familiar with adventure rules

### Compares to:

UNO for placing cards or drawing cards, Nefarious for changing rules

### Other editions:

Currently none



## SABOTEUR 2

PROSPECTING FOR GOLD IN TEAMS



10 years after Saboteur the game is given an extension. Gold prospectors want to reach the treasure, saboteurs want to put obstacles in their path; you should support members of your faction. Both factions place path cards or play action cards at other players, those cards can help or hinder you. Cards must be placed with corresponding edges; a player with an action

card played for him cannot play a path card. When the treasure has been reached or nobody can play a suitable card, the round ends. The winners receive gold according to the roles in play. After 3 rounds you win with most gold.

For Saboteur 2 you use path and action cards from the basic game, the dwarves are all new: Blue and Green prospectors



who vie with each other, supplemented by Chef, Profiteer and Geologist. Chef builds paths for both dwarf groups and wins always, but gets one gold less; a Profiteer wins with Prospectors or Saboteurs and takes two gold less - and the Geologist digs on his own and gets as much gold as there are crystals on the paths. There are also new path cards like double bend, bridge or path cards with crystal, ladder or door and new actions comprise, for instance, theft, or swapping of hats or inspection or swapping of hand cards.

Some games remain untouched by the passing times, Saboteur in this new extension is at least as good as the basic game, if not better; actions are more intensive and have stronger consequences, you can change roles, for instance. You should play Saboteur 2 with the largest group that you can manage to fully enjoy rivalries of the factions and the intense flavor of the game. ☑

### INFORMATION

PLAYERS:  
2-12

AGE:  
8+

TIME:  
30+

**Designer:** Frederic Moyersoen

**Artist:** Andrea Boeckhoff

**Price:** ca. 10 Euro

**Publisher:** Amigo Spiele 2014

[www.amigo-spiele.de](http://www.amigo-spiele.de)

### EVALUATION

placement, faction identification

Users: For families

Version: de

Rules: de en fr gr nl

In-game text: no

#### Comments:

Extension for Saboteur \*

Expands the game without changing basic mechanisms \* Plays best with a large group

**Compares to:**  
Saboteur

**Other editions:**

999 Games, Asmodee, Kaissa, Z-Man



## SCRABBLE FREESTYLE

WORDS IN ANY DIRECTION

10+

Scrabble Freestyle - Name and packaging promise something unusual - in the roughly sand-timer-shaped box we find a scrabble variant without a board! In the box itself you then find letter tiles as usual, but they are different, too, they are chips, circular and have a dent that fits the curvature of another chip. All letters are turned over face-down and shuffled, and then

you take 54, 36 or 27 letter chips in case of two, three or four players, and turn up seven of them. The first player places a word, letters touching each other dent to curvature. Then all place words in correct spelling, in any direction and direction of reading, even with branching off within a word. But, a letter of the new word must be on table as part of a word already, for in-



stance, if you have the letters for "yield" you cannot use the "y" to turn "cheek" into "cheeky" and then complete "yield", you must use one of the "e" in "cheek" to place "yield". Chips of two different words can touch each other curvature to curvature. At the end of your turn you turn up letters until you have seven open-faced ones. Also new in this version are actions chips for missing a turn, reversing turn order or handing over letters - those chips can be placed at the end of a regular turn, albeit only one per turn. Should you turn up "discard 2 or 3 letters" you pass them to one or several other players, you can take them from your face-down stock or from the open letters. If you cannot place a word, you exchange letters. If you place your last letter, you win.

Scrabble Freestyle - Scrabble wow! What a fantastic variant! And it includes elements from UNO, too! ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
30+

**Designer:** not named

**Artist:** not named

**Price:** ca. 13 Euro

**Publisher:** Mattel 2013

[www.mattel.de](http://www.mattel.de)

### EVALUATION

Word placement

Users: For families

Version: de

Rules: de en es fr

In-game text: no

#### Comments:

Cute new packaging \* Fantastic new rules \* Elements from UNO like changing direction of play or missing a turn

**Compares to:**

Other editions of Scrabble

**Other editions:**

Editions in English, French and Spanish



## SEASONS

### PATH OF DESTINY

Magicians select the Arch Magician of Xidit in the Tournament of the 12 Seasons. In three levels of difficulty you play with given selection of cards. In Phase one you select one of nine cards, hand on the other eight, chooses a card, and so on. Then you make up three sets of three cards and use them in one each of three years. All dice of the current season are rolled and

each player chooses one; then you can resolve dice actions, activate and conjure power cards and spend bonuses. After three years you score prestige from crystals and power cards minus power cards left in hand and used bonuses and win with most points.

Path of Destiny is - after Enchanted Kingdom - the second expansion for Seasons, introducing



new power cards, Enchantment Cards, Replica Power Cards, Die of Destiny Fate as well as trap markers and ensnaring markers. At the start of the game you choose on Enchantment card or draw one randomly, it is valid for the complete game and changes the rules for all players; two of those cards demand the use of the Die of Destiny. This die and its actions replace the actions of the Seasons Die and gives you Destiny Points. If you have most of those points at the end of the game, you get a bonus of 20 prestige points. Six new ability tokens can be used once in the game, their use costs or earns you prestige points.

Path of Destiny is an expansion full of flair and ambiance, illustrations are a special eye-catcher, the core game is thrillingly extended and the new expansions fits seamlessly with core game and in combination with Enchanted Kingdom and delivers gameplay that is fun and challenging. ☑

## INFORMATION

PLAYERS: 2-4 AGE: 14+ TIME: 60+

**Designer:** Régis Bonnessée

**Artist:** Team

**Price:** ca. 20 Euro

**Publisher:** Libellud/Asmodee 14

[www.asmodee.de](http://www.asmodee.de)

## EVALUATION

Fantasy, resources, dice

Users: With friends

Version: de

Rules: de en fr

In-game text: yes

**Comments:**

Again very beautifully designed \* Interesting new game details \* Expands the core game nicely, based on Enchanted Kingdom novelities and fits seamlessly with both \* Leaves lots of room for modular deck selection

**Compares to:**

Seasons core game, Fantasy card games with dice interaction

**Other editions:**

English and French editions from Libellud



## SUPER FANTASY

### UGLY SNOOTS ASSAULT



Adventures in the dungeons - a new edition of a standard topic, light, rather quick and cute and offering several modes to play. The adventurers choose a mission from the mission book, missions are sorted by difficulty level and the mission target goes for all players. Each mission is made up from an individual number of rounds which are split into hero phase and mon-

ster phase. When the mission target is achieved within the number of rounds given for the mission, all players win together. In the hero phase heroes discuss who will do his turn when and have six action each to activate movement, door opening, bashing of a barrel, unlocking a chest, attack, defense, charging up and, finally, disarming a trap. The monster phase comprises



four steps: Waking up the Sleeping rooms, New monsters come out, Moving and attacking, Clearing out the tokens

This all is supplemented by special powers for the heroes according to their own hero board - those powers must be activated by energy - and those magic items that can be found in the chests. Each hero can carry two items and wear 1 armor. From the small items that you find in the bashed barrels you can carry up to two in your backpack. In Arena scenarios heroes can also enter into direct confrontation for the mission targets.

This game is a new member of the international "dungeons are cool" movement, here we have again heroes vs. monsters - you use and do what you can and have and hope for the necessary smile of Lady Luc. Nothing special, but nice, cute drawings, funny texts, sometimes ostensibly so, you could say business as usual for both heroes and monsters. ☑

## INFORMATION

PLAYERS: 1-6 AGE: 8+ TIME: 90+

**Designer:** Marco Valtriani

**Artist:** F. Dumas, G. Favaro

**Price:** ca. 35 Euro

**Publisher:** Red Glove 2013

[www.redglove.eu](http://www.redglove.eu)

## EVALUATION

Fantasy, dungeon

Users: For families

Version: en

Rules: en it

In-game text: yes

**Comments:**

Cute drawings \* Double-sided board \* Many combinations due to special abilities of heroes \* Nice standard dungeon crawl

**Compares to:**

All simple dungeon crawls

**Other editions:**

Italian edition, Red Glove



## TURBO KRATZ DIE KURVE!

THE RACE GAME

5+

Turbo is a snail that miraculously acquires super powers, that is, the power to be super-fast. Today Turbo and his friends run a private race.

The race track is assembled, each player takes a racing snail and a turbo coin. If it is your turn you roll the die and move your snail forward. If the die shows no pips, you have a problem and must stay in place. When your

turn ends on a special "Nitro" spot, you get an extra boost and may roll again. But should your move end on a special spot "oil" your snail slips and must pass the next turn. Should you have to end your move on a spot that is occupied by another snail, you overtake it and move to the next free spot.

The move of your snail could also end on a green or orange

betting spot: If you end on green and do not have a coin or do not want to bet, you just stop. But if you have a coin you can bet on your own victory in this round and win 2 extra coins. To bet you place a coin on the green spot next to the trophy and add two coins from stock and also take the betting tile, green side up. On Orange you can win one coin, you put one of your own and one from stock onto the orange spot next to the trophy. Should someone already have bet on green, nobody else can bet in this round. If you reach the finish you win the round and take the coin. Bets are paid out when won. If someone has eight or more coins he wins the race!

Small, neat, featuring a license topic and also a bit of tactic from the betting - what more can one ask from a children's game. Of course luck is the dominating factor, but this is what provides the race ambience. ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
15+

**Designer:** Manfred Ludwig  
**Artist:** K. Witt, scnnuppenalarm  
**Price:** ca. 7 Euro  
**Publisher:** Kosmos 2013  
[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

Car racing, license  
Users: For children  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
License topic \* Very nice mechanisms \* Bets allow a bit of tactic \* Components and rules provide race ambience

**Compares to:**  
All car race games using dice

**Other editions:**  
Currently none



## TWO CROWNS

MEDIEVAL SIEGE



It is said that medieval lords passed the winter time till the next raid with this game.

Each player has his personal deck and draws 7 cards at the start. Two 2-sided dice represent the castles and begin at value 20.

As the active player you are the attacker and play up to four cards from your hand, face-down on the table. The defend-

er does the same. Then cards are revealed and the duel is won by the player who laid down more attack points. Attack cards of the defender are placed on his personal discard pile. When the attacker wins, the opposing castle takes damage equal to the difference in attack points. Knights of the attacker go to rest, you only pick them up again at the end of the next turn, but they

do count towards the limit for cards in hand. Instead of attacking you can recruit new forces by drawing cards. Special cards can be played by both attacker and defender, must be paid for by gold from your hand and you must play Vassal (2 Gold), Bishop (3) and Catapult (4) together with at least one Knight. Catapult causes damage of 10 to the castle, the Bishop delivers your opponents strongest card in his hand to you and Feint removes the strongest opposing knights and sends the others to rest. Once in the game one and only one player can reroll the castle - the new value must be accepted. When a castle is down to value 0 this player has lost. Well, this is a game with a standard topic using standard mechanisms, rather chance-driven and using value comparison of cards; the kick is in the cost and use of special cards, you only have 10 gold all in all, as the discard pile is not reshuffled for a new draw-pile. ☑



### INFORMATION

PLAYERS:  
2

AGE:  
8+

TIME:  
20+

**Designer:** Bos, Hoek, Zande  
**Artist:** Stefan Hoek  
**Price:** ca. 15 Euro  
**Publisher:** Quantum Magic 13  
[www.quantummagic.com](http://www.quantummagic.com)

### EVALUATION

Cards, hand-to-hand conflict  
Users: With friends  
Version: en  
Rules: en nl  
In-game text: no

**Comments:**  
Standard topic and mechanisms \* Gold for use of special cards is very scarce \* Rules not explicit in some points \* Rather chance-driven

**Compares to:**  
Two-Player card games with value comparison of cards

**Other editions:**  
Currently none



## TYPISCH DEUTSCH?!

DAS KAYA SPIEL

Typisch Deutsch?! - an homage to the Cult Comedian Kaya Yanar in the guise of a quiz and party game for victory points. The game is set up with Federal State cards, Federal State tiles and bonus tiles, players receive Federal State cards which they lay out face-down. You roll a die and move your marker up to the maximum result - you do not need to use all possible

steps - along the roads, to arrive in a state for which you hold a card. If you cannot achieve this you take one of the cards on display. If you reach a suitable state you chose a task at the start of the game, later on the position of your marker on the scoring track decides your task. Tasks can be questions on the State or on Dialects, or actions tasks like drawing, explaining, pan-



tomime, tongue twisters or listing things. Questions on States or Dialect are always posed by your neighbor, all other players but your neighbor posing the question may give a guess, too, all use their answer tiles for guessing.

Regardless if you mastered your task or not, you take a new face-down State card from the display. If you get an event card you implement it when you enter the corresponding state. A correct answer earns you four points and a State tile for bonuses, if you are the active player, other players score two points when correct. If you are first to collect 40 points, you win.

So far so standard, the allure is solely in the mix of questions which relate exclusively to all things German and also in finding out how much one knows about Germany, its peculiarities and facts from Bavaria to Schleswig-Holstein! Who or what is Wilhelma? ☑

### INFORMATION

PLAYERS:  
2-5

AGE:  
10+

TIME:  
45+

**Designer:** Michael Feldkötter  
**Artist:** M. Blaha, A. Resch, C. Tisch  
**Price:** ca. 30 Euro  
**Publisher:** Huch! & friends 2103  
[www.hutter-trade.de](http://www.hutter-trade.de)

### EVALUATION

Quiz, party  
Users: With friends  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Kaya Yanar and his characters only marginally visible  
\* Interesting selection of questions \* Detailed knowledge on Germany is necessary \* Good mix of standard mechanisms

**Compares to:**  
All quiz games with elements from Activity

**Other editions:**  
Currently none



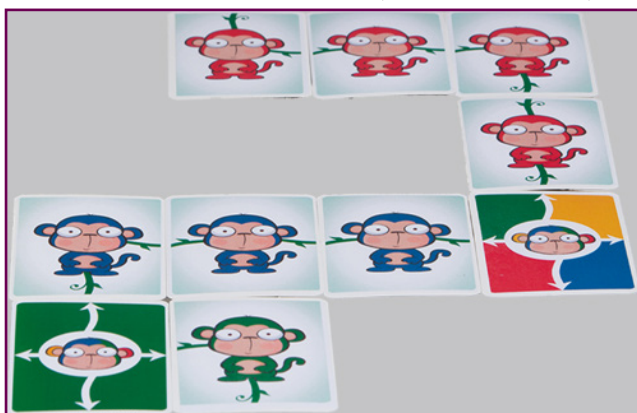
## VIVA GORILLA

MONKEYS AND LIANAS

6+

Little monkeys are playing in the jungle on lianas and search for suitable endings. 40 monkey cards in four colors and 12 action cards are shuffled and stacked, you are dealt seven cards. Then you determine the jungle area at the start, because a card can only be placed if it fits completely within the jungle boundaries, that is, the playing area.

At the start you draw the top card from the stack and put it in the middle of the jungle. The active player places a monkey card or an action card at one end of the liana. For a monkey card the monkeys must have the same color and cards are placed long side to long side and short one to short one, but monkeys can stand on their head. You must always place a card in a way that



no dead-end is created and that the next player can place a card completely within the jungle area.

Action cards result either in change of liana direction, change of color or, for a joker, one of both according to your choice. The next player must place a suitable monkey card or another action card. If you cannot place a card you draw one and can place it, if it is suitable. If necessary you clear all cards but the last one placed - this one is placed in the middle of the jungle and, in case of an action card, replaced with the correct monkey card - all others are shuffled for a new draw pile. If you can place your last card, you win.

Viva Gorilla packs up old mechanisms in a nice new way - monkey move Mau Mau style through the jungle and all have fun! Removing the display can change the situation completely and enable you to place cards that were impossible to place before. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
20+

**Designer:** Opi and Me  
**Artist:** not named  
**Price:** ca. 10 Euro  
**Publisher:** Piatnik 2014  
[www.piatnik.com](http://www.piatnik.com)

### EVALUATION

Card placement  
Users: For children  
Version: multi  
Rules: de fr it pl  
In-game text: no

**Comments:**  
Cute design \* Well-known mechanisms well revised  
\* Nice illustrations \* Good family game, too

**Compares to:**  
UNO or Mau Mau for the placement rules

**Other editions:**  
Currently none



# WELT DER SPIELE

## QUIZ FOR GAMERS

At long last it has arrived, "our" edition in the successful series of "Welt ...." Quiz games, we have already learned a lot about cards, wine, films or books and now we can check what we already know about games and what we have still to learn about them.

The tip tiles are arranged in ascending order around the board, and you are given a marker and three tip chips. Players decide

together on the number of questions and thus the duration of the game.

A question is read out with its four answers. The number of correct answers varies from question to question and can be anything from one to three. When the question was read and also all answers for a quick overview the question is read again and then each answer and after



each answer all players can give a guess if it is right or not and place their chip on the respective tip tile. In this way each answer is handled individually, and of course you can - as there are could be more than one correct answer - of course place a tip on more than one tile. When all tips have been placed for all answers the question is scored. Should you have given one wrong guess, regardless of how many right ones, you do not score in this round. If all your tips were correct you advance accordingly on the board.

In this edition, too, this mechanism works exceedingly well, the option of several tips makes one take risks, but - am I sure that Black is a color in Settlers - I do not want to lose the point for Orange, because I'm sure about that, so better not place another chip? Or? At least there is no penalty for wrong answers but not moving and the embarrassment to be wrong about "our" hobby. DO you know which game the little robot finds in WALL-E? ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
14+

TIME:  
var.

**Designer:** not named

**Artist:** Sabine Kondrolli

**Price:** ca. 20 Euro

**Publisher:** HUCH! & friends 2014

[www.huchandfriends.de](http://www.huchandfriends.de)

## EVALUATION

Quiz, games  
Users: With friends  
Version: de  
Rules: de  
In-game text: yes

### Comments:

Very elegant, topic-related design \* Well-working mechanism \* Attractive selection of questions \* Challenging for experts, informative for casual players

### Compares to:

All other editions of "Welt ...."

### Other editions:

Currently none



# WO VERSTECKT SICH DAS GESPENST?

## BEHIND YELLOW CURTAINS?

3+

Ghosts as nice, friendly playmates instead of frighteners of children. 32 cards in the game depict four items and four ghosts, each in colors of green, red, yellow and blue. You can use those cards to play two different games:

Tall 32 cards are shuffled and laid out face-down on the table. One card is turned up for a template card and begins the

discard stack. The active player must find a card corresponding in color to the top card of the discard stack and continue to search and turn up cards until you have found a suitable card. Such a card is then placed on top of the discard pile and you add one card of your choice from your hand for a new template. The next player must now find a card in this color. When



there are no more cards left on the table you continue to play with your hand cards and can place suitable cards on the discard stack. If you are first to be rid of all your cards you win.

In the second variant, a slightly more difficult one, it is not sufficient to find a card corresponding in color; images must complement each other: When the template card, for instance, is a red ghost you must then find a red item for a hiding place and - vice versa - should the first card depict an item for a hiding you place you must find a ghost of the same color to hide there.

Like all games from this Lithuanian company, "Wo versteckt sich das Gespenst?" is a very simple game with a little twist; in this case it is the combination of memo and card shedding - the better your memory the fewer cards you need to get rid of in the closing phase of the game - a nice educational game for colors and memory. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
3+

TIME:  
20+

**Designer:** Laima Zulonė

**Artist:** not named

**Price:** ca. 9 Euro

**Publisher:** Logis / Savas Takas 13

[www.logis.lt](http://www.logis.lt)

## EVALUATION

memo, color  
Users: For children  
Version: multi  
Rules: de en  
In-game text: no

### Comments:

Nice topic \* Two versions \* Color training game for toddlers

### Compares to:

All memo games with emphasis on color

### Other editions:

Currently none



**ACTIVITY ORIGINAL**

Publisher: Piatnik  
Designers: Paul Catty, Ernst Führer



Many versions exist for this modern classic game. This one reverts to the roots. More than 2500 new terms are offered and the basic rule is amended with a new detail, which brings a bit of tactics and even more interaction into the game. If a team has solves a task and moves to a square already occupied by another pawn, this pawn is moved back. So you can try to use card selection to beat your opponent. If the pawn moving back ends up on an occupied square, nothing happens, and both pawns stay on this square. New revised edition 2013

Version: de \* Rules: de and others \* In-game text: yes

Communication game for 3-16 players, ages 12+

**ALLES WAS DER BAUER BRAUCHT**

Publisher: Noris Spiele  
Designer: Michael Rüttinger



376 picture tiles depicts things and animals that are necessary for a farmer or for a farm: Fields and land, trailers, vehicles, Dung and Waste, useful animals, domestic animals, poultry, buildings and products like potatoes or fruit. You collect quartets, decide on two category and turn up two cards. If you are first to own both quartets of your selection you win. Or you play an information game - a game master who can read names a card; players search for the card in the display and take the card if they find the correct one. If you hold five cards, you win.

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

Memo and collecting game for 1-4 players, ages 3+

**DIE KLEINE RAUPE NIMMERSATT 1-2-3 STAPELEI**

Publisher: Schmidt Spiele  
Designers: Inka und Markus Brand



The little caterpillar is eating its way through fruits, vegetables and other delicacies, all the way up to the top. The leaf tile is placed on the wooden cylinder, food tiles are spread around it. In your turn you choose a food tile and place in on the leaf tile or the respective top tile in a way that the head of the caterpillar is visible in the hole in the newly placed tile. You can turn the new tile any way you want. When the stack topples, all players but the one who caused it to topple receive a butterfly chip. The first player to collect five such chips, wins!

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

Dexterity and stacking game for 2-4 players, ages 4+

**DIE PINGUINE AUS MADAGASCAR AUF UND DAVON!**

Publisher: Kosmos  
Designer: Matthias Prinz



Penguins have escaped from the New York Zoo, but their images are posted everywhere - so they must be collect all those pictures as fast as they can to save their mission. All cards are heaped haphazardly on the table - all players turn over cards simultaneously and as fast as they can and decide if they want to keep a picture or put it back. If they put in in the stack there can never be the same penguin or the same background color on two consecutive pictures. When all cards are taken or nobody wants to take a card anymore, stacks are checked and you win with the longest correct series.

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

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

**DINO MEMO**

Publisher: ASS Altenburger



The well-known game mechanisms of memory games are here used for a game comprising 48 cards, that is, 24 pairs of cards, featuring dinosaurs on lovely drawings in front of a landscape background. As usual, you play according to standard memory rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs.

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

Memo game for 2-8 players, ages 4+

**DISNEY SOFIA MEMORY**

Publisher: Ravensburger



The well-known game mechanisms of memory are here used for a game featuring the latest princess from the universe of Disney Princesses, Sofia, who becomes a princess when her mother marries King Roland II. 72 cards form 36 pairs and show images from the animated cartoon series. As usual, you play according to standard memory rules: In your turn you reveal two tiles. If you have found a pair, you keep it and can turn up another pair of cards. If you have turned up different images, you turn both tiles over again and the turn passes to the next player. When all pairs have been found and taken you win with most pairs.

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

Memo game for 2-8 players, ages 4+

**RATZ FATZ FANTASY MAU MAU**

Publisher: Haba  
Designer: Hajo Bücken



Start and finish card are laid out, the starting card is face-up; the starting player tells one sentence to start the story. When the next player has card with the same image or the same color as the starting card or the previous card he continues the story with one sentence, the image on the card must always be mentioned in the sentence. If you have no suitable card, you draw a card. With Witch's house, Crown, Color Fairy and Magic Potion are special cards in analogy to Mau Mau. If you play any card, you must continue the story. If you place your last card, you reveal the finish card, finish the story and win.

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

Story-telling version of Mau Mau for 2-4 players, ages 6+

**TOP TRUMPS STAR WARS EPISODE III**

Publisher: Winning Moves



Choosing your card's best attribute, beating (trumping) your opponent's card, and winning the cards played in the round - already a Classic! Cards are dealt evenly to all players. The active player chooses an attribute on his top card (no shuffling of the deck!) and calls out the corresponding value - all other players check their cards for the value of this attribute - the player with the highest value gets all cards of this round. In case of a tie cards go on the table and the winner of the next round receives those too. Themeset: Star Wars Episode III Die Rache der Sith

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

Card/Quiz game for 2 or more players, ages 8+

**WAS IST WAS JUNIOR BAUSTELLE**

Publisher: Kosmos  
Designer: Kai Haferkamp



A crowded picture on the topic of construction site is on display, each player puts his worker onto the box board in the color of helmet and shirt; discovery chips are laid out. Each area in the picture is identified by coordinates using items. Two tip cards depicting such items are turned up. Players locate the corresponding area and then check the chips for images in those areas. If you find on you put the chip aside, the others must stop to search. If you are correct you move your worker.

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

Spotting game for 2-4 players, ages 5+



Picture: Christian Huber

## IMPRESSUM

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

**Blattlinie:** Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.0

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**Ihre Email-Adresse:** Wir versenden oft an unsere Mitglieder, Abonnenten und Interessenten eine Erinnerung für Termine und sonstige Infos. Wenn Sie noch nie eine Email von uns erhalten haben, fehlt uns Ihre Email!

ÖFFENTLICHES MEDIUM  
Dieses Medium liest der  
**»OBSERVER«**  
Österreichs größter Medienbeobachter  
Tel.: (01) 213 22 0

Icon explanation

 Solo Play

 Two Players

 Large Groups

 8+ Recommended Minimum Age

GABIS explanation on page 5

DIE ARENA VON

# TASH-KAAR

