Cornish Smuggler

FIFTEEN YEARS OF EXTREMITIES

CACAO

MINIMALISTIC MEEPLES

Over decades playing pieces in general looked like a small cone or bowling pin, thereby somehow representing the haptic and ergonomically perfectly shaped representation of a human being for the purpose of playing, albeit at the same time too abstract and a bit boring. With the arrival of the Millennium and with „Carcassonne" the world of games has been hit by a wooden (r)evolution: The playing pieces were given arms and legs. And, as if that wasn't enough, they were christened „Meeples" , a term that was purportedly formed from a meld of the English words of „my" and „people".

The years after Carcassonne have brought a multitude of variants of playing pieces featuring extremities; nowadays we are even enticed to use animal-shaped „animeeples" and food-shaped „vegimeeples" (both can be experienced in huge numbers in „Caverna". The original shape from "Carcassonne", however, is still a big favorite with game designers and gamers. So, for instance, did Ted Alspach not only draw and publish a comic strip series that was published regularly up to 2012 and named Board 2 Pieces, featuring the live and fate of those meeples that can nowadays be called "classic"; he has even provided those meeples with super powers in his game of "Mutant Meeples".

For a counterpart let me mention "Terror in Meeple City" (in its first edition published as "Rampage): Meeples are suffering a great deal in this game and really thrown onto the board, flung about and blown over, to be finally gobbled up by us monster players, fortunately not really! There is an impressive number of 90 meeples in six colors, the yellow ones, being meant to be blond, are wearing skirts.

With actually 102 meeples we were surprised by the first edition of "Antike" that featured this number; however, in later editions, the meeples in Antike changed shape to look more ancient. The highlight in numbers and at the same time in quality currently probably is "Keyflower", featuring the - so far known - maximum of 141 meeples, who are called "Keyples" in this came. "Carcassonne", in turn, has remained constant at 40 playing pieces, notwithstanding the many expansions for the game.

A rather worrying reduction of population

can be noticed in the current series of Carcassonne versions under the heading of "Around the World": „In Carcassonne Südsee" the population drops to exactly half the amount of the original game. Have globalization and financial crisis managed to grab the world of games in their cruel fist? Anyway, in "Carcassonne Goldrausch" the population count rose again to 25 and is, furthermore, even wearing cowboy hats. "Cacao" from Abacusspiele, however, is continuing this reduction very consequently and - with only 1, yes ONE, meeple per player - is holding the current negative record; and this lonely meeple is not even a Chief, but only a water-carrier who is used to mark your score in points on your player board.

And yet, we have at our command 176 additional workers in „Cacao" - how can this be possible? The answer: The playing pieces have virtually been „melded" with the tiles and all players have eleven of those worker-tiles in four player colors at their disposal. The edges of those tiles are marked with an amount of zero to three workers - in total always four workers. In this way those markings very clearly indicate their function: When I place my worker tile with the one-worker border next to a cocoa-producing tile, I can harvest one cocoa bean; when the border shows two workers, I of course receive two beans - and the same principle goes for three or zero workers.

Very often however such a worker tile is not only placed next to one of those tiles called jungle tiles, but next to two or maybe even three jungle tiles. Then the workers at the other connected edges become active accordingly, too. The worker or workers at unused edges need not relax too early; they, too, will have to contribute to the raise of the gross national product, as soon as I or another player puts a jungle tile next to such an edge of a worker tile.

With this sophisticated twist alone the feeling of the game changes completely in comparison to „Carcassonne"; despite the similarities seem staggering at first glance: many square landscape tiles, and even the box has the same shape and size. But I do not score the tile that I place and on which I place a worker, but the up to four adjacent tiles in combination with those - in the end up to four - possible worker tiles. In addition

I am, to begin with, restricted to the placement of worker tiles, albeit always having a choice from three such tiles. New jungle tiles are placed into the general display only when two worker tiles, regardless of which player color, are placed diagonally next to each other.

Furthermore, the active player may choose this favorite from two open-faced jungle tiles; should he be forced to place both of them he can, at least, choose their respective locations. Visually, the general display corresponds to a „Chess board" pattern, being made up from alternating worker tiles

Harald Schatzl

An allround sophisticated tactical tile placement game that gives off a constructive mood which manages to use few and uncomplicated rules to create new elan for a standard and well-worn game. Players that grew up in Vienna and Lower Austria can happily comment on each appearing cacao tile with a cheerful "Gaugau".differently each time due to its variability.

and jungle tiles. This results, in the end, in a more abstract overall picture, but still looks very pretty.

This results in new and different tactical ruminations: Of course you want, first of all, use your own workers most efficiently, by placing a tile edge with two or three workers next to a profitable jungle tile, and a tile edge with one or zero workers next to a less profitable one. But at the same time, when a jungle tile is placed, another player will probably glean a profit from this placement too, so that I will try to achieve the opposite for his worker tile. Furthermore, you should try to avoid that your workers cannot do anything useful, because, for instance, one of the edges of your tile remains a border tile of the general display or that a worker, who might be able to harvest cocoa beans, cannot do so, because your storage is filled to maximum capacity of five beans. On the

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

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other hand, I will prefer to place a jungle tile that does yield little to nothing next to an available two-worker edge of another player. Of course, such measures can be taken much more efficiently in a game for two players than in a game for four. To find, based on those consideration, the "best" location for a tile can take some time and some pondering, especially as the supply for jungle tiles as well as for worker tiles is known or can be figured out. And yet, despite all this, a game usually progresses quickly, you can even manage to arrive at the final result within a very sensible time frame of half an hour. Furthermore, each player is involved in the moves and considerations of all other players, are their tile placements very often have consequences for your own state of affairs.

So, what do those jungle tiles offer? Besides the already mentioned harvest of one cocoa bean there are two double plantations which deliver two cocoa beans per worker (but remember, due to the storage capacity of a maximum of five beans you should not place a three-worker edge there! In combinations using other tiles you can sell those cocoa beans for varying sums of one, two, three or - albeit only once - for four gold coins per cocoa bean. On other jungle tiles you can earn one or two victory points per worker directly. In the jungle there will also turn up five temples, where there will be a majority scoring at the end of the game yielding six or three gold for the player in first place and second place in each of the temples. Water tiles help our water carrier our one and only meeple, to advance on the circular player/village boards. Each player begins at minus 10 and can advance to plus 16 via eight activation steps; the individual activation steps do not have identical effects, they are most effective at the beginning and at the end of the circular track.

And then, finally, there are two mysterious cult places for sun worship: The sun discs that you collect there can be either swapped for a victory point or - and this is the more alluring and interesting effect - you may use them, shortly before the game ends, when all jungle tiles have been placed and only a few worker tiles are left, to build over a worker tile already in place with a new one so that you can use the then usually four adjacent jungle tiles again. Or you focus on a certain effect and keep a three-worker edge handy, maybe for a water spot, that is, three more steps of your water carrier. A little negative factor might be, that a starting player advantage that is definitely existing can be enhanced by the option to replace/overbuild a worker tile, for instance, when the last one changes the majorities

in one or maybe even two temple tiles for their final scoring.

The visual design of the components is satisfactory, the lack real meeples is balanced by the wooden pieces representing cocoa beans. On the other hand, the card board tiles for cold coins/victory points are a bet meagre and the constant taking up and changing is a lot of handling, I think a common scoring board as in „Carcassone" - maybe even on a cocoa bean shaped board with a second meeple for each player - would have been better, but of course the coins avoid easy calculation of other player's scores. Despite the box inlay being prettily designed, each meeple has his own bed or recess, all components tumble about, especially all the gold, if you turn over the box. This can be avoided if you keep the cut-out sheets and put them in for a filler.

A rounded-off, tactical and definitely sophisticated tile placement game giving one a constructive game play, that manages to get some fresh air into a standard genre using few and uncomplicated rules. Players from Vienna or lower Austria may greet the appearance of new cocoa tiles with a happy "Gaugau". ☑

<p style="text-align:right">Harald Schatzl</p>

INFORMATION

Designer: Phil Walker-Harding
Artist: Claus Stephan
Price: ca. 25 Euros
Publisher: Abacusspiele 2015
www.abacusspiele.de

PLAYERS:
2-4

AGE:
8+

TIME:
45+

EVALUATION

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

Comments:
Keep the push-out sheets * Good also for experienced players * Also works well for two players
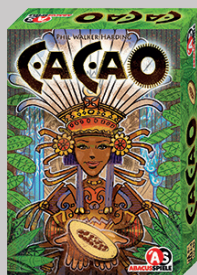
Compares to:
Carcassonne and other tactical tile placement games
Only one wooden meeple per player

Other editions:
Filosofia Edition, Z-Man Games

My rating:

40 Lines for Meeples
Dagmar de Cassan, Editor -in-Chief

May is also the month of truth!
In order to find approval with the members of the Jury Spiel des Jahres, the games that were announced at Nuremberg must now be produced and available in the market, or they will not be considered. Should a game be late and not available at that point, then we know that it will be delayed till Essen or even later. What in earlier times was describes as vaporware in computer games, does also exist in our games industry. In Nuremberg games are shown and presented to industry professionals. When they do not get the necessary attention or interest, their lifespan begins with the stopping of production, maybe there will be some prototypes around.
Therefore it is important for us if a game was really produced for sale. What good is to report on games which are not available? Therefore we only review games in our games journal that we could play, no courtesy announcements of not yet produced ideas. Our database LUDORIUM, too, only contains games that really exist.
LUDORIUM is currently being revised and given a new user interface and additional options via quick-buttons. We will give more information on that in the next issue, come and see us and try it out, at
http://www.ludorium.at
If you like our WIN, become a subscriber! We have a PayPal account, so the payment of € 6 for a one-year-subscription is safely and easily done, see
http://www.gamesjournal.at.
Our Games Companion GAME BY GAME 2015 is available,
http://www.gamescompanion.at ☑

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EVADING CUSTOMS

CORNISH SMUGGLER

SECURE YOUR INCOME

Do you know Cornwall? – The south-west corner of England? – You are not really sure? – But, surely, yes! – at least a substantial percentage of ladies will know this very well: This part of England is where the film Kitsch or soap operas for Saturday or Sunday evenings on TV or for a contrast program to soccer matches. Beautiful cottages, manors, high cliffs and green meadows, populated by third-class actors – they only need to be cute! – who have usually to decide between two women or men and it is clear after three minutes who will win the heart! For this nonsense to keep going for 90 minutes it is enriched with jealousy dramas, accidents, usually car accidents or as an alter-

Dr. Christoph Proksch

A beautifully designed game on smuggling in Old England (Cornwall), a bit chaotic and nice for specialists and good friends, with a strong element of luck, a sympathetic and atmospheric game, with a medium playing-time.

native someone falling off a horse and with problems about keeping up the old family manor. Rosamunde P. sends her regards!
The landscape is reported to be really marvelously beautiful by all people who have visited Cornwall, but the real day-to-day life of people there in the "good old times" surely was hard on this peninsula surround-

ed by roaring seas; the main means of living, besides agriculture, has been fishing. There were hardly any other opportunities for earning money, so smuggling definitely provided additional income for many people. And this takes us right into the middle of the "Cornish Smuggler" scenario.
The board shows us a lovingly designed map of Cornwall that shows all villages and small towns and the roads connecting them and also the surrounding sea; some sea monsters remind us of the dangers lurking in those waters. The map also depicts the shipping lanes with their intersections. In the water at the edge of the board three ships are anchoring and showing storage capacities symbolized by square cases.
Each player is embodying a smuggler who brings goods in from the great deep-sea ships anchoring out there, hides those goods on land and wants to sell them, unnoticed by the customs officers. To achieve this, you need a boat, a storehouse if possible in order to hide those goods until you can sell them, that is, until no customs officer is around, and of course you also need many accomplices to assist and support you – a so-called network, represented by colored wooden cylinders. The controlling government forces are represented by black pieces for customs officers, sometimes car-
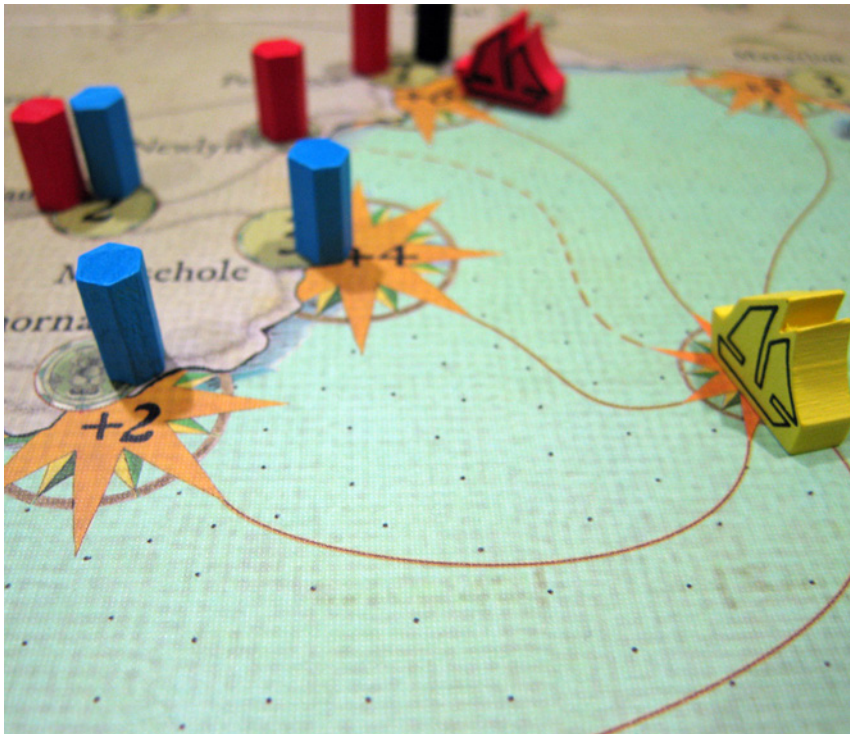
STRUCTURE
Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players.
The BAR in the evaluation box displays color codes for up to 10 features of a game.

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

Kinder:
Games for children an educational games. Adults can play in a guiding function.
Familien:
Children and parents play together, all have the same chance to win and have fun.
Freunde:
Young people and adults play together as equals
Experten:
Games with special demands on rules and playing time. Especially for game geeks

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

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

Empty boxes: This feature is neclectable 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

rying a colored elastic ring in the color of a player, denoting that this officer has been bribed, that is, will be looking somewhere else when this player is selling goods.

„Lubricant" or bribing currency is gold which you use to hire persons – up to a maximum of ten; a wooden piece which is placed on a location on the board and provides a card for your player display giving you certain abilities). You also use gold to buy goods from the deep-sea ships und to bribe customs offers and to pay for a variety of other action options. You can also increase your „reputation" for being a capable smuggler, represented by small cardboard squares, on the one hand by money, but also by doing business successfully; it is a witty detail that you diminish your reputation when you accept "honest work".

At the end of the game the total sum of gold and reputation, which is also strengthened by accomplices you acquired, determine the winner.

In our initial first games of „Cornish Smuggler" we repeatedly had problems with distinguishing between „reputation" and „influence" (yet another resource that is represented by small wooden cubes, probably due to the fact that our native language those two terms describe something similar". The "influence" resource can be used similar to gold, but with two essential differences: At the end of the game influence does not earn you victory points, but during the game it is much easier to acquire than gold.

The game is placed in rounds: Each player has one action, which has to be paid for with gold, influence or reputation, some of them even with a combination of resources. When all players have passed, because they cannot pay for more actions or do not want to spend more money, the round ends. Actions offer a broad variety of options; even more actions are introduced by some of the person cards one acquires (those are turned over when being used and are only available for use after the income phase – reputation on the cards earns you influence cubes). Movement on land or at sea are one action each, as are acquiring or selling of smuggled goods, bribing, acquisition of character cards or "Secret Cards", and there is even the action of "Raiding the Customs Office Building" to acquire goods that have previously been confiscated. Only passing your turn is free of charge; nearly all resources can be replaced by another one for paying; influence prices are usually cheaper than gold prices; and do not forget that influence does not give you victory points at the end of the game.

The 60 Secret Cards (see above) offer you additional action options; some can be played anytime, some can only be paid in case of certain events; frequently they need to be paid for when being used, others earn you resources, customs officers can be used, and so on. When another player is able to sell goods, all other players can take a free Secret Card" and the Customs Officer nearest to the venue of the sale starts to move towards that location. Another nice detail is the "Gold Wheel"; at this wheel a marker is moved for as many cases as you did earn money. When this marker passes over the last case you advance a black piece on the "Customs" track. This not only raises the price for bribes but also introduces more Customs Officers which increases the dangers of being caught at smuggling and this is not only due to the rising number of controllers. In each harbor town there is a certain risk that a load of goods is spotted; the amount of smuggled goods determines how far the nearest Customs Officer is moving; if he arrives at the location the goods are confiscated and taken to the Customs Office building. By discarding influence cubes you can lower the risk by reducing the movement of the Customs Officer.

In order to reduce the „network" of a player you must hire characters; those characters extend your abilities in the game; some of them secret caches for goods, give you money and – very important – cardboard reputation tiles (green tiles showing a symbol similar to a vine); you will receive as mine tiles as there are vines depicted on the card. Those tiles are victory points (!) which you can also use to make payments. Furthermore, each player receives, in the income phase, as many influence cubes as there is reputation depicted on all cards that are on open-faced display. Please note: If you use the special abilities of a character, you must turn the card (this is the good old tapping of trading cards); as already mentioned, the cards do not yield influence in this case.

The game ends when all goods have been sold or when the marker on the Customs Track reaches the last case, which happens quite frequently, according to our experience.

One more tip – if you spend all your money at the start of the game you will have a lot of problems because gold is coming in sparingly and characters cannot be acquired with influence alone.

„Cornish Smuggler" is a lovingly designed game with quite a few interesting ideas; the rules are also laid out nicely, easily understood and very nearly complete; some mistakes have already been corrected after publication via information available on the internet. The inventive topic has been well implemented and carries a lot of atmosphere. In short, when you pick up the game and browse for a bit in the rules you really want to own the game and to play it.

Graphics and pictures are very well done, for instance character cards with distinctive features, that really look like a villain or a fisherman, a maid or a priest, a politician or a business man, very individually drawn in each case.

After several games you find out that the outcome of the game is not decided by big tactical finesses but by the chance element in play. There are many options available for trying out, but also too many cards and actions that are never used or played and, on the other hand, too many cards that are too powerful and that other players were not able to counteract. Several times one of us was forced to again and again by new Secret Cards hoping that maybe he would acquire something useful. Many cards have options that are too limited – only at a certain time or at a certain location and are therefore very often just superfluous. The winner will usually be whoever has the necessary luck in a few moments in the game. This imbalance in the game reminds of many an old game from the 80ties and 90ties with chaotic game flows, usually we loved them and therefore we will bring Cornish Smuggler to the table once and again just because of this. ☑

Dr. Christoph Proksch

INFORMATION

Designer: H. Jasper, MNG Collective
Artist: Sam Brookes und Team
Price: ca. 45 Euros
Publisher: Grublin Games
www.grublin.com

PLAYERS:
2-5

AGE:
12+

TIME:
120+

EVALUATION

Simulation, use cards, move characters
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Marvelous design * Unusual topic * Not a lot of tactics, rather chance-driven * Surprisingly accurate simulation

Compares to:
Historic simulation with action and event elements

Other editions:
Currently none

My rating:

DAS VERMÄCHTNIS - STAMMBAUM DER MACHT

LEGACY – THE TESTAMENT OF DUKE DE CRECY

GET MARRIED, HAVING CHILDREN, EXTEND YOUR FAMILY TREE

The Hapsburgs knew it already in the 15th century: With a successful marriage policy you can create an empire. Fairly remote from classic conquest games, where players fight in warring factions and conquer territory after territory, Legacy offers a very peaceful gameplay. In Legacy you expand your empire not by fighting wars, but by marrying. But we are equally remote from love matches. Usually, a marriage serves pure expedience or hunger for power, as we want our dynasty to be the most esteemed and most honored. That such a topic can be implemented with many cute and witty details and at the same time with lots of fun, is demonstrated by this game: Legacy - The Testament of Duke de Crecy. But take care: Having children can be quite addictive here! In Legacy each player embodies an unmarried person who is Head of a family and must therefore, first of all, look for a suitable partner. You decide yourself if you want the start the game in the guise of a man or a woman. Women begin the game with more gold, but then, in the course of the game, their income is lower than that of men.

And what do you need for a large family? Of course, many friends, as you naturally want your children to marry well and into a good family, and also naturally a little assistance with the family planning for children can't do any harm. If you, on top of that, you pay attention to talents, nationalities, social events and finally to peerage, there is not much left that could go wrong. But do keep in mind, too, a little manor or two, which satisfyingly mirrors your wealth.

Essentially, Legacy is comprised of three game elements - cards, playing pieces and boards. Cards are the deciding and central element: At the start of the game each player receives his Head of Family as a card, friends and children each form their own stack of cards.

Over the course of the game each player sets out his family tree on the table, comprising the Head of Family as well as Friends cards and Children cards. All Friends cards are unique and have several different characteristics: Besides their gender friends do have a nationality and also a profession. Getting married to a male friend usually entails costs, whereas female friends usually enter into a marriage bringing their dowry. Marriage also confers the profits stated on the respective Friends card, usually you get

those profits instantly and only once. Children are also either male or female. Individual Children cards can bring you an additional bonus. Unfortunately, this stack of cards also holds complications at the birth of a child (Complication Cards) which can result in the loss of the child or loss of the mother. Children Cards have a top and a bottom half; one half shows the offspring as a child, the other as an adult.

Besides the expansion of your family by marriage or offspring your family can also grow in esteem or wealth, by means of acquiring peerage titles or sponsoring social functions. Possible peerage titles and functions are different in each generation and come, of course, with their own price tag. In each generation three cards of each kind are on display and can be acquired.

Furthermore, your own esteem can be raised by acquisition of a villa or your income can be raised by taking a holding in companies. Those cards are only available in limited numbers, depending on the number of players.

Finally, a strategic angle or component in the game is provided by Mission cards and Patron cards. Mission cards can be acquired by players; they earn you an individual bonus when you meet their requirements. As regards to Patron Cards, one of those is dealt to each player at the start of the game and will also accrue additional points in the final scoring when the stated requirement is met. As means of payment Gold cards of values 1, 2 and 5 are provided. A Starting Player card marks the active starting player and is handed to the next player at the end of each action round.

Playing pieces are necessary for players, enabling him to implement actions. For each player two action pieces in his color are provided and there is also a general stock of three pieces each in five colors, which are not allocated to any player.

On the playing boards you implement the actions. The central game board is placed in the middle of the table and shows six different cases for actions and a scoring track for Honor points, which decide who will be the winner. In addition, each player has his own player board on which you find four more action cases as well as scoring tracks

for Prestige and Income. Prestige marked on the track is converted at the end of each generation 1:1 into Honor points, the income marked on the track is paid to each player in the guise of gold cards at the end of each action round.

At the start, Heads of Families are dealt randomly to all players; each player chooses a male or female role and receives the starting capital connected to that gender. The starting capital is always gold, a certain position on the Income track, a certain number of Friends cards and an additional playing piece in one of the general colors. Five Friends cards are put on display openly. The

Bernhard Czermak

Legacy is a simple worker placement game and therefore not too complex, but all the more entertaining. It reminds one of Der Letzte Wille, but the topic is marriage and having children, the more the better.

action pieces in player colors are handed to all players.

On the game board you find a track for game rounds, on which you mark the individual rounds of the game. Legacy is played over three generations. Depending on the current generation you play action rounds: two action rounds for the first generation, three for the second and four action rounds for the third generation. In each action round players in turn place their action pieces on action cases on the main board or their individual board; the active player places one action piece in turn, until all players have passed. This ends the round, and all action pieces are then removed again.

Action pieces can be pieces of your own color or an action piece of a general color from stock which you do already own. As I have already mentioned, at the start of the game you receive one such piece from your role as Head of Family, you can acquire additional action pieces from general stock from Friends and also at the start of each generation. For the placing of action pieces there are various different rules for the action cases on the main board and for the action cases on the player boards! Each action case on the main board can only accept one single action piece. On your own player board, you may always use any and all of your action cases, regardless of those cases being empty or having already an action piece in place. Action cases on the main board have an addition characteristic: Each action case has its own color and for each of those colors there are three corresponding action pieces in general stock. When a player owns such an action piece he can only use it for placement on an action case of this color on the main board and only if the case is still empty of an action piece.

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

Next to his individual board each player lays out his family tree over the course of the game. For each generation to place a horizontal row of cards. Thus, the first generation row only holds the Head of Family and his or her spouse. The children of this couple are placed into the second row, which thus represent the second generation. As you want and should have children also in the third generation, your family tree will at the end of the game consist of four rows of cards. Children of a couple are always placed beneath this couple so that it is clear how many children a couple already has.

At the start of each generation three corresponding Title cards and the three corresponding social functions cards are laid out, cards remaining from the previous generation are removed. As there are only nine cards in both of these categories, there are always all cards of those categories in play.

At the start of Generation Two and Three players receive one action piece each from general stock: One action piece in each color is taken and, starting with the starting player, each player randomly draws one stone from this supply. Then the children born in the previous generation grow up, which means that you rotate them to the adult half of their card. Should a marriage already have been arranged for those children, they now get married in analogy to the Marriage action. Should a player have drawn a Complication card in the previous generation, he now discards it and the individual rounds of the current generation can begin.

In the action rounds that are now following you play actions. The active player takes one action piece from his personal stock and places it either on the main board or on his own player board. The main board offers six different options for actions to all players:

Acquire a Title: You place one of your own action pieces on this action piece or also a yellow action piece, if you have got one. Then you take one Title card, pay the costs stated on the card - which can be gold, friends or income, for instance - and places the title card adjacent to a single adult family member or next to a couple. Finally, you receive the bonus stated on the card.

Contribute to Community: The action Contribute to Community plays very similar. Instead of choosing a title you choose one of the cards on display for social function. This action is also marked with the color yellow. The two actions for *Buy a Mansion* and *Initiate Venture* are also structured in a similar way to the two actions previously mentioned. They can be chosen with one of your own or with a green or orange action piece from general stock. For those actions prices are fixed (Friend card from hand, Gold, Honor points). After paying the costs you receive the respective card, which again has to be allocated to an adult or to a couple.

When assigning those four cards to family members there is a restriction that limits the number of cards of one type to one card per adult or per couple. Therefore, you can, in the action rounds of the first generation, only acquire one card of each of the three types, as in this generation only the Head of

Family and his or her spouse are grown up.

Undertake a Mission: This is an action that gives you a mission card. For this action, too, you have to pay a fixed price. For his action you have to remember two rules which are, unfortunately, not marked in any way on the board: (1) in Generation One and Two you draw the top two mission cards, choose one and discard the other one. The chosen card is placed open-faced in your display and you aim to complete / meet the condition stated on the card before the end of the game. (2) In Generation Three the Mission card is used in a different way. You only draw the top card and place it face-down underneath your own Patron Card. The mission card is thus used to meet the conditions stated on the patron card. A Patron Card always states two conditions, one of those is the main condition, and the other two are minor conditions, which earn you Honor points at the end of the game. To be able to score a minor condition you must hold a mission card and this must be a mission card that has been acquired in the 3rd generation. If you only manage to acquire one mission card in the 3rd generation you can choose which minor condition you want to meet and score, in case of acquisition of two mission cards you can score both minor conditions on the patron card.

Hire Fertility Doctor is the last action case on the main board. If at some point problems should occur with having children, it might be worth your while to choose this action! In this case you pay the fixed cost for the action, choose one of your couples, draw

Color codes, target groups, features, icons and GABIS are
explained on page 5 and at the bottom of pages 38 and 39

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two children cards for this couple and place them, beneath the chosen couple, into the row for the next generation. Should you have drawn a Complication Card this card is resolved immediately. It is important to remember that each couple can only have a maximum of three children, unless a Friend card allows you another number. Therefore this action may only be chosen for a couple that is still able to have two more children.

On his player board you can choose between four different actions:

Marry or Arrange Marriage: Each blood relation of the current generation can be married to a Friend, marriages of partners with the same gender are not allowed. You choose a friend from your hand, pay the costs stated on the card or receive the stated dowry and place the card for him or her next to the chosen partner of this generation. Then you resolve the marriage: first you resolve/score the symbols on the Friend card; this can result in a raise in your income or for your prestige or give you new friends. Then you implement the individual text on the card. At this point it can be of interest if already friends of the same nationality or of the same professions are members of the family due to previous marriages. Finally, the action Marry or Arrange Marriage ends with offspring! You a draw a Children card for the newlywed couple and place it underneath this couple into the row for the next generation, child-half of the card pointing upwards. Should the Children card now show a readable text, that is, a text that is not upside-down, this text is implemented immediately.

Whenever you draw a Complication Card when drawing a card from the Children stack you must decide instantly if you prefer to let the mother die or the child. In the first case you draw no additional Children card, in the second case you remove the mother and draw another Children Card, because the child survived the birth. Each player needs only to be afraid of one Complication Card in each generation. Should you have drawn and resolved a Complication card in one generation, the card is set down in your display. Should you draw additional Complication Cards in this generation, you simply ignore them.

You can also implement the action Marry or Arrange Marriage also for children of the current generation. In this case a marriage is only arranged, that is, you choose a Friend card, pay the price or receive the dowry and then place the card, rotated by 180 degrees, next to the respective childe. At the start of the next generation, when all children grow

up, you resolve the marriage, score the Friends card and have offspring accordingly.

Have Children: You choose a couple and can now do this action for free; you draw the top card from the stack of Children cards and assign the child to the chosen couple. Alternatively, you pay one Honor point and may draw cards from the stack of Children cards until you draw a child of the desired gender of your choice. In both cases you must resolve Complication cards, if you should draw them.

Ask Friends for Money: This action enables you to acquire more gold. Depending on what you use (Friend card or Honor Point) you receive between 2 and 4 Gold.

Socialize: Should you, at any point, run out of Friends, this action might be worth your while. You choose how much gold you want to pay and then receive, according to the amount you paid, between one and three Friends cards from the open display. When taking Friend cards from the display you need to apply the following rule: Whenever you take Friend cards from the display and only one single Friend card remains in the display, you receive this single Friend card additionally and for free. The display of Friend cards is only refilled to five cards, when it has been completely emptied.

In an action round you must always play both action pieces of your own color; action pieces in the colors of pieces from general stock can be kept for later rounds, but cannot be kept across a change of generations. At the end of the action round players take back their own generation pieces, the pieces of general stock colors that were played are returned to general stock. After this all players receive income according to the position of the marker on the Income track. When all action rounds of the current generation have been played, this generation is scored: Each player receives Honor points according to the position of the Prestige marker on his player board and also one Honor point for each child that was born in this generation. After the third generation has been scored, you then also score the Patron Cards. Whoever then has the most Honor points, is the winner of Legacy.

Legacy features a cute topic and this topic has also been implemented very wittily in the game design, especially in the Friend cards. It is simply fun to marry your children to Friends - be they attractive or not so attractive - and provide offspring at the same time, and this in competition with the other players. It can happen in some games that players vie with each other and outplay

each other as regards to the number of their progeny. Should the topic not suck you into its mood, you will find a simple worker placement game in Legacy, involving placing cards.

As regards to the game components, the gold cards seem a bit skimpy. In some of our test games we did run out of gold cards; in those cases you must find a solution yourself.

The game is highly interactive, therefore the right timing in choosing your actions is important. Legacy allows several strategy, but you must not forget that chance also has a deciding role to play. As regards to action colors for action pieces yellow is especially beneficial and not in balance with the other colors. This can be of an advantage already at the start of the game, as one Head of Family brings a yellow action piece with him. The Friend cards, too, can either come advantageously or may not fit together at all. All the same, Legacy is definitely not a game in which you are played by the game. As a special version the game offers a solo game with separate rules. ☑

Bernhard Czermak

EVALUATION

Worker placement
Users: With friends
Version: en
Rules: de en
In-game text: yes

Comments:
Components with cute and witty design * Simple, easy rules * Worker placement with a chance element

Compares to:

Other editions:
Das Vermächtnis, Pegasus 2014

My rating:

THE BEGINNINGS OF ROME

ROMOLO O REMO

THE LEGEND

The year is 753 BC and an old Roman tradition says that the twin brothers Romolo and Remo founded the city of Roma. Of course the Roman historians had to ennoble the "Caput Mundi" and to find something better than an handful of shepherds: a connections of the City with Gods was also good … so they went back to the Trojan hero Enea who escaped from the Asia to North Africa (where he met the queen Dido) and then arrived on the Italian coast, where he defeated the local King of the Latins (a population that gave name to that region: Latium). He then founded the town of Lavinium (from his wife's name: Lavinia) while

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Pietro Cremona

A nice Civilization game for expert players that demands high attention and a good planning. But it does not renew this genre

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his son Ascanio, 30 years later, founded the city of Alba Longa, and so on for many years, until we arrive to the kingdom of Numintore, who killed his brother and obliged his daughter to become a "Vestale" (virgin priestess) so no children were expected (touching a Vestale was sure death at that time!). But the "bad guy" arrived under the appearance of Mars (God of War) and he took by force the "poor" Rea Silvia when she was walking inside a sacred wood! Unfortunately after some time she discovered to be … pregnant and soon everybody was aware of this! We do not know if her uncle believed the story of Mars or not, but she was a Vestale and no more virgin, so she had to be killed. Silvia had just the time to give life to the twin brothers Romolo and Remo who, normally, had to be eliminated too, of course. But the "killer" refused to kill two babies and he put the twins in a basket instead, leaving them to the mercy of the river Tiberis (and, of course, of the related God). The basket stopped near the hill Palatino, sacred to Mars himself. A "lupa" (Latin name for she-wolf and, obviously, wolves were also sacred to Mars) arrived near the river, spotted the twins and nourished them, so they survived! (This is why the she-wolf is still the symbol of Roma but … historically we have to remember that "lupa" was also the Latin surname of prostitutes, so it is probably one of them who spotted the babies and saved them). Fortunately, with time passing the two children were able to come back to their grandfather who gave

them permission to found a new city just near the river Tiberis where they were saved. Roma was born, but the first act was the assassination of Remo: his brother decided that the city could not have two leaders and used the shortest way to become the sole king of Roma: a "successful" system that was largely used for the following 1000 years …

ROMOLO SACRIFIED TO THE GODS ASKING FOR A SIGN

The game ROMOLO O REMO has … not too much to share with this legend but brings 1 to 4 players back to that time. The purpose of the game is to found a few towns and to create kingdoms, to populate it and to give the population the possibility to have a good living, temples, monuments, aqueducts, ports, etc. Kingdoms will therefore expand and may become in contact with other populations, so a good King has to calculate the right time to create an Army powerful enough to defend his Territory and nasty enough to eventually conquer some new areas.

When you open the box you will see a lot of components but no "standard" board and you have to create it with 44 large hexagonal tiles showing four different terrains: plain, hill, forest and sea. 83 wooden "Buildings" in eight different shapes are used to represent Farms, Warehouses, Temples, Aqueducts, Forums, Walls, Ports and Quarry/Sawmills. Each players will receive a Tower in his color (the Capital of his Kingdom), six Workers, four Soldiers and an Explorer. Eight black Mercenary pawns will be available to all players if they find enough money to "pay" them.

Resources created by the terrains are represented with colored wooden cubes: yellow for "Corn" (that will be cultivated on the Plain tiles), brown for "Wood" (on Forest tiles), white for "Stone" (on hill tiles), pink for "Salt" (on sea tiles) and blue for "Iron" (this is the only resource that you will not find on one of the territories and which must therefore be purchased, as we will see).

The remaining components are Money (coins of 0,5 = Bronze, 1 = Silver and 5 = Gold talents), Markers (penalties, battles, multipliers), Personality Tiles (that give certain advantages to their owners), a special D6 die (as an alternative to the standard battle resolution system), 4 summary charts and a mini-board that represent the Market.

The rules are not complex to learn, but the large range of possible tactics and strategies will require high attention during the game, therefore I suggest ROMOLO O REMO only to regular or expert gamers. Playing time is around 150-180 minutes.

WITH OX AND PLOW ROMOLO TRACED THE PERIMETER OF HIS TOWN

Set up takes a little longer than in any other standard game: you give two PLAIN tiles to each player and you set aside 9 SEA tiles. The players secretly select a third tile (Forest or Hill) and then the "board" can be formed: mix the remaining tiles and randomly place four of them in the center of the table, face-up, and provide each with a "multiply" marker (see victory conditions to know their role). Then the players will place their three tiles (face up, to form their initial Kingdom and in the position explained by the rules) and finally the remaining tiles are added (there is a different "layout" for 1, 2, 3 or 4 players).

You take all the wooden pieces of your color and place TWO workers in your kingdom and the TOWER on one of the two plain tiles: then you take your 6 "Battle Markers" and randomly discard one of them. Finally you place a FARM on a plain tile, a WAREHOUSE on a plain tile and take 2 talents and the following resources: 2 Corn, 2 Wood, 2 Stone and 1 resource of choice.

The game is played in ROUNDS and each round is divided in turns. On each turn the players have three phases: ACTIONS, COMBAT and MAINTENANCE.

In other word, you try to add new terrains and new workers to your kingdom, and your buildings that will allow you to influence more terrains, and so on. Sometimes you are obliged to acquire a few extra tiles by military conquest or to defend tile against external aggressions, so in the "middle" game it could be necessary to form a small Army … at the expenses of your working population.

On your turn you must always perform the administrative phases and you may use the action phase or you may battle if you have hostile forces in the same location as some of your units.

The game ends when one of the following conditions is met:

1 – only one player survives (he is obviously the winner)

2- – all the Character Tiles are purchased

3 - three kind of Buildings are completely exhausted

ROMOLO POPULATED THE VILLAGE WITH NOMAD SHEPHERDS

The ACTION PHASE is obviously the most

important. Every unit has his own characteristics: Workers may perform two actions, Explorers have up to three movements/discoveries and Soldiers or Mercenaries have two movements available. But let's have a closer look at the different actions:

- Movement (all units): you may move a unit on ONE adjacent tile for each available action. If you enter a new Tile you turn it over on the front side and the unit is spent. If you find a "sea" tile there is a special sequence that you must follow to find out if more sea tiles will be connected to the one just discovered. You may move on a "sea" tile only if you have a Port on the starting tile or if you were already at sea. Otherwise the unit is spent on the previous tile.

- Explore (only Explorers): you may secretly look at 1-3 covered tiles adjacent to your Explorer leaving them in place (still covered). Or you may combine Exploration and Movement by looking at the tile and, if you like it, moving your Explorer on it).

- Build (Workers): you pay the necessary resources and you place the selected building on the tile of the performing worker. Buildings belongs to the player who has units in that tile and they must be erected in their respective terrains (Factories on Plains, Ports adjacent to Sea tiles, Quarries on Hills, Carpentries of Forests, etc.): each tile may support a maximum of four buildings. Walls are built on the tile's borders and are used to protect the territories. Each Building also has special bonuses (Temples reduce the cost in resources of new buildings in that tile; Aqueducts allows you to place a 5th or 6th building in a tile; etc.).

- Dismantle (Workers): you may voluntary destroy a building in a tile where you have one of your workers and you immediately gain a resource of your choice.

- Transform (Workers): you pay the cost of a new building and you erect it "in place" of an existing one (which is removed).

- Produce (workers): you get resources from the tile where you have the performing worker: Plains produce "Corn" (yellow cubes); Hills produce "Stones" (white); Forests produce "Wood" (brown) and Seas produce "Salt" (pink). You may perform this action only once per tile and per turn. Normally only 1 Resource per tile is produced each turn, but if you have a Quarry in a hill you produce 1 stone extra, and if you have a Carpentry on a forest you produce 1 wood extra. Resources must be immediately stored in a warehouse that is in the same or in an adjacent tile. If you do not have enough free warehouses you lose part or all of your production.

- Pick-up Resources (Workers): Resources are usually collected at the end of the turns, but you may use an action to collect all the resources of a warehouse in a tile where you have an active worker. And you may immediately use the collected resources in your turn.

- Produce Iron (Workers): you may use a worker's action to "transform" two resources of the same kind in an "iron" cube (blue).

- Create New Units (Workers): you may create new Workers, Soldiers and/or an Explorers. The maximum number of those units is determined by the "Power" of your Capital: if it has th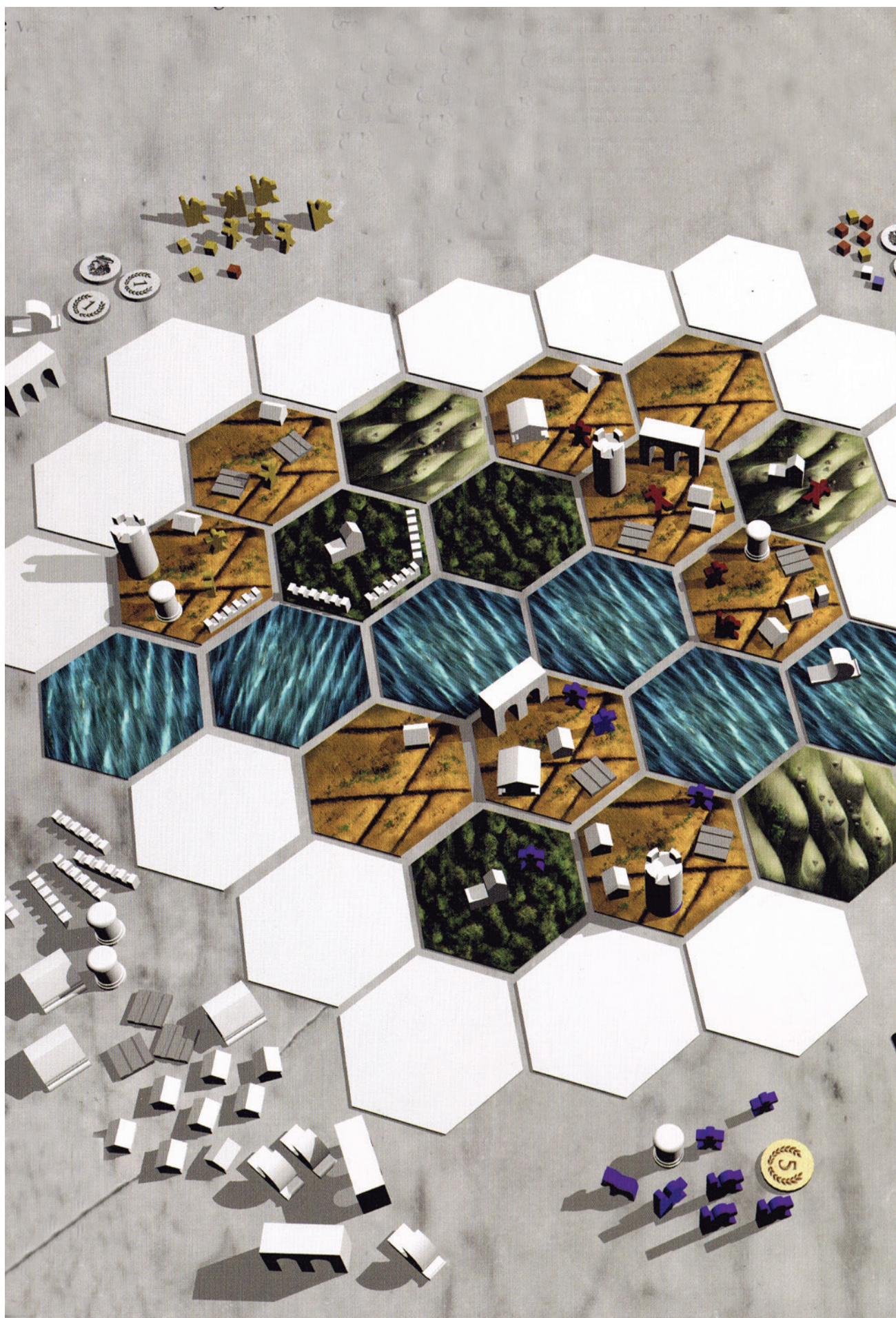ree buildings only you may have max. 3 workers and 2 Soldiers in the fields; if you have 4-5-6 buildings you may arrive to 4-5-6 Workers and 3-4-5 Soldiers. To create a Soldier you must remove a worker, place the new unit on his place and pay two Iron cubes. You may also rent 1-2 Mercenaries (black wooden Soldiers) paying a silver coin each.

- Market (Workers): you may always sell or buy resources in your turn using a worker's action. Prices are initially set at 1 talent for all resources. You may SELL one resource putting a cube of that color on the related spaces on the Market mini-board: the Bank will pay the actual value in coins. If you have a Port in the tile of your workers you may sell a second resource. If you have a Forum you will get extra coins based on the number of building of that tile. Sold cubes are positioned on the board but NOT in the column of the same color (Stone, for example, cannot be positioned on the "white" column). We will see later "why". You may also BUY 1 resource from the bank paying the respective price in coins. If a resource has value "0" you may buy two of them for 1 Talent. Each Port on that tile allows you to purchase 1 resource extra.

- Take Personality Tiles: each player may take a Personality tile (paying 2 talents for the first and 1 talent extra per tile for the following ones. So the first tile costs 2 talents, the second 3, the third 4, etc., and you use his bonus once per turn. Personalities are very important in this game and if you succeed to get the right ones for your planned strategy you are on the good way for winning. Unfortunately money is very scarce so you

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must correctly plan your actions in order to be able to purchase Personality tiles as often as possible.

By having used a worker or having moved a Soldier you have "spent" him and you must lay that unit down in order to show that it cannot be used anymore in that turn.

ROMOLO HAD NOW TO DEVELOP HIS KINGDOM AND LOOKED AROUND

THE COMBAT PHASE is requested only if you have units of your color in the same tile with units of other players. Attacking is always voluntary. To solve a battle each player adds the Strength of his units (each Soldier gives you 3 SP, Mercenaries 2 SP, Workers 1 SP and Explorers 0 SP) and plays (face-down) one of his Battle Markers (that will add SP or cause damages, retreats, etc.). The player with the highest total wins the battle and eventually kills 1 or more units of his opponent (and/or destroys buildings) if the difference between the two totals exceeds a certain number of points. It is quite common to see that after a battle two enemy armies will remain in the same hex, so you have to accurately plan a battle in order to have a very high superiority and thus to be sure to eliminate the opponent. If you prefer to always have random results instead of the Battle Markers you may use the special die which shows the same symbols as the Markers; but, I do not suggest this option because it introduces a luck factor too heavy for this kind of game.

THE ADMINISTRATIVE PHASE is the final phase of your turn. You have to:

- Take your resources: you take the produced resources from all your warehouses
- Pay the Mercenary: you pay 1 Salt or 1 Coin for your first Mercenary Unit, plus 2 for the second, 3 for the third, etc. or lose a building for each non paid unit. Then you may discard one or more Mercenaries if you do not need them anymore.
- Feed your Population: each Farm may feed 2 units (Workers and/or Soldiers) that are in the same or an adjacent tile. If you don't have enough Farms or your units are too far away you have to pay one "Corn" per unit. So look carefully at your units during the movement phase as it is very easy to forget this rules in the first games.
- Adjust the Market: only if there are 4 or more "sold" cubes on the board. Each cube reduces the value of that color by one. Each cube positioned on a column increases the value of that resource by one. If, for example, we have 2 "stone" cubes on the yellow column, 1 "corn" cube on the blue column and 2 iron cubes on the brown column we have to: (a) decrease by 2 the white and blue values; (b) decrease by 1 the yellow column. Then we have to (c) increase by 2 the yellow

column (for the 2 stones) and the brown column (for the 2 irons), and (d) increase by one the blue column (for the corn). Sound complicate? It isn't once you play. Just try ... At the game's end the surviving players have to calculate their Victory Points (VP):

(I) - Personalities: 1 VP per Personality tile (but note that some of those tiles also give extra VP if certain conditions are met).

(II) - Control: 1 VP per controlled hex tile. Control means that you have the highest "influence" on that tile. Influence is assigned with Cities (a four-buildings City has an influence only on the adjacent tiles, a five-buildings City goes up to two hexes, etc.) and Soldiers (each Soldier gives 1 Influence point on his tile)

(III) - Dominion: higher number of buildings on a tile adjacent to the Capital plus the number of buildings of the Capital itself

(IV) - Population: You get 1 VP every TWO workers and 1 VP per Soldier on the map

(V) - Battle Markers: 1 VP for each unused marker at the end of the game

(VI) - Money: 1 VP for each 4 talents that you own

(VII) - Majorities: 6 VP to the player that has a majority in each of the above 6 categories and 2 VP to the second.

A little complication at the end of the game that adds another 10-15 minutes to the gaming time.

BUT FINALLY ROMA WON AND BECAME "CAPUT MUNDI"

As I mentioned before, ROMOLO O REMO is not a game for everybody: you have to accurately calculate your possible income; to decide what you have to build and when; to evaluate potential treats of the other populations or to decide an aggressive policy by yourself; to invest your resources in the Market in order to have the precious money to spend to get the most important Personalities; etc.

Normally the game's flow is not too aggressive, also because you have to keep your Units adjacent to the Farms, if you wish to feed them easily, but the random distribution of tiles may force you to move towards another territory in order to get resources that you cannot collect at home.

This is my major criticism to the game, because very often it happens that a Capital is surrounded mostly by sea tiles and has very few good tiles for resources, while another population has everything close to the Capital and an easier life. Therefore we used this HOUSE RULE for most of our games and we bypassed the problem:

1 - Before placing the covered tiles on the table select 1 Forest and 1 Hill for each player.
2 - Then randomly pick up 4 tiles per player and add to them the Forest and the Hill

3 - Now mix the 6 tiles and place them around the Capitals

4 - Finally randomly fill all the other gaps in order to complete the board

This modification will guarantee that each Capital will have at least one tile of ALL the different types of terrains in the six adjacent positions, even if you still do not know where (and still you may have problems with the sea tiles).

The first half of the game will be used to "grow": you takes resources and you erect buildings that will help you to get more resources and influence. Then you may increase your population and this will give you more opportunities to get more resources and to pay for some Soldiers, etc. Always try to have some money available, eventually selling some resources, as to win you need the help of some Personalities and sometimes it is necessary to take a tile just to avoid that one opponent may take it and have a strong benefit.

ROMOLO O REMO is another "civilization" game that hits the market but does not renew this genre. It is a pleasant game but a little too long to be played often. And surely is not families or occasional players. ☑

Pietro Cremona

INFORMATION

Designer: Michele Quondam
Artist: L. Azzariti, E. Bonetti
Price: ca. 40 Euro
Publisher: Giochix.it 2013
www.giochix.it

PLAYERS: **1-4**
AGE: **14+**
TIME: **180+**

EVALUATION

Civilization, development
Users: For experts
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Long playing time * Good rules * Needs some experience * Standard mechanisms for the genre

Compares to:
All games on development of a civilization

Other editions:
Currently none

My rating:

REIGNING FROM HORSEBACK

DIE STAUFER

IN THE RETINUE OF HENRY VI.

Essen 2014 for me was not as productive as in previous year - which, of course, is an entirely subjective impression. But it could also be that the previous years did spoil us a little but - not every year can produce such tasty game bits as Terra Mystica, Tzolk'in, Russian Railroads, Brügge or Concordia - to name only a few of the best ones. But all the same I managed to find one gem of a game that has convinced me and which I would like to present to you: "Die Staufer" by Andreas Steding, published by Hans im Glück Verlag. I have encountered this designer already in his games "Nuremberg", "Firenze" and „Hansa Teutonica", so he was no unknown quantity for me, and Hans im Glück as a publisher usually is the equivalent of a guarantee for a good game.

The title itself is leading one a bit astray, because the topic of the game is not the Staufer dynasty, but one of their most famous scions, Henry VI., Emperor of Germany and King of Sicily, and the game does not concern itself with his historic life but with this travels. He himself was not really temperate in achieving his goals. Two facts link Henry VI. to Austria: First - The Babenberger Duke Leopold V. hands over to him King Richard the Lion Heart, whom he offered a somewhat forced hospitality at Burg Dürnstein after the uproar at Akkon in the 3rd Crusade, and did share the not unsubstantial ransom with Henry VI. Secondly - folk lore has it that Henry VI.'s father, Friedrich Barbarossa sits deep in Salzburg's Untersberg Mountain waiting for his resurrection when his beard has grown three times around the table. As, the story tells, the beard has circled the table only twice since 1190, he might have to wait for some time yet. (The German folk lore has him waiting underneath Kyffhäuser, but that is an entirely different story.)

The game.
The cover shows us Henry on a horse, which might be taken as a cue to his reign from horseback and on the flow of the game.
When you open the box you find a plethora of components. We start with a hexagonal board which will be the center of the board. On this board the turn order is regulated and also the two main action via two tracks, that is, the placing of meeples and the supply of meeples.

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

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Next to the six sides of this board you place the trapezoid regions. Those regions represent important venues in the life of Henry VI. First, Dutch Nijmegen, where he was born, then Aachen where he was crown, and also Strasbourg as his official imperial seat and also the venue for the meetings of the realm's nobles. Augsburg was the venue where he got engaged to Constance of Sicily. In Milano he got married to Constance two years later. And, finally, Palermo, where he was crowned King of Sicily after his victory and where he was interred. All these

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Rudolf Ammer

"Die Staufer" is a complex but not at all complicated worker placement game, that allows you to win on many levels and that plays differently each time due to its variability.

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locations will be visited by the King and by us as his retinue during the course of the game. The placement of the locations happens randomly and need not be in chronological order.

Six boards with different numbers of victory points are placed on the regions and vary the values of the respective regions. Furthermore, each board shows several office seats, which vary in costs from 3 to 7, and also show a bonus that varies from board to board.

An external track for supplies shows the varying option for supplies. All those boards mentioned so far are double-sided and relate to a certain number of players.

A central element of the game are 72 chests in four different colors. Chests in orange color earn you victory points once in the game or brings meeples from the provinces to your court. Chests in turquoise color reduces your costs for offices and allows you improvements in turn order and for supplies. Brown chests are scoring victory points at the end of the game in relation to the number you collected. Purple chests can be swapped in pairs for prestige cards. There are 35 of those prestige cards, but only one third of them is used for each game. Those prestige cards, too, provide various advantages, usually permanent ones for the whole of the game, whereas the chests - with the exception of the brown ones - can only be made us of once.

110 meeples in five different player colors are made up from 15 „noblemen" (tall) 75 „envoys" (small) and 20 "family members" that are used for the action board and the external victory point track.
19 rounds tiles supplement the more than abundant components and are used to

make each game different. They relate to the sequence of regions that will be scored next, to the current location of the King as well as the speed with which he travels through his realm. Furthermore, they might determine a second region for scoring. From this alone - when my mathematics have not deserted me - more than 200 variants are possible.

The course of the game:
A starting player is chosen and this determines the turn order first once in clockwise direction and then twice in counter-clockwise direction. Each player begins the game with three envoys and one nobleman. Underneath each office seat you place a randomly chosen chest, and also underneath the supply track. At the start of each game, in each case, there are two regions to be scored.
Each player is also given three task cards which determine either which regions you should occupy at the end of the game or in which two or three regions you should be represented or which categories of office seats you should have claimed. From those tasks can come more than 30 victory points, so they are a very important element in the game.

Beginning with the starting player and then all players in turn have now a choice of deciding either to claim an office seat and to acquire the respective chest or to get additional meeples from general stock, the so-called provinces, to his court. For this you can also acquire one of the chests previously placed. At the King's location offices are only available if you pay the price that is stated next to them. But, if you decide on another region, you have to pay additional travel costs by placing meeples, the further you travel, the more meeples - you must place one meeple in each region that you cross. In each of the three rounds you have to take three such decisions. Chests that you have acquired can be used any time to make use of their advantages. When all players had their turns, you do a scoring.

In the previously determined regions you score the majority of office seats independently of their original costs. Those costs are only relevant in case of a tie. Then victory points are awarded and also bonuses. Then you relocate meeples on the office seats to the provinces and the King travels, according to the currently valid rounds tile, one to three regions. In each region that he passes he frees meeples that were placed there to pay for traveling; the meeples return to their courts of origin. In the scored regions and at the supply track you then place additional chests - it can happen that there are several

chests underneath an office seat. The next turn order is determined, precedence is given for those players who have decided to get supplies. The next round can start.

The game is driven by the dilemmas of decisions. Should I try to win the current region about to be scored in order to acquire victory points and bonuses or should I gamble on the next scoring? Which office seats yield valuable chests or might a privilege be of better use for the rest of the game? Which decisions are taken by my fellow players and have I managed to take my task cards into account? Because for those tasks preparations should be made, too! You are always short of meeples, but each decision to acquire more sets you back as regards to speed in occupying regions. Options are manifold in the game and each game is different due to the aforementioned variations in the set-up. All in all, the game gets an unequivocal recommendation from me for buying it.
Last but least I would like to mention the rules of the game. The editors - Gregor Abraham and Hanna & Alex Weiß - have produced an exemplary rule book which other companies should try to emulate. ☑

Rudolf Ammer

INFORMATION

Designer: Andreas Steding
Artist: Franz Vohwinkel
Price: ca. 40 €
Publisher: Hans im Glück 2014
www.hans-im-glueck.de

PLAYERS: **2-5**
AGE: **12+**
TIME: **80+**

EVALUATION

Placement, collecting
Users: With friends
Version: de
Rules: de en jp
In-game text: no

Comments:
A game with the usual high HiG quality * Exemplary rules * Many different strategies for winning

Compares to:
Other worker placement games with collecting sets

Other editions:
Z-Man Games, Arclight (announced)

My rating:

7 STEPS
SCORE UP TO SEVEN STACKS

`10↑`

Score up to seven stacks! Seven boards showing seven colored dots are laid out, showing the monochromatic or mixed side of the boards. From the bag with 140 discs in seven colors you draw seven discs and place them behind your screen.

In a turn you can place between one and seven discs to score points. You place the first disc on any free spot of the same color to form a stack of Level One. Then you can place additional discs, always adjacent to the disc you previously placed, on the same level or a maximum of one level higher, never lower or more than one level higher. For each disc you place you score the number of levels in the stack for points. At the end of your turn you replenish your discs up to seven and can put back discs you do not want before drawing new ones. If you score only seven points or less in your turn, may take a either a stacking aid tile or a victory points tile of your choice and use in a turn later in the game. When there are no empty color spots left, you may begin your turn on the lowest available level of this color. Stacks with seven levels are removed from the board and the discs are placed on the seven spots of this color, one on each spot, chain reactions due to new stacks of seven levels forming are possible. When someone cannot replenish his hand to seven discs, you win at the end of the round with most points, building aid and victory point tiles you hold score 2 points each.

A beautiful and well-working game in which you can only decide on your move when it is your turn! The building-aid tiles can open unexpected choices, but the luck of the draw is a dominant element. ☑

EVALUATION

stacking, scoring
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Purely abstract game * Good, easy rules with examples * Rather high element of chance due to drawing of discs * Five variants for board arrangements are given

Compares to:
All stacking games with scoring stack levels

Other editions:
Currently none

27TH PASSENGER
TÖDLICHE DEDUKTION AUF SCHIENEN

On the train track from Manhattan to Staten Island assassins play a deadly game, in the midst of innocent passengers. As one of the assassins you want to be the only one who gets off the train at the terminal, to be the only survivor. To achieve this you must gather information and identify assassins without involving innocent passengers. You play rounds comprising a Station phase and a Travel phase. In the Station phase you reveal identities of passengers in third position on the board and then discard them. Other passengers on the board are moved by one position and new passengers exit, that is, are placed on the board. Finally, you reveal the next active event. In the Travel Phase you play one action card from your hand face-down. Then action cards are resolved in sequence: 1) Investigation including tailing and pursuit of other passengers, using feature cards - 2) Assassinate - you name an identity; should one player hold this identity, he is eliminated from the game and you are rewarded with a Disguise card; otherwise you are eliminated from the game yourself - 3) Scheming with Intimidation and Observation - 4) Deception with Disguise or Low Profile. Each player keeps his card face-down until the respective phase for the card is resolved or you can use the card to deflect an action against yourself.

Basically a deduction game as many, but with cute details - you smell at passengers for clues or ask them for the sound of their voice. The exiting of passengers fits the mood, too, and - with the suitable action - offers quite a lot of information. An impressive modern interpretation of a standard topic. ☑

EVALUATION

Deduction
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
A very modern and well-done interpretation of a standard topic * Story fits the mechanism very well * Cute and witty details

Compares to:
All deduction games on hidden identities

Other editions:
Currently none

www.gamesjournal.at

BANG!
THE VALLEY OF SHADOWS

Showdown in Wild West. Each player chooses a secret role (Sheriff, Deputy, Outlaw or Renegade) and a character with special abilities; only the Sheriff is known. You draw two cards and use them to assist yourself, maybe to acquire a horse or a weapon, or you attack another character within your range. "Bang" is used to shoot; your target may use "Missed" to defend himself. With 0 life points you are out of the game. You win if you eliminate your targets: The Sheriff all Outlaws and the Renegade; Outlaws the Sheriff and the Renegade must be the last one standing.

In *The Valley of Shadows* with 8 new characters and 16 new cards the Wild West heroes meet rattlesnakes, tornados and banditos, maybe even the ghosts of their enemies return to haunt them.

You shuffle the cards into the core game; the new characters mostly influence Bang!, the shooting action, for instance Evelyn Shebang is a cute effects, with her you can renounce drawing cards and - for each card that you did not draw - you can shoot once at a target within range. The other cards relate to various game situations; a Rattlesnake for instance, stays in play, even if it already dealt damage, and is resolved in the order of Dynamite - Jail - Rattlesnake. With Escape you can even escape from cards that influence several players, and Tomahawk works over distances 1 and 2.

This expansion does not differ much from others, the special feature of it is that is was first published in the Czech Republic by Albi as a fan-created edition, supported by the designer of the core game, and that it took a few years before it was published by dV Giochi in 2014. ☑

EVALUATION

Cards, Wild West
Users: With friends
Version: multi
Rules: en it cz
In-game text: yes

Comments:
Fan edition, originally from CZ * New cute elements, but no great change in game-play

Compares to:
Bang! and all other expansions for the game

Other editions:
Bang! Udoli Stino Albi

BLOCKS
KWINTY AND TURRIS

20 light and 20 dark blocks serve as components for two players, each block is deemed to consist of two square areas on each long side. With those blocks you can play two different games - Kwinty and Turris.

Kwinty - The Wall is a design by Fred Horn; players use their 20 blocks to build a vertical wall together, aiming to be the first to form a connected row of five horizontally, vertically or diagonally aligned squares of their own color. The wall must not exceed 9 squares in length or depth, newly placed blocks must touch at least one already in place, can be placed horizontally or vertically and must touch the construct with their full length.

In Turris - The Tower by Steffen Mühlhauser players build a tower together on a 3x3 basis and you try to achieve as big an area of your color as possible on each of the four sides and the top of the tower. Vertical blocks must touch blocks already in place with one side; horizontally placed blocks must be placed on top of two other blocks. The tower can never have more than three incomplete levels at any given time. If you fill the middle square covering it with a horizontal block or placing a vertical one there, you get a bonus turn of either placing another block or removing an opposing block. When all blocks have been placed, you score each side and the top for the biggest area of each player, with 1 point per square, and you win with the highest total.

Pure abstract thinking, more simple in Kwinty, rather challenging in Turris, which provides more challenge and fun, albeit with more placement rules to adhere to and also with an absolute must to optimize the use of each block. ☑

EVALUATION

Abstract placement, patters
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Two very gut and challenging games * Purely abstract, different levels of difficulty * High replay value * Good also for families with gaming experience

Compares to:
Abstract placement games with pattern formation

Other editions:
Currently none

BLOCKS

CANOPY WALK
PATH BUILDING IN TREE TOPS

There is a rumor that extremely rare red diamonds have been discovered in the rain forests of the Argentine and two jewelers send out expeditions. At the edges of Valle Grande the expeditions realize that they can only advance further by building paths canopy walks.

The game comprises 60 canopy walk tiles. Each player draws five tiles at the start of the game and three more tiles are displayed. The rest of the tiles is face-down general stock. A player's turn comprises one of three options: You place a tile, either at the edge of the jungle or next to a tile already in place, and then draw a tile, either from the open display or from general stock. All edges of tiles adjacent to the newly placed one must adhere to placement rules.

Or you discard any number of tiles from your own stock by setting them aside and draw the same number of tiles from general stock.

The third option is to pass your turn.

For completed paths, starting at the edge of the jungle, you score diamonds: Three diamonds for each tile in the path, when the path leads to one of the three other edges. Two diamonds per tile are scored when the path leads back to the same edge or ends at a connecting platform. One diamond per tile is scored if the path ends at a dead-end tree.

When both players pass their turn consecutively or the general stock has been depleted, you win with the highest score.

That you can and must also continue opposing paths opens the door for a very destructive game play in this basically standard solid tile placement game. If you like such game you will have fun with this highly interactive skirmish among the tree tops. ☑

EVALUATION

Tile placement, path building
Users: With friends
Version: multi
Rules: de en fr
In-game text: no

Comments:
Standard mechanisms * Nice design * Very interactive and very destructive game play

Compares to:
All path building games for two players

Other editions:
Currently none
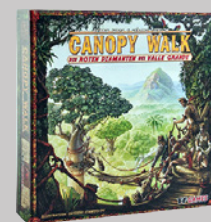
COLORS OF KASANE
12 LAYERS OF CLOTH FOR A KIMONO

At the Emperor's festivities all guests wear different kimonos and there is a reward for the most elegant Juniitoe, a Kimono with 12 different layers of cloth. The game comprises 52 kimono cards, 5x values 1-9 and 7 cards of value +1, plus nine cards showing combinations, called melds, for instance „lay down 1, 2 and 6 in any order". Depending on the number of players a display of 16 or 16 kimono cards is prepared. In your turn you must take a card and can lay out a meld.

To take a card you pick up the front card of one row in the display and put it to the front/on the top of your hand. You may not chance the order of cards in your hand. If you take +1, you score one point instantly and also take up the card. If you can form a combination with the card you did just pick up, you lay this meld out - the cards in it must come from your hand in unchanged order und are laid out in the same order. You mark the number of cards used for the meld on the meld card and mark your points. You cannot form a meld twice with the same number of cards, but only with a different number of cards, if nobody else did claim this before you. When there are only three or four cards left in the display the round ends and a new display is prepared for the next round. After three or four rounds you score also for the number of colors laid out in your cards and you win with most points.

A set collecting game with unusual rules for detail mechanisms; in hand and your display the right-most card is important and in your display you can use it again in a new meld. An attractive, well-working game, especially for friends of Japanese games. ☑

EVALUATION

Set collecting and placing
Users: With friends
Version: en
Rules: de en jp
In-game text: yes

Comments:
Unusual mechanism for details * Attractive design * For three and four players only * Nice example for Japanese games

Compares to:
Bohnanza for non-sorting of cards, otherwise set collecting games

Other editions:
Japanese edition

CRASH CUP KARAMBOLAGE

SNIP TO WIN

6↑

Six race car drivers race each other for victory in three different events, in all of them you basically snip your race car, that is, a wooden disc, along the track or within an arena.

In version 1, **Rumpelraserei**, you set up a square arena with the boundary blocks and all eight sideline banners, six race discs are laid out in a circle in the middle of the arena. You roll both color dice and try to make the disc of one of the colors touch the disc of the other dice color, other discs must not be touched.

In version 2, **Drift-Derby**, you must snip - again within the arena - any of the car discs, which are arranged along the banner sides, so that it passes in between the two car discs that were previously determined by rolling the color dice.

For version 3, **Haba Grand Prix**, you set up a race track using boundary blocks and sideline banners, power-up chips are distributed along the track. Each player has one race car disc. Before each turn you may arrange the drift block at any spot on the track for assistance purposes. When the disc falls off the table or touches a sideline banner, it is turned over to its „damaged" side and - if this happens again - it is disqualified, but can enter the race again later. If you hit a power-up chip, you may draw an action chip which you either have to implement instantly or may use in your next turn. You win if you cross the finish line first after three laps.

1995 this mechanism was awarded „Sonderpreis Kinderspiel der Jury Spiel des Jahres", this new edition introduces additional variants with as much fun and demands on dexterity and hand-eye coordination. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	6+	20+

Designer: Heinz Meister
Artist: Susanne Wagner
Price: ca. 20 Euro
Publisher: Haba 2014
www.haba.de

EVALUATION

Dexterity,
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Revised new edition *
First edition 1995, as
"Karambolage" * Trains
hand-eye coordination and
motor skills

Compares to:
Karambolage, other snipping games
within confines

Other editions:
Currently none

DAS SPIEL DES LEBENS BANKING

MAKE YOUR WAY!

8↑

At the start players must decide between a fast-track career and the longer university degree track, after having placed a human marker into your car and having put your colored marker on the Super Spinner Wheel. Then, in turn, you spin the Wheel of Life and move along the paths accordingly, at crossroads you must choose one of the options. You follow the instructions of the squares reached with your moves and buy life insurance if you want to and can afford it. You can take out loans, but they cost 10% on Payday. On the Super Spinner square you can win in a big way if the wheel stops at your marker. You marry, have children, acquire status symbols, and cross the customs bridge to reach your feudal mansion or your retirement home. When the last player reaches one of these destinations the richest player wins the game.

This new edition 2014 differs from the other editions by coming without playing money. Instead of paper money each player - as also in the banking editions of Monopoly - is given a so-called bank card that can be operated with the card reader also included in the game. Each card has a credit balance of 400K - this is the form in which the reader indicates sums, 400K equals 400.000; one Million is indicated by 1M - and depending on the intended transaction you put your card into the reader, type in the amount - always with K or M and then press the button for paying or the button for receiving income.

This game is yet another example of a painstaking and careful adaptation of a classic game, it has been modernized a bit, given a few new details, so it is new and yet familiar, just as you like your Game of Life. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	45+

Designer: not named
Artist: not named
Price: ca. 30 Euro
Publisher: Hasbro 2014
www.hasbro.de

EVALUATION

Roll & move, events
Users: For families
Version: de
Rules: de en
In-game text: yes

Comments:
Revised new edition *
Bank cards and card reader
instead of playing money
* Otherwise standard
mechanisms for this game

Compares to:
All other editions of Game of Life,
banking editions of other Hasbro
games

Other editions:
Hasbro USA

DER 7^{BTE} ZWERG

BETTING ON THE CORRECT ORDER

👥 7↑

The seven dwarves from the film are agitated as usual and to get some order into events you need to sort them by size, using seven dice of different colors to represent them.

The board is assembled and the active player takes all dice. He rolls those dice one by one in any order of his choice and tries to place them on the dice track in ascending or descending order of values, if possible with color congruency to the dwarf spots beneath the track. After rolling the second die you must decide on ascending or descending arrangement, unless you rolled the same value as before, as identical dice values next to each other are allowed and valid and you can have gaps between values, 1-1-3-3-5-6 is a valid arrangement.

Cases at the start and at the end of the track are evasion cases that you can use to achieve placement of all seven dice. When three dice have been placed, the other players use their pointed hat tokens to bet if the active player will achieve a correct arrangement. When all dice have been rolled, the turn is scored: If you could place all dice on the board, you score seven points and then deduct two points for each die on an evasion case. Finally, you add one point to your score for each color congruency. Each player who placed a correct bet scores three points. When each player was active once, you win with most points.

Risk and luck of the roll - if you like those elements you will have fun with those seven dwarves. The only question is whether to play safe, insofar this is possible, or to go for the color congruency points? An ideal game for holidays or beginners. ☑

EVALUATION

Dice placement, betting
Users: For families
Version: multi
Rules: de en cn
In-game text: no

Comments:
No reference to the film topic * Bets involve all players all the time

Compares to:
Placement games with placement requirements

Other editions:
Jolly Thinkers, Hong Kong

DESPERADOS OF DICE TOWN

ESCAPE AND LOOT

8↑

You are a gang leader in Dice Town and must get your desperados out of jail who come in the guise of double-sided disks, on side for „in jail" and one side for escaped. "In jail" shows different numbers indicating the difficulty for a break-out, the highest number points upwards at the start of the game.

In your turn you roll your dice up to three times. Each desperado symbol allows you actions for this desperado in combination with one action result each; if you rolled several action symbols you can split them between desperados. Thus, a roll of "The Lady" + "The Bad" + 2 action symbols can be used for one action for each of both characters or for two actions for one of them. The action for a desperado in prison is to turn

his escape marker to the next-lowest number. When the keys have reached the top position he breaks out is reversed to the „escaped" side. Now this desperado can relieve, as his action, the same desperado of another player, still in jail, of a sum of money.

„The Brain" character has special abilities instead of this action. For three or four identical symbols or a roll without any action symbol you draw different numbers of cards. Those cards are played in the situation stated on the card, you can play several cards in one turn. If you go bankrupt, you are out of the game.

Should you manage to have all your desperados escape from jail and to be the richest player at that point, you win instantly.

This is not a game for cautious players! If you want to win you must take risks when rolling your dice and make clever use of your cards to achieve this and to make enough money- nothing goes without interaction. ☑

EVALUATION

Dice
Users: For families
Version: fr
Rules: en fr gr nl
In-game text: yes

Comments:
Good, thrilling fun if played taking risks * Being first to free desperados can be essential, as is the right time to use cards

Compares to:
Dice Town, King of Tokyo

Other editions:
Dutch/French, Greek

DIE BAUMEISTER MITTELALTER

BRICKS FROM THE APPRENTICE FOR THE ABBEY

As a builder, you want to employ your workers to construct buildings of the highest possible value. Five buildings are on display, as are five worker; each player begins the game with an apprentice and coins of value 10. In your turn, you have three free actions and can spend five coins for each additional action you want to take.

Possible actions are: Start on a building, hire workers, send workers to work or take money. To start a building or to hire a worker you take one of the cards on display put it down in your display and refill the line from the stack; there is now limit to the number of buildings in progress or workers in your display. If you send a worker out to work, you place him next to a building and pay the coins stated on the worker card. The worker card now contributes to the building the type and number of resources stated on the card. Then the workers next to a building have delivered the total of the necessary resources, the building is complete. You take back your workers and receive the number of coins for the building from the bank. The workers can be sent out again in the same turn to another building. Some of the buildings are machines that can be used like a worker, but without payment, when completed. If someone acquires 17 victory points from his buildings, you win at the end of the round with most victory points.

A neat little game with simple rules that however provides lots of options for tactic to achieve the best possible result from combinations of workers, buildings, machine and making use of additional actions. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	10+	30+

Designer: Frédéric Henry
Artist: Sabrina Miramon
Price: ca. 14 Euro
Publisher: Bombyx/Asmodee 14
www.asmodee.de

EVALUATION

Set collecting, worker placement
Users: With friends
Version: de
Rules: de en fr hu
In-game text: no

Comments:
Packed in a tin, good to take along * Good, easy rules * Lots of tactic due to manifold combination options

Compares to:
Games where you collect sets of cards to complete tasks with them

Other editions:
Bombyx France, Asterion Press, Gém Klub, rebel.pl (announced)

DIE SIEDLER VON CATAN

DAS ALTE ÄGYPTEN

In this limited Collector's Edition events move to Ancient Egypt, using Papyrus, Loam, Cattle, Grain and Stone. Instead of roads you build Ox Carts, settlements are upgraded to Temple Cities and the Robber arrives in a chariot.

You can play this edition using the rules of the Catan core game or you can integrate the new set of cards, "Die Hilfe der Götter, into this basic game or you can play the scenario "Die große Pyramide".

You receive one of the four basic "Die Hilfe der Götter" cards when you set up your second settlement and can - later - use the advantage of the card and then either turn it over and use the backside or swap the card for a new card "Die Hilfe der Götter".

The scenario "Die große Pyramide" introduces papyrus boats and pyramid building blocks; the victory condition is now 11 victory points or most victory points when all golden pyramid building blocks have been used or when the the pyramid has been completed. Papyrus boats are built instead of ox carts to cross the Nile, those boats count towards the longest Trade Route. If you have built at least one boat you can add a building block to the pyramid, which is built in four levels. If you have contributed fewest bricks you lose one victory point due to "Pharao's Curse", if you added the most recent brick you receive "Vizier's Favor" for advantages.

In the Egyptian setting, too, the basic mechanisms of Catan provide the familiar fun to play, based on marvelous graphics. The exception is the somewhat funny colored pyramid and its Robber Rule that uses up one golden pyramid brick for each "7", which is a frustrating element that result in an abrupt end of the game. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-4	10+	75+

Designer: Klaus Teuber
Artist: Michael Menzel
Price: ca. 38 Euro
Publisher: Kosmos 2014
www.kosmos.de

EVALUATION

Dice, resources, construction
Users: With friends
Version: de
Rules: de en es nl
In-game text:

Comments:
Limited edition * Fantasic graphics, but minimalistic components for a Collector's Edition * Robber rule in the Great Pyramid scenario can end the game abruptly * Of most interest for collectors

Compares to:
All other special editions of Catan

Other editions:
999 Games, Devir, Mayfair Games

DINO RACE
GET THE EGG TO THE FINISH

`6↑`

Dinosaurs are racing across steppes, deserts, swamps and jungles; aim of the game is to get your own pair of dinosaurs and the egg across the finish-line.

A track is laid out, beginning with the volcano at one end, and one dinosaur of each players starts on the first and second tile after the volcano. You begin with five cards. The active player draws as many cards as he has Dinosaurs still in the race, plays and swaps cards and finally rolls the die. You may play any number of cards to move one of your dinosaurs to the adjacent tile, the card you play must match the terrain type of this tile. If you are on a tile together with an opposing dinosaur, you can jostle him backwards - but not onto lava or the active volcano, in this case he loses a card and takes a lava drop - or hand over the egg or steal a card from this opponent. To swap cards, you discard two and draw one. The event die applies to all players: You either get cards for dinosaurs on the terrain type rolled or all get two cards or the volcano erupts and whoever holds the egg loses all cards, takes a lava drop and hands the egg to another player; the next track tile is turned over to the lava side. If a dinosaur crosses the finish line, you choose a trophy marker. When your second dinosaur arrives at the finish and you hold the egg, the game ends. You score points for trophy markers, for securing the egg and for trophy markers of the same color, deduct one point for each lava drop and win with the highest score.

Nice, featuring cute dinosaurs and a mechanism that meets many ways to play, resulting in a good family game with some tactic from the special cards. ☑

EVALUATION

Racing, collecting
Users: For families
Version: multi
Rules: de en it
In-game text: no

Comments:
Familiar topic * Very attractive components * Good family game, with some tactics, even for inexperienced players

Compares to:
All games card-driven for movement and actions

Other editions:
Currently none

EVOLUTION
HUNTER AND PREY

`10↑`

In 2011 the first version of Evolution was published by the Russian company Rightgames / Russian Board Games. In 2014 North Star Games brought a new, revised edition to Essen and in 2015 Schmidt Spiele now publishes the German version of the North Star edition.

Topic of the game is the evolution of species and their traits in changing environments and with only limited food resources available. The game is played in rounds, each round comprises four phases: Dealing cards - you receive three trait cards plus one additional card for each species in your display; determine amount of food - you choose a card from your hand and place it face-down at the water hole; playing any number of trait cards for implementing one action option per card: Use the card as a trait, as a new species or for enhancement of body size or population of a species. Then you reveal the amounts of food at the waterhole, feed your species and you can activate species effects in any order. Carnivores feed by attacking other species; species that are not completely fed become extinct; food chips from your species that are properly fed go into your bag. When all cards have been used, you score for food chips, population size of your species and trait cards.

New as regards to the Russian edition is the use of cards instead of dice to determine food; cards now also work as food besides working as species or species trait. The manifold combinations of traits, limited food and the need to protect your species from carnivores of other players result in an ever-changing, interesting game that also captures experienced players. ☑

EVALUATION

Card interaction, placement
Users: For families
Version: de
Rules: de en hu
In-game text: yes

Comments:
Very good implementation of the topic * Manifold combinations * Some introductory games necessary to become familiar with the cards

Compares to:
Bios Megafauna for topic, otherwise games with interacting card attributes

Other editions:
Gém Klub, North Star Games, Rightgames (predecessor)

FRISCHFISCH
MARKET STALLS AND SHORT DISTANCES

In a limited edition of 300 copies in 1997, the game's topic have been shortest possible distances from factories to sales points; in this new edition the topic is market day with competition for the best stall positions next to the delivery vans.

Depending on the number of players you arrange three to six board tiles for the market place, usually not in a regular oblong.

This market is then equipped according to the rules with paths, parking lots and delivery vans - for fish, lemonade, cheese or ice cream. After preparing the draw piles and your personal components all players take turns - either reserving an empty case or drawing a tile. If you want to reserve an empty case you must choose a case next to a path or next to an already reserved case.

If you draw a tile you must own a minimum of one reserved case to place the tile: A flea market table is put on one of your reserved cases. A market stall shows one of the four types of goods and is auctioned. If you have a corresponding stall in stock you make a closed bid. The highest bidder pays and his stall is placed on a reserved case - if have none such case you place the stall outside the market. If necessary, path tiles are then placed, which can result in loss of reserved cases. When all stalls have been placed you count the path tiles between your stalls and delivery vans, deduct your coins and win with the lowest total.

It is necessary to think ahead, but real planning is not really possible. You should simply try to have as many reserved cases as possible to be able to counteract flea market tables of other players or loss of cases by path placement. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	12+	45+

Designer: Friedemann Friese
Artist: Harald Lieske
Price: ca. 36 Euro
Publisher: 2F-Spiele 2014
www.2f-spiele.de

EVALUATION

Auction, tile placement
Users: With friends
Version: de
Rules: de en es fr
In-game text: no

Comments:
New revised edition *
First edition of 300 copies
in 1997 * Rules could be
better structured * Original
rules without area diversion
included as a variant

Compares to:
Previous editions of Frischfisch,
games with optimization of positions

Other editions:
Edge Entertainment

GREENLAND
WHICH TRIBE WILL SUVIVE?

Players represent one of three tribes in Greenland, in the period from the 11th to the 15th century - Tunit, Norse or Thule, who acquire food, resources and technology, fight against climatic changes and scarcity of resources and vacillate between monotheism and polytheism. Historically, only the Thule tribe, also known as Inuit, survived the climatic changes. During the

game you manage your own card tableau and use wooden cubes to represent hunters and elders.

Each round in the game represents one generation and comprises six phases: 1. Resolve events - animal migration, drop of temperature, auctioning of imported goods when a Norse merchant ship arrives, or feuds. 2. Assign hunters to hunting,

collecting resources, colonizing, raids for women or animals, defending your card tableau or rise to elder of the tribe. 3. Negotiations and attacks, maybe pacifying a „New World" card. 4. Roll for Hunt - you roll one die for each hunter you assigned; when the amount of 1 and 2 in the result is equal to or higher than the number in the biome, babies and/or new resources appear. 5. "D" cards in your tableau yield babies without a hunt roll, if you pay with elders or energy. 6. Choose from seven different Elder actions. Scoring in this game is based on religious affiliation - success in hunting (polytheism) or gathering (monotheism) and you win with most points.

Greenland offers a challenging simulation using worker placement and minimalistic components; religious affiliation allows different strategies and the timing of a change of religion can be the deciding element in this very realistic simulation. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-3	12+	120+

Designer: P. Eklund, P. Klarmann
Artist: K. Chakroun, P. Eklund
Price: ca. 25 Euro
Publisher: Sierra Madre Games 14
www.sierra-madre-games.eu

EVALUATION

Worker placement
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Enormous in-game depth
achieved with simple
means * Different strategies
for religious affiliations *
Gaming experience is an
advantage

Compares to:
Historic simulations with worker
placement

Other editions:
Currently none

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HAMSTERBACKE

LAYING OUT RED DOES BLOCK RED

`8↑`

Hoarding is on the agenda, balancing greed and securing of points!

120 cards come in seven colors, each color has the same value, between 1 and 4, and a different number of cards in each color. All cards are shuffled; then you deal two cards to each player and lay out eight cards in a circle to begin eight rows. In your turn you have two actions, chosen from three options, to collect sets of cards. A set is always comprising a number of cards of the same color, equal to the value of the color.

Options for actions are: Hoarding - you take on of the rows of cards on display up into your hand and then draw three cards from the stack and place them, beginning with the row you just emptied, one by one into the next three rows, in clock-wise direction; Blocking - you place a set of cards openly onto your own blockade stack. You can only place a set in a color that is currently not visible. By laying out a set you block this color until it is scored. To Score you turn over your blockade stack to form your points stack and then, in addition, you take a number of cards equal to the value of the top card in your stack that you just turned over, from the hand of the player with currently most cards in hand, and add it to your scoring stack. When only three rows are left in the circle you win with most cards from scoring stack minus cards still in hand.

Hamsterbacke is yet another of those small, neat and basically simple card games in which Amigo specializes - providing a bit of gloating, a bit of annoying and a bit of luck in drawing cards which should be countermanded with some tactic in taking, displaying and scoring of cards. ☑

EVALUATION

Cards, set collecting
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Simple rules * Enchanting drawings * Gut mixture of tactic and luck

Compares to:
All set collecting games

Other editions:
Currently none

IFRITO

GENIES ON MAGIC CARPETS

`10↑`

The disciples of Suleiman the Great try to gain control over the Genies that their master called up and who scattered on the winds after his death. For this purpose they have created magical carpets which should subjugate the Genies again, because whoever controls the majority of Genies controls the world.

The game board features two levels and is equipped with one Genie on each case. Each player has, depending on the number of players, two or three carpets with nine cushions each. In your turn you must either introduce a carpet to the board - at a border case without carpet, but with a Genie - or move a carpet one step or capture an opposing carpet with all Genies. The movement of a carpet is determined by the positions of Genies on the carpet. A Genie on a border case allows movement in that direction, a Genie on the center cushion allows movement vertically, up or down. When you have free cushions on your carpet you can move it to a case with a Genie and pick up the Genie. When you move onto an empty case you can leave a Genie on the case you just vacated. An opponent's carpet is captured by one of your own carpets holding the same number of Genies or more Genies than the opponent's carpet. All captured Genies and one of your own, chosen by the opponent - to mark the capture of a carpet - are placed into your Planar Rift, the carpet goes back to its owner. You win if you are first to capture either nine opposing Genies or three opposing carpets.

A very attractive design featuring abstract placement and collecting mechanisms that - just - are suitable for families. ☑

EVALUATION

Placement, collecting
Users: For families
Version: multi
Rules: de en es fr it nl pl ru
In-game text: no

Comments:
Very attractive components * Simple rules * Basically an abstract placement game

Compares to:
Placement games with moving in different levels

Other editions:
Currently none

www.gamesjournal.at

JOE'S ZOO
FLAMINGO BENEATH THE ZEBRA

`4↑`

In the zoo some animals are hiding in other animals' pens and this is something Joe, the animal warden, does not like at all; he wants to restore order to the zoo. Therefore you must entice flamingoes, zebras, crocodiles, anteaters and tigers out of their hideouts. If you manage this, you are rewarded with a snack for your animal. Ten double-sided animal cards show a different animal on front and back sides, each animal is depicted four times in total, always with one of the four other animals on the other side of the card. Those ten cards are laid out in a circle and each player takes a set of betting cards showing five animals and a colored backside. At the start Joe is placed on a randomly chosen animal card. The active player rolls the die and moves Joe forward accordingly in clockwise direction. Then all players place a bet on the animal that they believe is hiding on the underside of the card on which Joe is now standing, by laying down the corresponding animal card from their betting set. Then the animal is checked by turning over the card beneath Joe and each player who gave a correct bet is rewarded with a snack. The rules does not state if you leave the card underneath Joe showing the new animal or if you turn it back over again - you can choose one of those two version at the start of the game. Whoever collects six snacks first, wins.

Simple rules that are quickly explained - Joe's Zoo provides a nice combination of dice rolling and memo, nothing very new, but good for in-between or travelling; after a few turns all players have memorized at least a few pairs and begin to collect snacks. ☑

EVALUATION

memo
Users: For children
Version: multi
Rules: bg cz de en fr t hu pl sk
In-game text: no

Comments:
Simple rules * Nice variant of the memo mechanisms * Can be played two ways

Compares to:
All memo games

Other editions:
Currently none

KAKERLALOOP
COCKROACH VERSUS BEETLES

`5↑`

Beetles are roaming the cockroach's stomping ground, but the cockroach is defending it and pops up from the underground again and again. The board representing the backyard and showing a number of cases is sitting on four columns. The two loops, representing air vents, are placed into the box bottom. All beetles of all players start on the space marked with a mouse and need to reach the opposite space. The cockroach is placed into one of the loops and begins to run. As long as the cockroach is running within the loops or under the board, players in turn roll the die and advance one of their beetles accordingly; you may have any number of your four beetles in play. When your target case is occupied you move to the next free one towards the finish. When the cockroach comes up and roams the board, whereby it can push and shove beetles - only beetles on one of the column spaces are safe, players must wait until the cockroach goes underground again. Then beetles that have been pushed off cases go back to the start. Beetles still touching a case, even if it is one further along the track, continue the game from this case. If you are first to get all your beetles to the finish area, you win.

In a game for two players each player uses two sets of beetles and for a more thrilling game you can use the back side of the board with more and smaller cases.

Basically, this is a fun version of Ludo using a Hexbug, a very funny and thrilling game - will the cockroach catch my beetle or not? Or will it even move it forward? That the cockroach sometimes takes too long to appear or disappear, is bearably disappointing. ☑

EVALUATION

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

Comments:
Continues the Cockroach story from Kakerlakak * Completely different use of Hexbug * Simple rules, attractive components * Runtime of the Cockroach very randomly, can make players impatient

Compares to:
Kakerlakak and other Hexbug games

Other editions:
Currently none

KEYFLOWER THE MERCHANTS

KEYPLES UPGRADE THEIR VILLAGE

In Keyflower you develop your own village in the course of the four seasons, using special buildings, bid for village tiles with those special buildings or ships or also for abilities, resources and workers, the so-called Keyples.

The expansion The Merchants is used to further develop your village, using 6 village tiles and six ship tiles, marked by II in their name, as well as 18 wooden building upgrades, 8 huts and 36 contracts. You can supplement all components from The Merchants with the necessary components from the core game and play "The Merchant" variant - this is recommended for your first game - or combine the components from core game and expansion in any way you want.

Huts are delivered at the end of Spring, Summer and Autumn by two of the new ships. Contracts are also available from two of the new ships and from the tiles "assayer" in spring, "bookkeeper" in summer and "merchant" in autumn. Contracts are met by assigning goods to them and yield seven points, or, if you own White Wind II, ten points. Contracts can be exchanged, as a free action, for the goods assigned to them, but not those marked in white. The upgrades are used to upgrade an already upgraded tile for the second time by placing a worker on the upgrade symbol and paying the respective costs. Upgrades double the fixed victory points of a tile. At the end of the game you score, as usual, for elements in your village and behind your screen.

The Merchants is an elegant, very nicely thought-out expansions and a must for fans of Keyflower. The three modules of the expansion - contracts, huts and upgrades - can be used separately or all three together. ☑

EVALUATION

Worker placement
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Second boxed expansion for Keyflower * New modules for victory point optimization * Contracts, huts and upgrades can be used separately or together

Compares to:
Keyflower and extensions

Other editions:
Quined Games (announced)

KING ARTHUR

SMARTPLAY STARTER-SET

In this edition of the interactive board game you use an app for a smartphone, place the smartphone into the stand and can begin to play. The smartphone camera follows events on the board, the app presents itself as Merlin, reacts, gives directions, impersonates all non-player-characters and keeps scores. Background story and main features of the game are those of the first edition:

England needs a new king. Players want to become king and move their knights to locations on the board and resolve encounters with various characters with whom they can trade, negotiate, fight or interact in other ways. New features in the game are: Encounters and interactions can earn you strength or cost you strength. Fights in encounters are decided now by dice roll, your strength level determines the number of dice that you can use to achieve the dice result named by Merlin as necessary to win the fight. Chivalry is scored and recorded by the app, the values are not announced. If you are first to return to the Sword Stone with the necessary equipment and levels of strength and chivalry and master a dice challenge set by Merlin in relation to your strength and chivalry levels, you win and are King of England. As a metagame over several games you can search for the Holy Grail and must find parts of the treasure map, which you win when you defeat dragons. When the Holy Grail has been found you can discover treasures and further games and get rich, finding the Grail also activates a new adventure at the Holy Font.

Despite the changes in mechanisms King Arthur is still a marvelous game; if you do not own the first edition, you should not miss this one! ☑

EVALUATION

adventure, smartphone app
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:
Revised new edition using app * Interaction between game and players directed by app * Some rules changes as regards to first edition

Compares to:
King Arthur, 1st edition, for the game itself, other games using smartphone apps

Other editions:
Currently none

KING OF NEW YORK

MONSTERS MEET MILITARY

`10↑`

Monsters have become bored with Tokyo and chasing each other in and out of town. They have found a new target and want to become King of New York. But New York is different, just roll-hit-move is not enough, you cannot restrict yourself to targeting other monsters, you must destroy skyscrapers, develop new abilities, become a superstar and take care of the military attacks. Your monster stands in a borough and you roll your dice up to three times, you can re-roll any number of dice. After the third roll the latest the result is evaluated - a symbol takes effect as often as it has been rolled: Each lightning symbol gives you one energy cube, each heart heals one life, each attack symbol damages monster in or outside Manhattan, depending on your own locations. Destruction symbols destroy one unit resistance each, from building or unit. A completely destroyed building becomes a military unit, a destroyed unit is removed. Ouch symbols result in a military attack on a monster, depending on the number of symbols, and for Fame you can get stars directly, if you did roll at least three symbols. Then you move, either into Manhattan or out of Manhattan, can then buy cards to improve your monster and implement card effects that were triggered. If you are the last monster alive or have 20 stars, you win.

Manhattan really is not Tokyo! All is the same and yet very different, more symbols, monster upgrades are more attractive and there is more incentive to stay in Manhattan. SO you have to deliberate more, Wham Bamm alone does not guarantee survival. New York is more challenging, but Tokyo was more fun. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	10+	40+

Designer: Richard Garfield
Artist: Igor Polouchine und Team
Price: ca. 33 Euro
Publisher: Heidelberger 2014
www.heidelbaer.de

EVALUATION

Dice rolling, monster bashing
Users: For families
Version: de
Rules: de en es fr it
In-game text: yes

Comments:
Continuation of the monster parody at a new location * New are additional elements like buildings and also conversion effects * Less direct, more tactical

Compares to:
King of Tokyo

Other editions:
Iello, Devir, uplay.it

KOBAYAKAWA

CLASH OF SAMURAI CLANS

`9↑`

In the clash of Samurai clans fighting for supremacy Kobayakawa Clan will ally itself with the weakest faction. The game comprises 15 cards of values 1 to 15 and 32 coins, called kamons. Each player starts the game with four kamons, eight kamons are stacked as general stock.

You play in rounds. Cards are shuffled and each player is dealt one card. Then you turn over one card for Kobayakawa, the rest is stacked face down. Then - in the drawing phase of the round - each player in turn draws one card, once, and then discards one of his now two cards, openly in front of himself. Or you can draw a card from the pile and lay it down as the new Kobayakawa card. Then - in the fighting phase of the round - you can decide to pass for the round or to fight and bid one kamon. All fighting players then reveal their card, the player holding the lowest value adds the value of the Kobayakawa card to the value of his card. The winner with the highest value receives all kamons that were bid plus the kamon of the round, next to the Kobayakawa. In case of a tie the winner is the player nearest to the starting player. The winner of the round becomes the new starting player. If you run out of kamons you must quit the game. When there are only two kamons left in general stock, the last round, round #7, begins. In this round you must bid 2 kamons if you want to fight, unless you have only one kamon left, then you can bid this and fight, too. After this final round you win with most kamons.

A very unusual but yet nice family game with a fixed bid, offering a challenging mix of risk, bluff and card distribution assessment. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-6	9+	15+

Designer: Jun Sasaki
Artist: Biboun, Origames
Price: ca. 15 Euro
Publisher: Superlude / Iello 2014
www.heidelbaer.de

EVALUATION

Card, bluff
Users: For families
Version: en
Rules: en jp
In-game text: no

Comments:
Minimalistic components * Challenging mix of bluff, risk and assessing card values * Very fast game

Compares to:
First game of its kind

Other editions:
Currently none

LAS VEGAS BOULEVARD
WE GAMBLE ON!

This expansion for Las Vegas now enables one to eight players to try their luck in the casinos of the Las Vegas. Besides the necessary sets of dice for this the expansion also brings two white dice and seven big dice = Biggys in seven colors, plus rainbow cards, the card "one-armed bandit" as a seventh casino as well as 10 bonus cards and 10 action cards.

With those components you can now - besides the core game for now up to eight players - play a lot of variants, all intended for varying numbers of players. The most interesting of those modules are:

Biggys - If you use the biggys, you replace one of your dice with the biggy. You roll it together with your dice and place it as usual, but the biggy counts for two dice in the casino.

Kickers - If you use the purple dice for kickers, you replace one of your dice with a purple one. You place it in a casino and instantly take it back together with any other dice from this casino. The Kicker is out of play for the rest of the round; the die goes to its owner.

There is also a variant for 2-4 players, based on the solo version: Two dice are placed into the casino, you have 2two bonus cards and always roll one die of each color; colors and owners of the respective bonus cards win the money.

Action cards: You have one action card and can play in in your turn, while you still hold dice.

Bonus card: your bonus card earns you additional money, if you receive color-corresponding money cards.

If you use the expansion modules individually or in any mix of your choice, you will have the same satisfying game play as in the core game; fast, thrilling and always lots of fun to play for all the family. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-8	8+	75+

Designer: Rüdiger Dorn
Artist: Mia Steingräber, H. Lieske
Price: ca. 25 Euro
Publisher: Ravensburger / alea 14
www.aleaspiele.de

EVALUATION

Dice placement, gambling
Users: For families
Version: multi
Rules: de en fr
In-game text: yes
Comments:
Attractive expansions with many modules * Modules can be used individually or in any combination, albeit in relation to the number of players

Compares to:
Las Vegas

Other editions:
Currently none

MARCHIA ORIENTALIS
DEVELOPMENT OF MARCHES ON EMPEROR'S ORDERS

As an Earl you are charged to bring up the marches east of the River Elbe to the level of prosperity and civilization in the rest of the empire. You take turns in clockwise direction, a turn comprising the phases of relocating buildings and taking actions.

To relocate a building you move it in your own column of the market board to the next lower level or off the market into an open display. For an action you can then set up a building or draw a building and collect tax. To set up a building you take a building from the market board and pay the cost, either to the bank for buildings from your own column or to the owner of the column. Then you place the building in your own march, adjacent to a building of a different type and with corresponding

markings on the edges. If you place a tile that does not adhere to those rules you have to pay additional fees. If you finish a building by enclosing it with walls on tiles or other tiles you score victory points.

If, at the end of phase 1, there are at least two free positions in your market column you can draw a tile or take it from the open display and put it into the market on one of the free spots. Then you can collect tax by covering a money symbol on a building. When the "end of game" castle appears, each player has two more turns; then you score half their value for unfinished buildings and any applicable building bonuses, remaining money is also converted to victory points.

Marchia Orientalis is appealing both to families with some gaming experience and to more frequent players; it offers simple rules and interesting options for price setting for buildings and collecting tax. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	10+	45+

Designer: Stefan Risthaus
Artist: Harald Lieske
Price: ca. 5 Euro
Publisher: Ostia Spiele 2014
www.ostia-spiele.de

EVALUATION

Tile placement, development
Users: With friends
Version: de
Rules: de en
In-game text: no
Comments:
Limited do-it-yourself edition * Very simple rules * Many strategic options * Expert version available on the web

Compares to:
All games on area or town development

Other editions:
Currently none

www.gamesjournal.at

MEIN ERSTES BOHNANZA

I THINK I KNOW HOW TO DO IT!

`4↑`

Sometimes it had to come, the junior or children's version of Bohnanza, one of the most successful card trading games of recent years. And here it is now, intended for children of age 4 and up, featuring the story of princess that loves beans and will only marry a prince that is best in planting and trading beans.

The game features ten types of beans showing Beanometer values of one and two bean dollars. The rules recommend to use only the four types of beans stated in the rules for the first few games, featuring one-dollar Beanometers only; the remaining bean cards are stacked face-up and are used for bean dollars. You don't have cards in hand, but lay them out open-faced, and, of course, you can-

not change the card sequence. Basically, you plant, trade and harvest as in Bohnanza. To plant beans you can make use of the Mixed Patch Rule, that is, you can mix bean types on a field and only must harvest when the number of beans necessary to earn on bean dollar is laid out in uninterrupted sequence. After a few games you can use the six bean types featuring two bean dollars in their Beanometer, and yet again later you can use the variety for experienced players. This variety uses all cards, allows you buy a third bean field and does not use the Mixed Patch Rule and thus introduces the forced harvest that earns no bean dollars.

Yes, it is still Bohnanza and thus the aim to create a children's variant has been met; albeit only very experienced players of the targeted age group, who love to play their parents' games, will be able to cope with trading, not changing card sequences and knowing numbers to read the Beanometers. ☑

EVALUATION

Cards, negotiation
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Basically well-working junior version of Bohnanza * Requires a lot of gaming experience from the targeted age group * Playing time also rather long for four-year olds

Compares to:
Other editions of Bohnanza

Other editions:
Currently none

MISSION SILBENRÄTSEL

DETECTION USING WORDS AND SYLLABLES

`5↑`

Four amateur detectives find a safe with symbols on its door, indicating four locations around town - park, inner city, beach and museum - and want to search there for clues.

A player turn comprises three actions: Draw an image card, clap the number of syllables in a term and move your marker. As the active player you choose a location and draw a corresponding image card. Now you think up a word corresponding to the image, name it and clap for the number of syllables. Your fellow players pay attention if you clap correctly. Then you move your marker for the number of syllables in the word. If you enter a clue case, you roll the die. Then you find a word that fits the current image card and has the number of syllables

indicated by the die pips. Again you name the word and clap for the number of syllables. When all is correct you look at the clue chip and memorize color and number as part of the safe combination. When you have seen all clue chips, you go to headquarters. Once you have reached it with the exact number of steps you may try to open the safe. You turn over the safe chips one by one, name the correct number for each color and control the corresponding clue chip. If you were correct, you lay down clue chip and safe chip open-faced. If not, you put it back face-down and turn back over all that you might have already revealed. If you named all clues correctly - all safe and clue chips are revealed - you have opened the safe and won the game.

A game with an attractive mix of memory, vocabulary and syllable knowledge, offering the standard beautiful and functional components and quite a challenge for five year olds. ☑

EVALUATION

Vocabulary, memo
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Good mix of memory and vocabulary * Target group of five year olds seems a bit low * Beautiful and functional components, as usual

Compares to:
Memo and word-association games

Other editions:
Currently none

MR. HOUSE
YOU MANAGE THE BUILDING OF YOUR HOUSE

We build our house, manage costs and construction workers, buy materials and plan working schemes, while time, money and material are getting scarce. The base game as well as the advanced game are played over six rounds and in each round all players in turn implement four phases: 1) Movement: You place, one after the other, your movement markers with different values face-down into buildings on the board, the first anywhere, all consecutive ones adjacent to previously placed ones. 2) Purchases: You resolve buildings in consecutive order by players taking building materials in the sequence of movement markers placed in the building, as long as materials are available. Purchased goods go into your depot on your personal board.

3) Building: You sort the acquired material for its intended use and roll dice to determine if you can build according to the quality of worker cards. If not, your materials go back into your depot. If you can build, the materials go to the bank and you get the corresponding part of the house. You first build walls, then windows and doors and then roofs on top of walls. 4) Preparations for the next round. After six rounds you score for complete houses, parts of houses and left-over coins and win with most points. In the advanced game there are additional rules for the phases of purchase, building and preparation of next phase.

Mr. House offers a nice mixture of resources management and worker placement for fans of topics from daily life in games, albeit without much relation to "real" building events, and Expert must be intended to distinguish the game from simple family games like Super Farmer. ☑

EVALUATION
Building set collecting
Users: With friends
Version: multi
Rules: en pl
In-game text: no
Comments:
Series "Granna Expert" *
Topic from daily life with not much relating to reality
* Two levels of difficulty
Compares to:
Resources management with set collection
Other editions:
Currently none

# NINJA TAISEN
DICE MOVE CARDS, CARDS DO COMBAT

Peace that lasted 100 years has been shattered and you need to find the hidden enemy village to survive. You control ten ninja cards and win, if you have a ninja in the enemy village at the end of your turn, or if you eliminate all enemy forces.
Conflict locations representing battlefields are laid out in a row, each player puts his hidden village at the end of this row to his left, places his leader underneath and then shuffles his ninjas and arranges them, as stated in the rule, underneath village and battlefields.
In your turn you roll three dice, choose one not yet used and advance a ninja of the same color as many steps = battlefields towards the enemy village. You can only move ninjas that have no more than two cards on
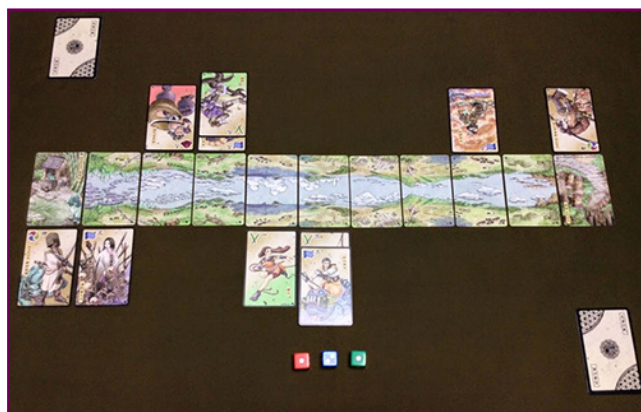
top of them, ninjas on top of a moved ninja go with him. The leader can be moved with any die, but only once per turn. If your ninja encounters an enemy ninja, the top cards engage in combat: Kenjutsu beats Ninjutsu who beats Youjutsu who beats Kenjutsu. In case of the same card type the higher value wins. The loser is discarded and combat continues if there are still cards left on both sides of this battlefield. You cannot retreat voluntarily. When combat due to movement at a battlefield is completed, you can do other movements with ensuing combat, using dice that have not yet been used.
This is a fast game with a high replay value and a very effective and simple combat system; it also attractive due to the painstakingly told background story. Rules are easy to remember and due to its handy size and small playing area needed the game can be taken along and played anywhere. ☑

EVALUATION
Card comparison
Users: For families
Version: jp
Rules: de en fr jp
In-game text: no
Comments:
Easy rules * Interesting combination of dice and card colors * Plays quickly * High replay value * Good as a filler or for travelling
Compares to:
2-player games using card comparison at certain positions
Other editions:
Multilingual Table Cross edition, Polish edition (announced)

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

OH NEIN! DIE SCHNACKELSTEIN!
MOLES ON THE HUNT FOR GEMS

`6↑`

Countess Schnackelstein has buried jewels in the garden, hoping that they will grow into gem trees. Moles and worms must get rid of those obstacles for the World Worm Burrowing Championship. Gems are placed into the mole hills on the board and at each tunnel entry one mole is placed. At the start of your turn you choose any burrowing tile and slide it into a tunnel; in your first turn of the game you must use a beetle or worm tile, later you can choose any tile from stock, beetles, worms or your own joker tiles. If your tile makes a mole appear in a mole hill - it is sufficient if only part of a mole is visible - you may take all gems in this hill. Rubies you keep. Sapphires are given to other players and a diamond you keep, too, and also

take all gems of one color from the tree stump. IF you make beetles appear, you must place one gem for each beetle onto the tree stump. If at least one worm is visible, you have another turn. If several things happen in a turn, the order of implementation is: sliding- taking gems - beetles - worms. When a mole reaches the end of a tunnel, he closes this tunnel. When all four tunnels are closed, you win with most gems.

In a version for younger children from ages 4 and up, all gems are equal, you may keep all gems that you reach and the tree stump is not in play.

After chickens, the worms are the topic of the second family of animal games from Zoch; "Oh nein! Die Schnackelstein" fits this range exceedingly well and is lots of fun. Paying close attention and assessing positions of worms and beetles in the tunnels makes the sliding challenging and somewhat tactical. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	6+	20+

Designer: C. Kleinert, K. Zoch
Artist: Heidemarie Rüttinger
Price: ca. 30 Euro
Publisher: Zoch Verlag 2015
www.zoch-verlag.com

EVALUATION

Sliding, collecting
Users: For children
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Game family "Da ist der Wurm drin!" * Observation, memory and tactic allow optimum use of worms and avoiding of beetles * Cute topic, attractively and and challengingly implemented

Compares to:
„Da ist der Wurm drin!", for topic also „Streifentoni" and „Karolinchen"

Other editions:
Currently none

OH, SULTAN
REBELLION IN KARAYA

A werewolf type of game in the disguise of a new topic, this time on social mishaps in the Sultanate of Karaya. Sultan and entourage live in luxury, slaves toil under the sun. Slaves and assassins plan, as Rebels, to dethrone the Sultan; Loyalists - Sultan and his guards - want to stop them. And then there are also the Neutrals who want to be sided with the winners at the end of the game.

To win, the Loyalists must eliminate all assassins and there may not be more than two slaves alive in the game, or, as an alternative, the Sultan must survive one round after being unmasked. Assassins and slaves must eliminate the Sultan or have three unmasked slaves next to the Sultan. There are always characters equal to the number of players plus one

character in play, among them always one sultan and minimum three slaves plus zero to four neutral characters. You can say anything and agree to anything, but can never show your character card, unless due to the action of Spying or actions of neutral characters. Possible actions are: Spying to look at a hidden player card, and Swapping of revealed or hidden card between two players. When you have been unmasked you can also use an action of your character or use Reaction actions of your character outside your own turn. When the winning conditions is met, each unmasked player in the winning team scores one point, each hidden one two points; after five such rounds you win with most points.

A felicitous version of a standard game mechanism which works better the more players are in a game, but only for groups you love intense interaction with negotiations that also involve deception and ruses. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
5-15	12+	45+

Designer: Alex Weldon
Artist: Marina Fahrenbach
Price: ca. 9 Euro
Publisher: Heidelberger 2014
www.heidelbaer.de

EVALUATION

Deduction, communication
Users: With friends
Version: de
Rules: cn de en fr kr ru
In-game text: yes

Comments:
Nice version of the topic * The more players the better the game * Lots and lots of interaction * Active participation necessary

Compares to:
All variants of the werewolf type games

Other editions:
Korea Boardgames, Lifestyle Boardgames, MJ Games, Swan Panasia

PLANET STEAM

WATER AS A RESOURCE

Planet Steam is a steam planet yielding resources - water, ore, quartz and energy - that are extracted and traded for profit or used to expand the extraction facilities, with the goal to earn most credits. Production is done using variable production units, the so-called tanks.

A round of the game comprises four phases: Expansion Phase - You place bonus resources, acquire specialist cards via auctions, place claim markers and place the support airship. Specialist cards are numbered and with their numbers determine the order of play - lowest number goes first - and provide special abilities. Tank Phase - You buy and reorganize tanks, converters and superchargers and can also buy upgrades for carriers; carriers can only transport resources for which they are designated. Resource Phase - You extract resources and buy and/or sell resources at the resource terminal. End Phase - You replenish the local tank supply, advance the round marker and prepare game board and specialist cards for the next round.

At the end of the last round you convert your assets into credits - resources with the current price on the resources market, zones and tanks with 25 credits each and superchargers and luxury quarters certificates with 50 credits each - and add them to your credit markers. Whoever is the richest player wins the game, in case of a tie the players share a victory.

In this new edition Planet Steam is still a highly recommended and challenging game attractive components; changes have been made in the terminology and components design and game play has been streamlined. Long duration and fun in playing have remained the same. ☑

EVALUATION

SciFi, economy
Users: For experts
Version: de
Rules: de en es
In-game text: yes

Comments:
New edition * First edition LudoArt/Heidelberger 2008 * Copious, complex rules * Gaming experience necessary * Long duration

Compares to:
All complex economy simulations

Other editions:
Fantasy Flight Games, Edge Entertainment

ROBINSON CRUSOE:

DIE FAHRT DER BEAGLE
CAMPAIGN ON DARWINS JOURNEY

This expansion for Robinson Crusoe: Abenteuer auf der verfluchten Insel is based on events that took place on board of HMS Beagle. You embody a crew member and must cope with events in the various scenarios and assist Darwin in his research. The five scenarios are always based on the previous one and combine to a complete campaign. The box also contains some campaign-independent components and can be used at your discretion with the core game or this expansion.

As the results of a scenario influence the next scenario, you need to play the scenarios in order and with the same characters (as regards to number and type), you also cannot change the sequence of characters. When a character dies, the scenario has been lost, but can be repeated and there are also helpful instructions if you insist on playing a scenario out of order on its own or forgot to make a note of results. Aim of the game is to accumulate as many Knowledge points as possible by surviving all scenarios and meeting the victory conditions of all scenarios.

Scenarios are: 1 - Darwin collects examples of flora and fauna; 2 - storm damage on the Beagle must repaired and the Beagle must leave the island; 3 - An ocean trip must be mastered and nautical data collected; 4 - Tribes of an island must be explored; 5 - The crew succumbs to a heavy illness and you need to secure the samples taken in scenario 1.

An expansion that not only improves the core game, but raises it to an outstanding expert level; a fantastic gaming experience with enormous depth and intense mood which you will have on the table again and again to repeat the experience and to improve your results. ☑

EVALUATION

Adventure, scenarios
Users: For experts
Version: de
Rules: de en fr kr pl ru
In-game text: yes

Comments:
Expansion with five scenarios * Attractive, lovingly designed components * Good rules, creative, inventive scenarios * Even better than the already excellent core game

Compares to:
Robinson Crusoe: Abenteuer auf der verfluchten Insel

Other editions:
Portal Games, Hobby World, Dice Tree Games, Filosofia Editions

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

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ROBORAMA
CARD-DRIVEN ROBOTS

`8↑`

Four robots of each player confront each other in the arena and must be moved from the start to the opposite target spots of the robot color, which means that the robots of a player start on the target spots of the diagonally opposite player. You direct his your robots with a set of five cards of value 1 to 5 plus a chip card; all those cards are displayed open-faced.

You play one of your cards and move one of your robots accordingly while trying to ideally combine cards and track. When a Robot enters a target spot, the opponent must move away any of his robots still in their starting positions as quickly as he can. Opposing robots can be blocked or can block others. If you cannot move any of your robots, you lose instantly. If you play the chip card you get back one used card.

There are three versions of the game: In the basic program you only use the basic movements, vertically or horizontally without changing directions and only with jumping over your own robots, opposing target zones cannot be entered, your own can be entered or left as you like. In the second program special movements on the back of the cards are added and in the third program the Chaos-Bot is introduced into the game, he adds a chance element and some irritation of opponents.

Roborally comes to mind, but the comparison is not valid, because in RoboRama there are no action cases and no chance elements, as all information, that is, available and used cards of all players are visible, with the exception of the Chaos-Bot-Version. Blocking and tactical destructive play is essential. Without Chaos-Bot this is a titbit for tacticians! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	45+

Designer: D. Kirps, G. Pierson
Artist: I. and F. Vohwinkel
Price: ca. 35 Euro
Publisher: Playthisone 2014
www.playthisone.com

EVALUATION

Move pawns, reach target
Users: For families
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
No chance element in two of the three versions * Spectacularly attractive robot figurines * Chaos-Bot version introduces chance and opponent irritation

Compares to:
Roborally for the topic, otherwise "start-to-finish with obstacles" movement games

Other editions:
Currently none

ROLL FOR THE GALAXY
CONQUEST WITH DICE

In this version of Race for the Galaxy you use dice to acquire a galactic empire. Dice represent workers which you use to develop new technologies, settle worlds and transport goods. In your display you have, at the start, a faction board and a home world, as well as two worlds in your construction zone. You use white home dice, at the start 3 in the cup and 2 in the Citizenry, later also colored dice for worlds in your empire.

You play in rounds and each round comprises five steps: 1) all players roll their dice at the same time. 2) You assign dice to phases and also select one phase for resolving. 3) You remove your screen to reveal your assignments and phase selection 4) Phases are implemented - Explore, Develop, Settlement, Produce and Ship. All players do this at the same time, but you can only resolve phases that were selected by at least one player in the game. All workers of a phase must be used, if possible; you use them one by one and they can be used in any order. Workers that were used go to the citizenry. When unused workers remain, you put them into your cup. 5) You manage your empire: Recruiting workers from the Citizenry for 1 Galactic Credit each, Recalling of developers, settlers and goods for your cup, turning over the phase-tiles and checking for end-of-game conditions.

Usually, variants of games using different components do not normally result in improvement. This dice version of the card game Race for the Galaxy, however, simply is a hit! Much better access, plays more quickly, is easier understood and allover very, very good! The dice make some noise, but do portrait events excellently. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	14+	45+

Designer: Huang, Lehmann
Artist: Martin Hoffmann + Team
Price: ca. 60 Euro
Publisher: Rio Grande Games 14
www.riograndegames.com

EVALUATION

Dice, worker placement
Users: For experts
Version: en
Rules: en
In-game text: yes

Comments:
Fantastic transformation of a card game into a dice game * Flair and mood of the game are kept, even improved * Use of dice facilities entry into the game and the story * Only available in English

Compares to:
Race for the Galaxy; all game using dice placement for action selection

Other editions:
Currently none

RUN, FIGHT, OR DIE!
FIGHTING ZOMBIES WITH DICE

A game with a Zombie theme - you are a character living in Hokenville, a small town suddenly overrun with Zombies. You play on your own board and face the zombie hordes alone, but embody a unique character with special abilities. Anyway, you try to save as many citizens as possible. Those citizens turn into your followers and bring their special abilities with them into

play, albeit also their problems, but, in any case, victory points - the more problems they bring with them the more victory points they are worth.

A player turn comprises several phases, which are resolved in order before the turn passes to the next player: Action Phase - you roll dice and evaluate the dice for events; then you can re-roll and resolve the results for

actions, character combinations and so on. This is followed by the Zombie Advance phase, each zombie advances by one zone and the Mutant Zombie attacks, when he is active. In the Zombie Hunt Phase new zombies are added in zone 3, based on zombie symbols on dice and other conditions. Finally, you check for end-of-game conditions. The game ends if you collected five followers and trigger end game or if a character dies or all Mutant Boss Wound tokens have been gained or X followers are active when the Town Line card is drawn. Should the game end, you score remaining life points minus wounds, followers and VP marker, but cannot win if you died.

A zombie game as one knows them, with some nice details like those witty and unusual followers with their problems and assistance. Surely an attractive addition to the genre of zombie games for those who love them. ☑

DESIGNER'S PROTOTYPE FROM EARLY THIS YEAR

EVALUATION

Zombies, dice
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Joint edition with Greyfox Games * Standard mechanisms from Zombie games, determined by dice results * Expansions available

Compares to:
All other zombie adventure games

Other editions:
Arclight, Japan

SÄRGE SCHUBSEN
CLEANING OUT THE VAMPIRE CASTLE

Spring cleaning is on in the old vampire castle, so the old coffins have to go. Each player has four vampire cards on display, they show color circles - purple or yellow - and symbols - wings, moon or skull. The garlic card is on display in the middle.

The active player rolls two dice - when the result equals color + symbol of one of your cards, you bang on the garlic card. If

you are fastest, you may turn over the card to the coffin side. You are not allowed to look at it again. When the same combination is rolled again and you are again fastest, you may push away the coffin and take a new card. You may also bang on the garlic if you should remember that the rolled combination is on a face-down card of another player. His card is checked

and if you are correct, his card is turned back to the vampire side. Special rules apply for dice results including **!** : **!** + Wings - if you bang first, you may turn over one of your vampire cards or push away a coffin card or turn over another player's coffin to vampire. **!** + Moon - if you bang first, you may switch two coffin cards of one or two players. **!** + Skull - nobody may bang. In case of whatever kind of mistake you incur a penalty: either turn back one card to vampire or - if you have no coffin card - take another card. If you are first to push away four coffins, you win.

Drat! Why does nobody roll purple + moon, so that I can push away my coffin, Grrr! But, wait, my neighbor has red + wings under his coffin, so bang and turn it his card over to vampire. Ha! Marvelously exasperating, marvelous fun, again a big small game from the Three Magicians! ☑

EVALUATION

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

Comments:
Cute topic * Witty graphics * Memorizing face-down card is an additional challenge * Fantastic game for in-between

Compares to:
All games demanding reactions based on dice results

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

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SAU-BANDE!
PIGLETS ARE SLINGING MUDBALLS

`4↑`

Piglets behaving like piglets - while Mother Sow is bathing piglets sling a mud ball to and fro and hope not to be caught with it by Mother Sow. The playing unit is assembled and the timer is placed in the middle of the board. As all piglets must play, you play with two neighboring piglets in a game of two players. In a game for three players you alternate each round to play with two piglets. In a game four four players, every player has of course his own piglet to play with.

The time keeper of the round starts the timer and slings the first ball. Then players sling it around by pressing the head of their piglet; if the ball flies out of the board or misses a piglet, you take it back and sling it again. When the Mother Sow comes up from the tub you have to take a face-down Go-and-wash chip if you hold the mud ball at this time. If the Go-and-wash Chip is white, you are the time keeper of the next round. When the chip is pink, there is a Puddle Party: You remove the timer and replace it with the Puddle. Then all players in turn sling the mud ball towards the puddle. If you hit the puddle - you have three tries - you may discard a Go-and-wash Chip if you have one. If someone has to take his third Go-and-wash Chip, regardless of which color, the game ends and you win with fewest chips. For groups up to eight players you can play the team version - one player as piglet slings the ball with his eyes closed; his Tapper signals him by touching his shoulder when he has to press down the piglet's head.

Action, perfect for children! Cute topic that you can easily enter into, well-working game unit, simple rules and a huge replay value! ☑

EVALUATION

Action, dexterity
Users: For children
Version: de
Rules: de fr nl
In-game text: no

Comments:
Cute, witty topic fitting for children * Well-working, sturdy game unit * Lots of fun to play, also for families and adults

Compares to:
Looping Louie and other "I want to play again" action games

Other editions:
Dutch and French editions

SCHARFE SCHOTEN
MOST PEPPER CARDS, FEWEST CHILI CARDS

For this trick-tacking card game you use 12 spice cards each in four colors featuring a corresponding colored backside, as well as 12 number cards and four color cads to determine super trump and sequence of trumps colors.

The spice cards are shuffled and dealt to players each round, remaining card are laid out, sorted by color, staggered and face-down, representing a spice cupboard. Four color cards are laid out and you randomly place one of the 12 well-shuffled number cards face-down below each color card. Then you reveal the number cards and sort the display, which might result, for instance, in a trump sequence of Yellow 1 - Red 2 - Black 9 - Green 10. Green 10 would trump everything but Black 9, Red 2 and Yellow 1, and so on. Those four cards are super trumps and the most valuable cards in the game. At the start of each round you use two of your four spice tiles to bet of which colors you will have the most and the fewest cards at the end of the round. Due to the colored backs of cards you know the colors that players hold. In the trick-taking game you must follow color, also for super trumps. If you take a trick you take all cards in the trick plus - face-down and without looking at it - one card from the spice cupboard. When all cards have been played you score for correct predictions: 5 points for a correct bet, 3 points in case of a tie and - when both predictions are correct - the difference between card numbers in both colors. When each player has been starting player once, you win with the highest total.

Inventive and new, with rarely used mechanisms like colored backsides and super trump as well as prediction of color-related card numbers instead of tricks - a nicely spiced tidbit for fans of trick-tacking games. ☑

EVALUATION

Trick-taking, result prediction
Users: With friends
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Rare element of colored card back-sides * In combination with Super Trump many possibilities for tactics and strategies * Only for families if they have gaming experience * Lots of interaction, good "riling" game

Compares to:
All trick-taking games with results prediction

Other editions:
Dutch and French editions

SHEEP & THIEF
COTTAGES AND RIVERS

`10↑`

A few days ago, we were pleased to receive some new Japanese games, among them Sheep & Thief: You place tiles, move sheep and thieves or extend roads and rivers.

You start with a house card on your personal board and five cards, which you then draft until you hold five cards again. Then, in turn, you place a card from your hand orthogonally next to a card already there. When the newly placed card shows sheep, you put the depicted number of sheep from stock on the card. Sheepdogs on the card allow you to move all sheep on one of your cards, as many steps as there are sheep dogs. The number of thieves on a card indicates the number of steps that each thief must take, including the thieves of other players. When, because of such a move, a thief on another player's board enters a card with sheep, the active player receives all sheep on this card for his pen. When your own thief enters a card with sheep, you put them back into stock. Sheep that you move onto cards with cottages are safe from thieves. When four cards have been played, the round ends and each player is again dealt five cards, which are then drafted. After three such rounds, the game ends. You score 1 point for each sheep on your board and in your pen, 5 or 1o points respectively for roads connecting the house to the towns in the right-hand upper and lower corner of the board as well as 2 points for each river tile connected to at least one other river tile.

Nothing new, but an attractive tile placement game in the Carcassonne-alike family, with cute fluffy cotton wool balls for sheep and interaction from the thieves despite individual player boards. ☑

EVALUATION

Tile placement, collecting
Users: For families
Version: multi
Rules: en jp
In-game text: no

Comments:
Basically a multi-player solitaire game, but offering interaction from thieves * Pretty components * Good, concise rules

Compares to:
Carcassonne and other tile placement game with effects of placed tiles

Other editions:
Currently none

STERN VON AFRIKA
ON THE SEARCH
FOR A FAMOUS DIAMOND

`10↑`

The world's biggest diamond, "Stern von Afrika", must be found and taken safely to Tangier or Cairo, travelling over land, over sea and by air.

The markers showing gems, horse shoes, robbers or nothing at all are randomly placed, facedown, on the red spots on the board. You begin with a starting capital of 300 $ and choose Cairo or Tangier for your starting place. The track is made up from red and black spots.

You roll the die and move over land, accordingly, for free and in any direction of your choice, and you can also move fewer steps. To travel over sea you pay 100 $ for each track segment between two red spots and move according to your die result, along all spots. If you cannot pay, you can only move one spot per round on the sea track. By air you only use the red spots and pay 300 $ for each spot/step.

A marker on a red dot can be bought for 100 $. If you cannot buy or do not want to, you must roll a 4, 5 or 6 to be able to move on. If you buy, you receive between 300 and 1000 $, if you found a gem or lose all your money to the robbers. If you find "Stern von Afrika" you keep it and move as fast as possible to Tangier or Cairo. If you find a horse shoe you can only take if "Star of Afrika" has been found already. Some locations are event spots with immediate effect. If you reach Tangier or Cairo with „Stern of Afrika", you win, unless the owner of a horse shoe reaches one of those cities before you.

A classic in the genre of family games, simple rules and lots of fun, first published in Finland in 1051, and available from Piatnik since the Fifties. Literally, old, but good! ☑

EVALUATION

Roll & move, resources
Users: For families
Version: multi
Rules: cz de hu sk en et fi se
In-game text: no

Comments:
New edition * First published in 1951 * Classic roll & move mechanism * Attractive, simple family game

Compares to:
All roll & move games with payment for moving and with events

Other editions:
Peliko, Finland; Alga, Sweden

THE RAVENS OF THRI SAHASHRI
LIVE-SAVING DEDUCTION

To save Ren's life, Feth must look into her „hear" by correctly guessing the colors of four cards. Ren gives hints, but communication happens by choice of cards. The game comprises cards in five colors, of values 1-5, and you play three batches of several rounds each.

The top card is laid out to start Feth's puzzle, the Atman. Then Ren draws four cards and lines them up in a column, face-down, as her heart. At the start of round Feth lays out any number of cards from the stack - should the stack run out, both have lost. Should a raven be drawn, special, rather complicated rules apply. From the cards he drew Feth chooses at least one to place in the Atman, whereby he tries to give Ren a good choice of colors and numbers and, at the same time, to form a block of value 7 with cards of one color. Such a block chases away the raven of this color and Ren reveals a card of this color in her heart, if present.

Then Ren answers and takes one card from the Atman to form - with the heart cards as first cards - her poem, that is, four rows of values 7-7-7-5. Abilities of cards placed in those rows can be used at any time by Feth. A batch is complete when Ren has completed her poem or the Atman only shows colors in Ren's heart. In the third batch Ren must complete a row in each round and the Atman must correspond to her heart, or both players have lost the game. A deduction game „only", and a cooperative one at that, but definitely not a run-of-the-mill game - rules, flow, special rules for placement in the Atman or the ravens - a real expert game for fans of very unusual 2-player-games. ☑

EVALUATION

Deduction, cooperation
Users: For experts
Version: en
Rules: en jp
In-game text: yes

Comments:
A real expert game * Many exceptions and special rules for details * Generally speaking, a question-answer mechanisms on colors and numbers

Compares to:
Basically deduction games, but unique in this mixture of topic and rules

Other editions:
Japanese edition

TRÄXX
RED-YELLOW-GREEN - FIVE

Each player has his own board featuring colored hexagons; one of the hexagons is marked with a dot for the starting point; nine cases are marked with numbers 2-10. Color cases and positions of number cases are identical on all boards, the position of the starting points differs.

15 cards show either four or five color cases. In each round one of the cards is revealed and all players can use the color cases depicted on the card to extend their track on their board, need not use all of the cases or can pass. Each color on the card can be used once in any order. The track should touch as many number cases as possible and can, in one turn, only be extended at one end. The track cannot have caps and also must not touch itself or cross itself, that is, each case on the board can only be entered once. If you are first to incorporate a number into your track you score its full value; players who incorporate this number later in the game only score points equal to half its value, rounded up.

It is also important to connect as many cases as possible, the optimum would be all of them, because cases not connected to your track will cost you points at the end of the game. After 15 rounds you win with the highest score from number value points minus one point for each case that is not incorporated into your track.

In the solitaire version you only score the full value of a number case if you did not previously connect a number of higher value.

Abstract, simple, plays fast and is challenging again and again - it must be possible to connect all cases! And yet again we clean the boards and start a new game with this purpose! ☑

EVALUATION

Track extension
Users: For families
Version: de
Rules: de nl
In-game text: no

Comments:
Extremely simple rules * No interaction * High replay value * Good solitaire version

Compares to:
All games connecting cases

Other editions:
White Goblin Games

VON DRACHEN UND SCHAFEN
SHEPHERDESS, DRAGON, THIEF AND TREASURES

Dragons go treasure hunting, but treasures are hiding behind sheep - double-sided cards show sheep on one side and treasures and actions on the other side.

Four sheep are on display representing the open pasture and you begin with four cards in hand. In your turn you always draw cards first, from pasture or stack - the limit for cards in hand

is 10 - and then you play up to two cards or pass. A card can be played for a treasure, a cave and for actions, sheep can only be used to pay for laying out a treasure. If you lay out a treasure you discard the indicated number and color of sheep from your hand; treasures are displayed sorted by color. Caves can be laid out for free and earn you additional points when there

is a color correlation between caves and treasures. Possible actions are: Angry Mob - all players lose half of their cards in hand; Shepherdess - you draw 2 additional cards; Thief - you draw two cards from another player; Knight - one player loses a turn; Dragon - fends off an action, but not Magician or Dragon; Magician - is played with Mob, Shepherdess, Thief or Knight and and renders the action undefeatable; Unicorn - protects you from any action for one round. If someone plays his 10th treasure card, you win at the end of the round with most points.

A lot of purple sheep in your hand can indicate a valuable purple treasure, so beware of Knight or Mob! And be prepared and have a few dragons or unicorns in hand! The game offers a nice and beautifully illustrated mix of luck in drawing cards, tactic in collecting and discarding and a nice aggravation component, which works best with four players. ☑

EVALUATION

Set collecting
Users: For families
Version: de
Rules: de en
In-game text: no

Comments:
Backsides of cards yield information * Good mix of tactic and chance * High irritation level from action cards * Very attractive design

Compares to:
Set collection games using actions

Other editions:
Dragon's Hoard, Mortensen Games

WAKANDA
TOTEM SCULPTING COMPETITION

Every 100 moons members of different tribes meet to sculpt and set up new totems, representing values of families and villages, courage and culture. If you manage to set up the three most prestigious totems, you will win the contest. The value of an individual totem depends on its symbols and its location.

Each player receives his headdress - either tree Wings or three

Crests. You shuffle the eight village tiles face-down and take two of them randomly out of play, the other six are laid out open-faced in a row. The first three village tiles are available for building, the others are rotated to indicate that they become available later. 21 totems are in the bag and players alternate to draw a totem. After drawing they decide either a)

to begin - one totem per village is possible - or enlarge a totem in an available village or b) to complete an available totem by putting one of their headdresses onto the totem pole. It is not possible to pass your turn. If you used all your headdresses you continue to play until all totem poles are complete or until you are out of totems and the bag is empty. When all totems are complete, you score for village characteristics in your totems: 8 point for each eagle, 5 for each chief, and 4 per tomahawk, 3 per skin, and 2 per tipi and for each color. If you have a totem in the village with the sun symbol, you add one point per sun in your totems to your score, if not, you deduct one point per sun.

Basically, this is an optimization game of correlation between available building sites and parts you draw, with an advantage for the starting player and clear restrictions from the totems you draw. ☑

EVALUATION

Placement for points
Users: For families
Version: multi
Rules: de en es fr it nl pt
In-game text: no

Comments:
Pretty components * Nice story * Double chance-driven by drawing totems and aligning of villages * Expansion Three Little Coyotes

Compares to:
2-player games with defined amount target

Other editions:
HUCH! & friends 2015

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 38 and 39

www.gamesjournal.at

ZOMBEASTS

PETS ON NIGHTLY PROWL

`8↑`

90 cards feature one zombie pet each, marked with a point value and a background color - white is a joker - plus a quarter moon in one of the lower corners. You begin with three cards and, in turn, place one card on the table to begin a full moon or to continue a moon, at any time only one moon per color and player. Jokers can be added to a moon or swapped for a card from another player's moon. A complete full moon is set aside for victory points and you can start on a new moon of this color. For a full moon of four different animals you may set aside a card from the open stock for victory points. If you place identical animals into a moon, you may place a second card. After playing a card, you draw as many cards as indicated by the dark number of the animal you played, in any mixture from the open stock of three cards, from the draw pile or from the hand of another player, but only one card per player.

If you cannot use any card from your hand, you set those cards aside for penalty points and draw three new cars. When the draw pile is empty, all other players but the currently active one have another turn to complete moons. Then the player with most points wins. In the Master Version all animals have a favorite toy with special abilities, which you can use as an alternative to using a Zombeast Attack, that is, placing another card for placing identical animals.

Well, the topic is nice and the animals are cutely horrible in this set collecting game best geared for beginners as there are - unless you play the Master Version - only to tactical alternatives - going for identical animals or different animals. ☑

EVALUATION

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

Comments:
Nice artwork * Basically simple rules with lots of exceptions * Best for beginners

Compares to:
All set collecting games with four cards per set

Other editions:
Currently none

ZOMBIE 15'

TEENAGERS FIGHT FOR SURVIVAL

In a group of teenagers you have 15 minutes to escape from a horde of zombies. The cooperative game can be played as a campaign or in individual scenarios. You can also design your own scenarios. To win a scenario heroes must survive and meet the target set by the scenario before the soundtrack stops.

While the soundtrack runs you take turns with your hero, a special sound announces the appearance of new zombies in the area of the active player. As active player you have four actions, you need not do all of them, but unused ones are forfeit. When there are no zombies in your area, you can move, search, use an item or pick up/drop a heavy item. When zombies are in your area you can fight, use an item or pick up/drop a heavy item. If you did fall, your only action is to get up. After a player's actions zombies in his area attack. When, during their attack the sound track announces new zombies, those must be included in the fighting, too. The next player's turn must be announced quickly and clearly, because, in case of the zombie sound coming between end of turn and the announcement, you must evaluate the complete attack again, including the new zombies. Between scenarios you use the check point phase for regeneration and for re-arranging your equipment bag. Cooperation comes from joint combat or assistance with equipment.

Zombie '15 offers thrilling adventure with a good mix of individual action and cooperation, the play in turns introduces more tactic. The background story continues consistently and thrillingly across scenarios and induces play of several scenarios in one go. ☑

EVALUATION

Real-time adventure, zombies
Users: With friends
Version: de
Rules: de en es fr it
In-game text: yes

Comments:
Each scenario introduces new rules * Can be played in individual scenarios or as a campaign * Good story across scenarios * Some tactic possible

Compares to:
Escape, Space Alert and other real-rime adventure games

Other editions:
Iello, Devir, HomoLudicus, uplay.it

DIE BIENE MAJA 1-2-3
Publisher: Studio 100 Media

4↑

Flip the Grass Hopper has portrayed all inmates of the Corn Poppy Meadow, but Willi throws them all over and the portraits break up - Maja helps to reassemble them. Picture parts are marked with dice symbols 1 to 6. You roll the die and take a portrait piece with this symbol. You must assemble the portraits in sequence from 1 to 6. For each 1 you take part 1 plus the corresponding frame; if none are left you take it from another player, but only keep the frame and part 1, other parts go back to the middle. You cannot steal portraits with 5 or 6 parts. When all portraits are complete you win with portraits.
*Version: multi * Rules: de fr it nl * In-game text: no*

Dice game for 2-4 players, ages 4+

GAME OF THRONES ZEIT DES RABEN
Publisher: Heidelberger Spieleverlag
Designers: Eric M. Lang, Christian T. Petersen, Nate French

A Game of Thrones tells the epic story of Westeros, a rough country with a dark legacy. You head one of six noble houses in Westeros: Baratheon, Lannister, Stark, Targaryen, Greyjoy or Martell and start with 7 cards. A round comprises plot, draw, meeting, challenges, dominance, status and taxes. You win with 15 power points.
Lied des Raben/ A Time of Ravens is the second cycle of six chapter packs -, Das Lied des Sommers, Die Winde des Winters, Wechsel der Jahreszeiten, Das Lied des Raben, Flüchtlinge des Krieges und Zerstreute Heere.
*Version: de * Rules: de en * in-game text: yes*

Supplement for Game of Thrones for 2-4 players, ages 13+

LOGICUS D-ICED
Publisher: HUCH! & friends
Designer: Zitnansky Marek

7↑

Logic puzzle with dice. Seven blue and one red die must be arranged in a grid of 4x4 in a way that meets the chosen task. Each tasks demands that each die has as many neighbors as his value indicates and that the dice listed in the task are placed showing the indicated values. You always start with the red die in the given position and then arrange the blue ones. A die is adjacent if it touches a die orthogonally or diagonally. The game offers 80 tasks is four different levels of difficulty.
*Version: multi * Rules: de en fr nl se * In-game text: no*

Logic puzzle for 1 player, ages 7+

MEIN ERSTES MEMORY
Publisher: Ravensburger
Designer: Wilhelm Hurter

2↑

The well-known game mechanisms of memory are here used for a game targeted at toddlers from 30 months of age and older. There are 12 pairs of images, featuring colorful toys and animals, the tiles are made from extra thick, sturdy cardboard. 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 2-4 players, ages 2½+

MEINE ERSTEN SPIELE BLUMENFEE
Publisher: Haba
Designer: Christiane Hüpper

2↑

Color and shape assignment game using dice and stacking. Wooden parts in three colors and three shapes represent flower stems, they are placed - according to dice results - on the corresponding spots on the board. When the Flower Fairy is rolled, she moves one step towards the flower island. When all stems have grown before the Fairy reaches the island, all players have won together and the fairy casts a spell to make the stems flower. In a variant the stems are placed according to both color and shape.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

Stacking game on colors and shapes for 1-3 players, ages 2+

MÄDN NOCH MEHR ÄRGERN
Publisher: Schmidt Spiele
Designer: Frank Stark

8↑

Card expansion providing action cards for the classic dice game. Cards are shuffled and stacked face-down, there is a limit of 5 cards in hand, unless cards tell you otherwise. In general, the rules of the basic game apply, card effect can overrule those basic rules. In your turn you can roll the die or play a card. Movement points must always be used completely and the action of a card must be completely implemented. More than one pawn is allowed on a spot and when pawns are ousted you must oust all of them. If you have to move backwards you cannot move into the finish are this way. Box Red can be combined with Box Blue.
*Version: de * Rules: de * In-game text: no*

Expansion for the dice game for 2-6 players, ages 8+

SHUFFLE DISNEY MONOPOLY DEAL
Publisher: ASS Altenburger

8↑

Card game with app, based on a Hasbro game. You begin with 5 cards from your draw pile. Then you draw two cards from the stack and lay out up to three cards from your hand: money or event cards to your own account, real estate lots to your collections; an event card can also be played immediately. Played cards cannot be taken back and you can only pay with cards from your account. At the end of the turn you must reduce your hand to 7 cards, if necessary, surplus cards go underneath the draw pile. You win, if you collect three complete sets of real estate lots in different colors first.
*Version: de * Rules: de * In-game text: yes*

Set collecting game with app for 2-5 players, ages 8+

STORY CUBES FRIGHT
Publisher: The Creativity Hub
Designer: Rory O'Connor

6↑

This expansion for Story Cubes features three dice with six different images on each die, but all in correlation with the topic. You roll all dice - in combination with the core game or other expansions - and choose any die to start with. You continue the story and must use all dice images, but in the sequence of your choice.
*Version: multi * Rules: de en es fr it nl * In-game text:*

Expansion for Story Cubes for 1 or more players, ages 6+

TOP TRUMPS MARVEL BREAKING BAD
Publisher: Winning Moves

8↑

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. Theme set: Breaking Bad
*Version: de * Rules: de * In-game text: yes*

Card/Quiz game for 2 or more players from age 8

Color codes for target groups (Headline Color)
- For children + learn
- For families
- With friends
- For experts

Color codes for features (Bar in Evalution box)
- Chance
- Tactic
- Strategy
- Creativity
- Knowledge
- Memory
- Communication
- Interaction
- Dexterity
- Action

(Foto: AlexSchelbert.de / Spielwarenmesse) Only in May, you can really get all the games presented in Nuremberg

Icon explanation

⬛ Solo Play   ⬛ Two Players   ⬛ Large Groups   8⬛ Recommended Minimum Age

GABIS explanation on page 5