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Marco Teubner



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Spielen



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 56 GAMES

TOURISTS IN SCOTLAND

LOCH NESS

Pictures of Nessie are wanted!

Loch Ness – a new game from Hans im Glück! To get straight to the point: In my opinion it is a nice and fun family game. But I believe that it is not ideally placed with Hans im Glück, a publisher who over the years has acquired a reputation for challenging games – Loch Ness is a very simply and very chance-driven game, and thus more suitable for the occasional gamer.

The cover of the box shows us 5 photographers in front of the Monster from Loch Ness. When we open the box we find the following components: 1 board, 27 photo cards, 1 card "hotel", 1 big black photographer figurine, 1 neutral camera piece, 1 big and 1 small Nessie figurine and 7 neutral movement cards. Furthermore, for each of the 5 players, there are 2 photographers, 5 movement cards and 4 camera pieces of values 3, 4, 5 and 7.

Each player starts the game with his personal components of 2 photographers, 5 movement cards and the camera pieces.

The 27 photo cards are shuffled and stacked face down next to the board, the first three photos are turned up.

The board shows 7 action squares. The first action square is not used in the standard game, in a variant it is the location for the card „Hotel“. As I will restrict my review to the standard variant, this action square will not be taken into account.

The other 6 action squares are called Bag-

pipes, Pub, Photo Shop, Castle, Distiller and Church. For the first round in the game these action squares are of no importance and cannot be used.

Before we can start the game, the big Nessie figurine is placed on any of the white spots in Loch Ness. Next to each of the white spots

Maria Schranz

A simple nice family game with nice art and a very high element of luck and chance.

in Loch Ness there is always a circle with 3 camera positions, two of them are situated adjacent to the bank, the third is located behind those two.

The small Nessie figurine is placed next to the board and the spot #1 on the counting track. Each player also puts one of his photographers there.

The starting player receives the big black photographer.

The first round of the game is played somewhat different from the other rounds. At the start of this first round the starting player and the next two players in clockwise direction place one of their movement cards face-down on the table.

When those three movement cards have been placed, players try to guess how far these cards will move the big Nessie figurine. Cards could have values between 1 and

4. The values of the three face-down cards will be added and Nessie will move as many spots.

But before the cards are turned up and Nessie is moved accordingly, the players all place their cameras. The starting player begins and places one in camera; then all other players in clockwise direction place one of their cameras, this continues until all players have placed all three cameras.

By watching where players who did place face-down movement cards all other players try to guess where the big Nessie figurine might end its move.

Players may only place their cameras on spots, which are adjacent to the bank of the lake.

When all players have placed their cameras, the movement cards are turned up, their values are added and the big Nessie figurine is moved accordingly, followed by the same movement of the small Nessie figurine on the scoring track. The game ends immediately when the small Nessie figurine reaches or passes spot #65 on the scoring track.

The banks of Loch Ness are divided into several bank sections, each of these sections comprises 2 or three circles with 3 camera positions each. Each camera in a section next to the region of the bank where Nessie has ended her move scores victory points for the owner of the camera according to the value of the camera, either 3, 4 or 7 victory points. Each player who has a minimum of one camera in the bank section moves his photographer on the scoring track the number of victory points corresponding to his camera(s). A photo of Nessie, however, can only be taken with a camera on a position in the circle directly next to the white spot on which the big Nessie figurine is located. It is important, too, if the bank section shows 2 or 3 circles. In a bank section with three circles the player with a camera in the circle can take one photo, in a bank section with 2 circles each player in the relevant circle receives 2 photos.

The 27 photo cards comprise 9 cards with a picture of Nessie's head, 9 cards with a picture of her middle and 9 cards with a picture of Nessie's tail. One complete set of photos with a picture of head, middle and tail each, scores 10 victory points at the end of the game, 1 set of photos with two different parts of Nessie scores 5 points and each single photo not part of a set scores 1 point. Each player entitled to take a picture can pick



up one of the three open photos on display or take the top picture from the face-down stack.

If a player is entitled to take two photos and chooses one of the three open faced photos in the display a new one is turned immediately before he takes his second photo.

When the first round is finished, the big black photographer is handed on to the next player in clockwise direction, he is the next starting player.

From now on each round starts with the placing of each player's second photographer onto one of the 6 action squares: Bagpipes, Pub, Photo Shop, Castle, Distiller or Church. These action squares offer the following possibilities:

Bagpipes: When the big Nessie figurine has been moved and before the camera positions are scored the player with his photographer on Bagpipes may move the big Nessie figurine one more step, provided he has a camera in the circle next to this white spot.

Pub: When a player has placed his photographer there, he takes the white neutral camera from the pub and places it immediately onto a free camera position, he has one more camera for a possible scoring in this round.

Photoshop: If a player has placed his camera of value 3 in the region of the bank, where the big Nessie figurine is located, he scores 9 victory points.

Castle: This action square allows a player to relocate his third camera and is the only possibility to use the back camera position in a circle.

Distiller: The player choosing this sets his movement cards aside and takes up the 7 neutral movement cards for this round, he now also can choose a card of value 0 or 7 beside the standard values 1 to 5.

Church: This action square allows a player to look at one of the face down movement cards before relocating cameras.

When all players have placed their photographers on the action squares, the starting players and the two players next to him in clockwise direction place one of their movement cards. Now the starting player relocates one of his cameras onto a new position, then all other players. After this each player may relocate another of this cameras but, contrary to the first time, he need not do so if he prefers to leave the other cameras in place. The winner of the game, when the small Nessie figurine has reached spot #65 on the scoring track and thus ends the game, is the player whose photographer has advanced furthest on the scoring track after the final scoring has taken place.

Many may take this game for a silly game of chance, especially to strategically thinking players or players preferring extremely tactical games this game cannot be recommended.

I was interested to note that in games with experienced players the whole thing was extremely boring, but in rounds of inexperienced or occasional players the atmosphere was jolly and a lot of fun was had by all. All players who are not adverse to a game with a high element of chance and who like games where it is necessary to guess the intentions of other players might like this game very well.

Once again, as already mentioned at the beginning, I believe this game to be a game for people who rarely play games. It can be recommended without reservation to families with children between ages 8 and 12, where games are not played often. The game is easily understood and the rules explain the game very nicely.

So the game would be perfect for the mass market, as this is a segment of the market where games with his degree of difficulty would be ideally positioned. Unfortunately, I must say again, that I believe it is not well positioned with Hans im Glück, as this company is well known for more complex games and thus the game will not be noted sufficiently by the shops catering for the mass market. Because of its mechanisms the game is very chance-dependent and features a very high degree of interaction.

wn Maria.Schranz@spielen.at

LOCH NESS

Designer: Ronald Wethering

Artist: Claus Stephan

Title ger.: identical

Price: approx. 25,00 Euro

Publisher: Hans im Glück 2010

www.hans-im-glueck.de

EVALUATION

A placement game of chance
For families
Guess number of steps

Comments:

A simple nice family game
High element of chance
Nice art

Compares to:

First game with such a mechanism

My rating



PLAYERS
2-5

AGE
8+

TIME
30+



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

When I write these lines for the November issue in reality the time has come where there should be two more issues

As we take care to offer a good mix of information in each issue, it has unfortunately taken a bit longer than planned, because our project SPIELEFEST has outshone each and every one of our other activities.

We enjoyed the most successful Games Fair of the last few years in the Austria Center Vienna and had lots of fun and interesting encounters during this 26th Fair.

Together with our friends we have again successfully mastered the Austrian Event for the games industry, the biggest event for families and young people in Vienna.

As we do all this on a volunteer bases, we had to take a few breaths and suddenly December was gone!

And, as everybody will notice in this issue, new reviewers have joined us to review and describe even more games. If you, too, are interested to become part of our team and help – we continuously look for reviewers that can enrich the community by their imitable style. I look forward to your email! You can also begin to look forward to more WINs! Shortly you will be able to browse three more issues reporting on many more interesting games! Could you already play all that came out in Essen?

If you like our WIN: The English version is available as PDF for free download under

<http://www.gamesjournal.at>

And we do more than publish a Journal: We are the Foundation Spielen in Österreich. Visit our web-site. Take a look at our Games Companion 2010 and get the new Games Companion 2011 describing 726 games.

<http://www.spielehandbuch.at>

AND AGAIN!

LOCH NESS

More tourists taking pictures of Nessie!

4↑



Nessie and the Loch Ness lake are deeply rooted in the common imaginary of everyone. The monster of Lake Loch Ness is probably one of the stars in the dinosaurs series, competing with Godzilla and the T-Rex for the top. Anyway is a bit curious that two games about Loch Ness lake, with the same name "Loch Ness" and a really close interpretation of the theme were published in the same year after years of silence around the monster of the lake.

Loch Ness by Walter Obert, published by Red Glove, is aimed at 2-5 players or, better children, from ages 4 and up. Is it mainly a kid game, with really nice art and easy but not trivial mechanics. It is easy to learn and easy to play but it offers enough choice to be really challenging for kids and not bad for adults too: the kind of game a gamer like to play with his 4-6 years old kids and actually it is the Essen best hit for my 4 year old son. In every game he discovers more possibilities and opportunities.

The map board shows the Loch Ness with an island and viewing areas, each of them displaying one symbol. The lake areas also display one or more symbols. The art is really nice but it can result in some confusion at first glance because the same symbols are used to mark areas at different sides of the lake. I must admit that it is not a problem at all for kids who are able to quickly recognize symbols and areas without making overlaps or mistakes but of course it would have been better to use different symbols and colors. The photographers are nice plastic figurines and Nessie is really a top star: a colored, nicely sculptured miniature divided into three parts, head, body and tail.

Players place two or three (in a 2-player game) photographer pawns around the lake in areas marked by colored symbols. Nessie moves on paths inside the lake in the direction of the active player's choice based on the roll of a special 12-sided die. The monster is made of 3 pieces: head, body and tail are

each occupying one box. The visual effect is really amazing, it looks as if a sea monster really is moving in the water: partly on the surface, partly submerged. When the monster lands in one or more spaces close to the symbol where a player has a photographer, that player can take a picture of the monster. Every viewing area can host just only one photographer so it is important to be quick occupying the area close to Nessie where it probably will move in the next round. In the lake there are islands and many crossroads.

Andrea Ligabue

A good game for families or children, not the ideal choice for a game among friends wishing for some tactics and decision taking.

The monster can move in many directions but it has to move always in the direction where it's head points: that means that it can move in any area connected to the one where the head lies apart for the ones occu-



pied by the body and the tail. Actually the right way to move Nessie is just to move the head and then place the body and the tail in the two adjacent areas back along the way the head came: a thing kids learn easily and quickly.

After the movement all the photographers can take pictures. Every area in the lake displays one or more symbols; every photographer on a viewing area close to the monster displaying the same symbol can take pictures: one for each area. So it could be that a photographer catches one, two or three pictures in a round.

For each picture the player can draw from the bag a pictures tile: the tiles range from 1 (bad pictures) to 5 (great picture) and the photographer chooses which one (just one!) to keep.

Every viewing area usually covers 4-5 lake areas so it is necessary to move photographers during the game. Instead of rolling the dice and moving Nessie a player can move a photographer to any empty viewing area in the board. Of course that means leaving the "inertia" to other players and since the map has many crossroads Nessie will easily move away from your photographers in the next round.

The special 12-side die displays numbers ranging from 2 to 6 and also two special "water" results. If you roll the water symbol, Nessie dives beneath the surface. The player can place the monster anywhere on the map board: a thing kids really like!

The game lasts until all the pictures tiles are taken; so no picture tiles are left in the bag. Then the player who took the most valuable

pictures wins the game.

I think Loch Ness is a really good game for kids age 4-6: throw the die to move Nessie or just move a photographer to a better viewing area? How to best move Nessie to be able to take as many pictures as possible? Many challenging decisions that really keep kids involved in the game. It also offers parents the possibility to "play badly" and loose without making it too obvious, a feature that I think most of kids games has to include.

With the advanced rules the game gets challenging also for older kids and adults. You can discard a picture already taken to slow down or speed up Nessie – which usually means losing one or two points to be able to take more pictures actually hoping to get a 4 or 5. You can also rule that the water result of the die roll means no pictures are taken this round. Finally you can draw from the bag one picture at a time, deciding to keep or to discard it: this puts a bit of hazard into the game (Do I preserve a 3 or do I go on looking for a 4 or 5) and a bit of maths (how many 4s or 5s have already been taken?).

I really suggest Loch Ness to players looking for an easy game to play with kids, featuring nice graphics, components and art: not the best choice for adults looking for a game to play with friends.

Andrea Ligabue



LOCH NESS

Designer: Walter Obert

Artist: Piotr Socha

Title ger.: identical

Price: approx. 25,00 Euro

Publisher: Red Glove 2010

www.redglove.it

EVALUATION

Dice and movement game
For Families
Move Nessie, take pictures

Comments:

Nice graphics and art
Good component
Easy rules
Good game for children and families

Compares to:

Loch Ness, Hans im Glück

PLAYERS
2-4

AGE
5+

TIME
30+

My rating



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suites your tastes. The colour accompanying each game title represents the *Target Group*. The headline also contains information on age and number of players. The *BAR* in the evaluation box displays colour codes for up to 10 *features* of a game.

TARGET GROUPS

We have defined 4 target groups (colour accompanying the head line)

Children:

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

Families:

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

Friends:

Young people and adults play together as equals

Experts:

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

Games that are especially eligible for *Solo play* or for 2 *players* or *Large groups* of players are marked with an icon. Please note for the target 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 target groups can overlap. The choice of the suitable games always depends on your playing partners and your fun with games!

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 colour code marks the dominant features. Educational games train the highlighted preference.

Chance:

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

Tactic:

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

Colours in the Bar

Empty boxes: This feature is not present or minimal

One coloured box: This feature of the game is present, but not essential

Two coloured boxes: This feature is present and important in the game

Three coloured boxes: This feature dominates

WITCHES CONFRONTING THE BROOM!

WITCHES' DUEL

Mumbo Jumbo the Broom wields magic!

5↑



Today I would like to introduce you to a children's game that you should try by all means: Hexenduell – Witches' Duel from Haba. Of course the game is first and foremost a game for children, ages 5 and up. But we have found out that adults can have a lot of fun with the game, too, getting their magical stones to safety.

The idea is very simple, but not so the handling of the broom. That needs a lot of dexterity.

Each player embodies one of four witches entering the magic duel. But not the other witches are your opponents, but the bewitched magical broom. Each witch in her turn must induce the magical broom to transfer her own magical stones into the witches cauldron, using mag(net)ic forces. This in itself would not be very difficult, were it not for the guardians of time, that apply enormous pressure to get to try their luck and dexterity for themselves. The first player who manages to move his four magical stones into the cauldron must only call out "Mumbo Jumbo little broom – make the witch's powers loom!" and will be named the new Chief Witch.

Using plain language that means: One player uses the magnetic witch piece to move the magnetic broom in a way so that the broom shoves one of the player's glass pieces into the separated area in the middle of the board. While he does this all other players in turn embody the guardians of time and try to roll a time symbol. If one player has achieved this he passes the die to the next player. The

last player to roll a time symbol calls "Witch Stop" and the turn of the player moving the broom ends, and it is the next player's turn. His goes on until the first player has managed to place all his pieces in the secure area. And this can take time – the round glass pieces may only be touched with the round broom and the broom more often than not slides along the glass marbles and moves

Christoph Vavru

An exceedingly beautiful and also challenging game for children and families

them into the wrong direction.

Of course, there are some rules for using the broom:

The witch figurine must always touch the board while pushing the broom

The active player may only touch the witch figurine, never the broom or the glass marbles. The glass marbles may only be pushed by the broom, not directly with the witch figurine.

All in all a really beautiful game which not only trains the hand-eye-coordination, but helps children to develop their understanding of pressure points and results. As the children not pushing the broom are busy rolling the time die, they are always involved and their attention is engaged, they are never bored. The rules do not especially mention this, but a child can easily and very well play this game alone and experiment – how do I best use the witch to achieve the best results with shoving the broom, and all that

without the pressure of the time guardians. The board is very big, so the children have lots of room to push the glass marbles around, and the graphics are very nice and beautiful.

I only found a small detail worth criticizing – the witch amulets of the players fit exactly into the space meant for keeping the secured glass pieces – so you have to put the strings onto the amulets immediately and fix them securely because once an amulet has ended in one of the recesses it is a lot of work to get them out again (I have tried it!)

On the positive side, there is the very beautiful design of the game and this time also a very thoughtful planning – the punch-out pieces that need to be taken out to form the obstacles have been left in the board to ensure that the board keeps its shape during transport! Wonderful idea!

I hope that you and your children have lots of fun and some brilliant time with this game!

win Christoph.Vavru@spielen.at

HEXENDUELL

Designer: C. Endlich, H. Hecht

Artist: Felix Scheinberger

Title ger.: Hexenduell

Price: approx. 25,00 Euro

Publisher: Haba 2010

www.haba.de

EVALUATION

Dexterity game
For children
Move and collect pieces

PLAYERS
2-4

AGE
5+

TIME
15+

Comments:

Big board
Very attractive design
Also enthralling for non-active players
Very good as a family game, too

Compares to:

All games using magnetic effects

Alternate Publisher:

Hexenduell, Haba

My rating



VISIT TO THE GAMEDESIGNERSTUDIO

JENS-PETER SCHLIEMANN

".. in Cologne you can watch games being invented!"

After our first visit to the Spiel at Köln from the 21st to the 24th of October 2010 we went on to Cologne to meet some friends from Bremen there. All four of us dropped in, after having gotten the idea from Ferdinand de Cassan at Spiel, at the GameDesignerStudio of Jens-Peter Schliemann, who just at this moment came back from a stroll with his creative colleague Guido Hoffmann.

We got into talking easily as – It's a small world, after all! – Guido Hoffmann was born at Bremen and now lives in Vienna – what a nice coincidence – 2 people from Bremen meet 2 people from Vienna at Cologne and there find someone else from Bremen living in Vienna!

Jens-Peter Schliemann's studio measures approx. 20-30 m² and his desk is a round wooden table, dubbed creativity table by himself, from where he has a good view directly through his shop-window onto the street.

The walls hold shelves with his published games, for instance Kari-bik, Burg the children's game Vampire der Nacht, which was nominated for Kinderspiel des Jahres 2010, and also Trans Europa from Franz-Benno Delonge which Jens-Peter worked on. He shows us the "mechanism" of the game, which is based on the repulsion of two magnets. It is the players' task to move garlic cloves to the border of the playing board without dropping them into the holes of the board. An additional attraction in the game are the grow-in-the-dark components.

Due to his view from his studio onto the road Jens-Peter Schliemann keeps in contact with people and if often happens that passers-by enter his studio, try one of his prototypes and provide direct feedback. This feedback, which he has learned to accept as a gift, helps him to develop his game ideas further.

Guido Hoffmann tells us, that children are the best providers of feedback, because they give it directly, truthfully and straight from the heart.

We also learned that only about 10% of the ideas can be marketed and that many ideas must be dropped because games publishers very often have completely different notions than the designer.

Jens-Peter Schliemann values the exchange of ideas with partners, for in-

stance with Guido Hoffmann, who has published games like Der Schwarze Pirat (Kinderspiel des Jahres 2006), Siesta and Kofferdetektive. Guido Hoffmann is the son of Rudi Hoffmann, whose game Café International has been awarded Spiel des Jahres 1989. Both father and son designing games is rather rare, as Guido Hoffmann informed us. At the end of our visit Jens-Peter Schliemann showed us some fanciful as well as playful details like the figurines attached to the pillar in his studio and he brings out a playing card that an unknown "sponsor" has hidden in the window and which Jens-Peter leaves in place as a kind of lucky charm.

We were very impressed by these few glimpses into the world of game designers and even our „non-gaming“ friend from Bremen thought the presentations were very interesting. The visit at the GameDesignStudio of Jens-Peter Schliemann has topped off our first attendance of Spiel very nicely.

wn Sylvia und Karl Vosatka

If you go to Essen in 2011, plan for a visit to Cologne! (Editor's tip!)



SLAVE REVOLT IN ROME

SPARTACUS

The Crisis of the Roman Republic 80-71 B.C.

Spartacus, dt. Spartakus, (died 71 v. Chr. in der Roman Republic of antique times) was a Roman slave and gladiator. He attained historical importance from his role as leader of a slave revolt named after him, in the ancient Roman Empire during the late phase of the Roman Republic.

His name is still a household word, at least since the novel of the same name made into a film in 1960, directed by Stanley Kubrick and Kirk Douglas playing Spartacus, being portrayed by Howard Fast as a proto communist. Especially in The GDR and other communist ideologies he was used as a symbol against suppression and servitude, Karl Marx saying "Spartacus was aiming for a communism of consumption". He is also supposed to have told something to the Roman literate Apian that not only communists but also hysterics (should) take note of: "You must not risk your life for a spectacle, but for freedom!"

Spartacus obviously must be an important figurehead for communism and sowet satellite states, as even many sports clubs are named after him-

Be that as it may, the game we are talking about is less concerned with the person of Spartacus than with the political situation at the time of Spartacus and dictator Sulla: Spartacus a card-driven game for two players based on game rounds, which simulates the conflict between a loose coalition of the parties around Sertorius and the Roman Republic controlled by Sulla. In the role of Sertorius one is meant to make the Republic collapse and then resurrect it to the status before the reforms of Sulla.

This game is based on the idea zu mirror the problems plaguing the Imperium Romanum in this era:

One one side we have Sulla, representing the Roman Empire.

He must face several opposing forces:

Marians and Populares have found themselves a leader in the person of Sertorius, who lands in Spain with an army and and confronts Rome, or more correctly, Sulla.

A little later Mithradatis VI enters the arena in Asia Minor and forces Rome into a war on two fronts. Of course Mithradates only pursued his own interests and probably thought the time auspicious. But from the point of view of the Roman Empire he is an enemy just as Sertorius and thus an opponent. And finally, Spartacus will cause uproar with his

Roman Heinzinger

Spartacus is a game that will keep both players enthralled by its depth and its plethora of possibilities till the very end of the game.

slave revolt in the heart of the realm.

Should the Republican player, though, enlist too many troops, the Roman Senate, too, will oppose him, represented by the anarchy track. Should he fail to put down the rebellion within the "green" part of the track, he does not win the game.

In fact, this game is restricted nearly completely to the implementation of strategic and tactical components which were dominant in those times, in addition it introduces historic aspects with the help of the strategy cards, as in Twilight Struggle, which provide the allure of the game. Movement over land and battle on land, siege etc. take up a lot of down time for a newcomer, but do not represent the actual game; it takes many games before one dares to try different strategies.... Compass Games has tried to introduce into the game as many facets of this conflict and the political situation as they could manage. So the cards again and again introduce and interlock events that very strongly influence the game: Sundry generals, consuls or pro-consuls are coming into play via these cards, Asia Minor and the Conflict with Mithradatis VI, the slave rebellion in Rome – an individual progress of the game is ensured, as the set comprises nearly 100 cards.

The leaders bring their own individual advantages into play, which especially the Republican player would not want to renounce. But: Consuls and generals clinging to power too long where not very popular with the Senate because they constituted a danger for the empire, as the armies too often were loyal only to their general and not to the Senate, and to stick to a general for a second year





directly results in negative consequences on the anarchy track.

Generally, the game is driven by the strategy cards, but an additional hardship is the necessity for each player to announce in advance in which region (Spain, Gallia, Italy or Asia Minor) he wants to use how many cards. The event and surprise cards provide a command points value CP as well as an event. The CP value can be used to activate units or armies and to move them. The event cards are individually assigned to a faction and can only be used as an event by this faction. The surprise cards can be played by and faction, for instance in the function of a counter. Finally, resource cards offer possibilities to the player aside from the own hand of cards, their use however is tied to definite conditions.

A short resumé of the game:

- The Sertorian player determines who moves first in this round
- The Republican player chooses his consuls
- Players build up their reinforcements before their first move
- Players receive 6 strategy cards at the beginning, later 8, when Asia Minor is in play
- In the operation phase players alternate to play cards and make their moves.
- At the end of a round it is checked if victory conditions are met, then the wear and tear for winter is taken into account, some other details are checked and the crisis marker on the anarchy track is adjusted.

Spartacus demands military and political skills from the players to ensure their survival and the defeat of the opponent.

Due to the 32-page rulebook and the dice component/mechanism Spartacus is reminiscent of early american CoSim classics. It takes some strong willpower and a hint of masochism to struggle through the rules To find out in the end that conflicts are once again decided by the roll of dice!? I must con-

fess the moment of this insight was rather frustrating, especially as similar games often make do with less copious rules.

But if you hope to similar structured games as or better games than Twilight Struggle or Paths of Glory you must as a matter of fact be open to new ideas and willing to try them out – and that also includes the rule books

wn Roman Heinzinger

SPARTACUS

Designer: John B. Firer
Artist: Mark Mahaffey
Title ger.: identical
Price: approx. 60,00 Euro
Publisher: Phalanx Games 2009
www.phalanxgames.de

EVALUATION

Historical CoSim
 For experts
 Complex rules

PLAYERS
2-5

AGE
13+

TIME
120+

Comments:
 Card-driven historic simulation
 Very copious rule book
 Incorporates lots of minor historical events
 Mirrors political situation rather than simulate conflicts

Compares to:
 Twilight Struggle, Paths of Glory

My rating



SNIP DEFTLY AND YOU WILL WIN!

SAFRANITO

Cute flipping and haggling on the spices bazaar



A bustle of lots of people in the narrow lanes; clusters and scores of people, fascinating smells and an exciting display of colors in the bulbs and powders in the many bowls on the market stalls, where the merchants offer their wares. We find ourselves on an oriental spice bazaar, but we cannot even dream of buying anything, because the prices of the rare ingredients have skyrocketed. So we leave the bustle unobtrusively behind us, take care that we are not followed by any curious glances and slide behind a heavy Persian carpet through a hole in the brick wall and into a shabby back room. Three more shady characters join us at the table of Rajive, who is a big potato on the black market of Mumbai. He invites us to join a little game, during which not only a lot of rupees but also the most exquisite spices will change hands. But we need to take care that no one pulls a fast one on us.

The big coup

Of course, we can only scrounge those spices which are actually in store. Which spices are available is denoted by small spice cards at the edge of Rajive's table. In each round four to six, depending on the number of players, are added. We set out to try our luck with 200 rupees and six stable plastic chips, being marked with sums of money. In turn we throw our chips onto the game board and hope that they will end up in the spice bowls of our choice. What a pity that we cannot be sure that the next player will not relocate our chip that has just nicely landed in the saffron bowl to somewhere not so desirable with a good throw of his own.

How nice, that besides the nine spice bowls there are also four action squares, which we could aim for with our next throw, and which entitle us for instance to throw an additional chip, or to receive a spice card for free from the face-down stack or to draw our own dish in addition to those that are laid out in the public display. That only you yourself may prepare. (In other games this would be called a "secret order card")

Aim of all these activities is to collect exactly those spices that are necessary to prepare one of the dishes on public display or one of the secretly reserved cards. You always need three kinds of spices in different combinations. The first player who can prepare three dishes wins the game immediately. Immediately is the significant word here, the game really is over at this moment, the current round is NOT finished. Therefore is

a good strategy to aim for the role of Chef de Cuisine at the end of the game (one of his other titles is starting player) because in this function you are the first who can prepare a dish in the appropriately named "Prepare dishes" phase of the round. This function too, is directly available from the action squares,

Stefan Olschewski

A mixture of tactics and dexterity, that is needs some time to get used to, but then is very attractive, nice for a colorful evening among friends!

so that you can make use of the advantages immediately.

Buying and selling

When all chips have been thrown - in a game for three and two players this is the case after four out of six available chips, in a game for four players after three chips - the action squares are scored as already mentioned. Then all bowls, which now hold chips are scored in a sequence determined by the Chef de Cuisine. First the spice in the respective bowls is sold and can then be bought by the players that have not been involved in the sale. All this of course only if the necessary spice cards are on display next to the board. If you sell you receive for each sold card the total values of all chips in the corresponding bowl regardless of their owner.

When buying spices first the player with the highest value of his chips in the bowl receives a spice card and pays for it with the same number of rupees. If, for instance, a blue Chip of value 20 and a blue chip of 40 are present in the curry bowl, player Blue pays 60 rupees and receives a curry card. Then he removes the most valuable chip - in this case the 40 chip, and it is the turn of the player who now has the highest total value of chips in the bowl. This is continued until all chips and all bowls have been scored.

Smörrebröd, Smörrebröd, römpömpöpömpö At the end of each round each player, beginning with the Chef de Cuisine, in turn may prepare one dish by discarding the necessary spice cards and displaying the corresponding recipe card. As you may only prepare one dish per round, it is forced on you to reserve additional dishes by using the action squares if you want to win the game. Any number of these reserved dishes can be prepared in addition to the public dishes on display.

At this point the tactical finesse behind the obvious dexterity component of throwing chips become obvious.

Resume

In contrast to many games that function only by employing a host of rules variations in Safranito only the feel of the game changes. Due to the scarce opposition and a maximum of 8 chips on the board the tactical considerations are dominant. The game works a lot less predictable and more turbulent in a positive way in a game with the complete number of four players. In such a game each player tries to dislodge the chips of the opponents or manages to do so without trying, because when 12 chips are thrown in each round available space gets scarce. So often you must try to make the best of what you got, which has its own appeal.

The mixture of dexterity and tactics take a bit of getting used to at the start, as you would suppose that those mechanisms exclude each other, but exactly the opposite happens. Thanks to the ease of the throwing

SAFRANITO

Designer: Marco Teubner

Artist: Michael Menzel

Title ger.: identical

Price: approx. 30,00 Euro

Publisher: Zoch 2010

www.zoch-verlag.com

EVALUATION

Tactical dexterity game
With friends
Snip chips, buy and sell spices

PLAYERS
2-4

AGE
10+

TIME
30+

Comments:

High-grade material, nice to the touch
Cute combination of several mechanisms
Simple rules that leave enough room for tactics despite elements of chance

Compares to:

The first game with this combination of mechanisms

My rating



part the buying and selling phases to take on a playful aspect rather than a thoughtful one. The nice short duration of the game

adds to unusual but agreeable feel of the game, where in the it often does not seem to be important who really did win provided

next time I can cook this oaf's goose with an elegant throw next time! Hopefully!

Stefan Olschewski



Haring in Blik



The Game in WIN by designer **Fred Horn** and artist **Andreas Resch**

CAN THE SARDINES (Haring in Blik)

Produced in cooperation with DOCUSIM, the Dutch Games Club



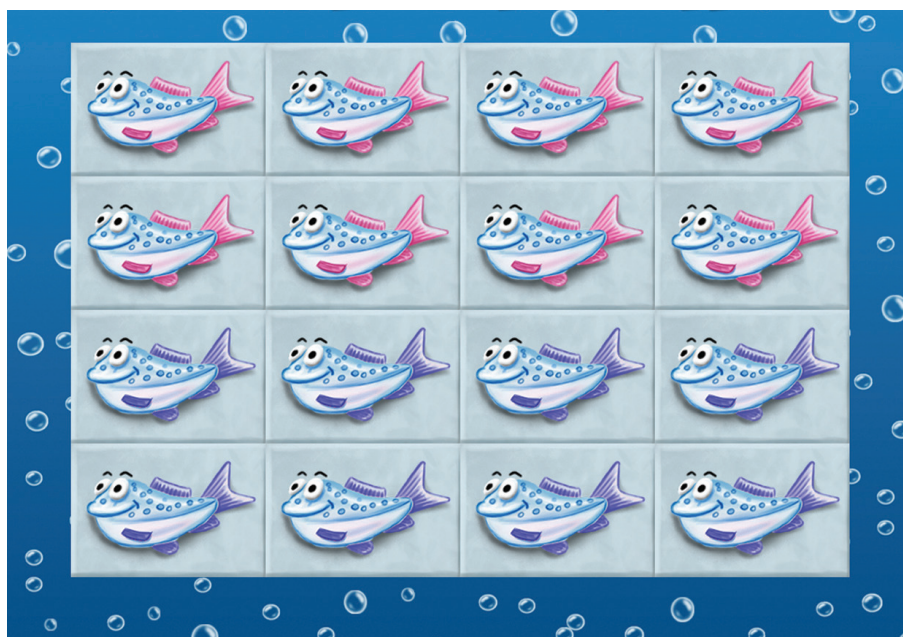
A tactical board game for 2 players by Fred Horn

Requirements: Stick the sardines pictured below onto a cardboard base and cut them out. AGEnately, you can use 8 white and 8 black pieces from any other game.

Preparations: Each player places his 8 sardines on the marked spots of the board.

How to play: The youngest player begins. In y move you move one of your own sardines horizontally, vertically or diagonally as far as yo want. You cannot jump over other sardines, capture sardines or enter a square with another sardine already in it. A sardine that is moved into the can cannot be moved anymore after this move. You must make a move.

Aim of the game: You win if you are the first to move all your sardines into the can. If is is not possible to move all sardines into the can the winner is who has placed more sardines in the can.



100 EINZIGARTIGE ORTE

**PLACES WHICH COULD SOON
BE GONE FOREVER**

Based on the IPCC Report - Intergovernmental Panel on Climate Change – and the book resulting from this report this quiz game picks up the topic of locations worldwide that are endangered by the climatic changes. The game utilizes well-known standard quiz mechanisms: In your turn you roll the die. The resulting number determines the

number of the question on the card that is read out and must be answered. The card itself is drawn from the stack of cards allotted to the continent where the marker of the active player is currently located. If you answer correctly you receive the card and may move your marker the number of steps corresponding to the number rolled previously.



You can take shortcuts or follow the arrows in the color of the continent for a longer path. You also can ask for help from fellow players, if the answer is correct, the helper also receives a continent card. If your marker meets the marker of another player, you may challenge this player: A third player reads out a question for a continent chosen by the challenging player. The first player to answer correctly receives the card.

If you arrive back at the start and have answered a minimum of two questions per continent correctly and having thus collected two cards per continent, you end the game and win.

A very nice quiz game with a challenging general topic, the questions do not focus exclusively on climatic change and its consequences, but mostly feature general information on country or location. Who knows that the highest elevation on Tuvalu is only 5 m above sea level? The resulting danger for the island is evident!

INFORMATION

PLAYERS
2-6

AGE
12+

TIME
45+

Designer: not stated

Artist: not stated

Title ger.: identical

Price: approx. 30,00 Euro

Publisher: Awiwa/Hutter Trade 10

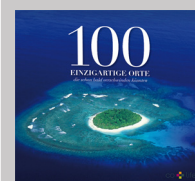
www.hutter-trade.com

EVALUATION

Quiz game
With friends
Answer questions

Comments:
Unusual topic
Standard mechanisms
Very good selection of games

Compares to:
All other quiz games



ALEX & CO

2 X BÜCKEN, 2 X NEUWAHL

Two names that might be taken as a demand for action in German, but they are the names of two out of 27 game designers that are featured in this game. The game was published to celebrate the 10 Year Jubilee of the European Society of Game Collectors ESG in collaboration with the Game Designers Association SAZ in a limited edition

of 1400 copies. Thus for the first time the yearly collectable gift to ESG members is available also for non-ESG members. The title of the game honors Alex Randolph, the honorary Chairman of the SAZ, who passed away in 2004. The sets of cards comprise one card for the designer and 1-5 cards for games by this designer. ESG cards and



SAZ cards are action cards. These action cards can be played, using the ESG card you can draw a card from another player, using the SAZ card you can ask for a certain designer twice. In your move you can play action cards, must name cards or exchange cards or turn up cards in the display and may put out sets anytime during the move. To name a card you can name either another player or a card in the display and name a designer or a game, but only if you already hold corresponding cards. If you choose correctly you receive the card and have another move. To exchange you ask another player for a game of a certain designer and exchange cards with this player in case of success. You can set down complete or incomplete sets and can also put down single cards that correspond to incomplete sets of other players.

A nice idea, a simple mechanism and the first game on the subject of game designers; absolutely playable also for non-collectors of games: all the necessary information is printed on the cards.

INFORMATION

PLAYERS
3-6

AGE
10+

TIME
45+

Designer: M. Ebel, N. Neuwahl

Artist: not stated

Title ger.: identical

Price: approx. 7,00 Euro

Publisher: ESG 2010

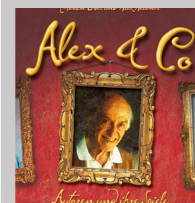
www.e-s-g.eu

EVALUATION

A game of memory
With friends
Collect sets

Comments:
Game celebrates the 10 Year Jubilee of ESG - Collaboration between SAZ and ESG - Special Topic - Information on the cards makes it playable for everybody

Compares to:
All Happy Families and set collection card games



BOOMERANG

KANGAROO ON THE SAVANNAH!

8↑

Players are aborigines on the hunt and want to bag as many animals as possible, but in a round you can only hunt in one region.

The 54 cards show each show one animal and 2 out of 5 possible hunting areas. Cards are turned up one by one until all hunting regions are visible. A string is laid out as a circular hunting

ground. Then each player secretly chooses a hunting region and places the corresponding marker face down. Now all players in turn throw a boomerang into the hunting ground. If you have non left or do not want to throw another one you pass, place your marker onto the draw pile and take all boomerangs that have been thrown so far out of the



hunting ground. The other players go on throwing or pass and take boomerangs if available. If only one player is left, he reveals his region marker and hunts all animals on the cards that show this region, he take these cards. Then the player whose marker is top on the draw pile goes hunting and then all others in sequence of their markers, so the player who passed first goes hunting last. If there are no animals left for him, bad luck! All animals that were bagged by a player are sorted by species and laid out open-faced. When no animals can be laid out for the next round, the bagged animals are scored: If you have the majority in a species you score the number of animal cards you hold for that species. A set of 6 boomerangs scores 1 point. If you have the most points, you win. Boomerang is an usual bidding game nicely balanced on the eternal dilemma of stopping or going on, replenish the stock of boomerangs or go hunting for the one animal?

INFORMATION

PLAYERS
3-5

AGE
8+

TIME
30+

Designer: D. Ehrhard, M. Lalet

Artist: Dominique Ehrhard

Title ger.: identical

Price: approx. 17,00 Euro

Publisher: Lui-Même 2010

www.asmodee.de

EVALUATION

A game of bidding/ set collection
For Families

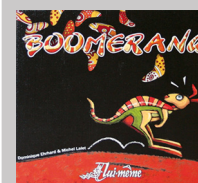
Throw boomerang, hunt animals

Comments:

Re-edition of Lascaux
Exquisite graphics
Reworked mechanisms
Topic and components go well together

Compares to:

Lascaux and other games
of bidding for sets



BOXXY

NO TIME TO ELABORATE!

10↑

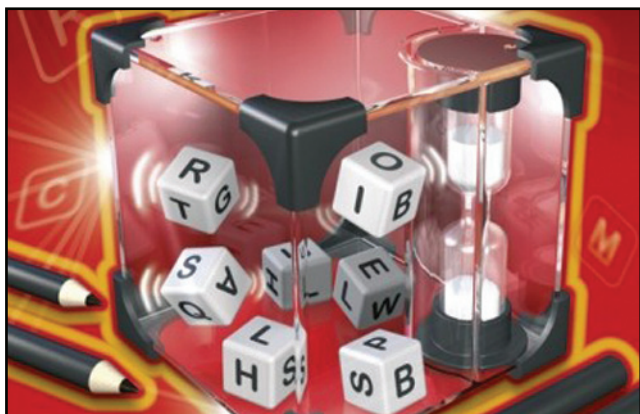
The closed box holds 7 letter dice and a fixed sand-timer in one corner. The box is shaken and while the timer runs players can use the time to form words out of the letters that are visible on the top of the dice. These well-known standard mechanisms have been varied very attractively: A letter can be used several times in a word, the letters

must not be next to each other in the box to be next to each other in the word, and a letter that is present twice can be used as a joker once. A valid word must consist of a minimum of 3 letters, abbreviations, foreign words and proper nouns are not allowed. When the timer has run down, you score your words: If you alone have found the word

it scores 5 points, shared words score 2 points and each letter in a word counts 1 point additionally. If you manage to make up a word from all 7 letters, you score 25 points.

The variants are a very nice feature of the game. In the game for categories players jointly chose a category, the letters must fit this category. In the version Categories / Each Letter one Word you must use each letter for the first letter in a word fitting the category. Each correct word scores 5 points if you have it alone, shared words score 1 point. In the version Auf ein Wort each player may write down only one word of 4 letters minimum, the longer the better, each letter scores 1 point, additional non-present letters are allowed, but 2 points are deducted for each such letter. After a preset number of rounds the player with the highest score wins.

Boxxy is a felicitous example how to vary a well-known game concept.



INFORMATION

PLAYERS
2-4

AGE
10+

TIME
20+

Designer: not stated

Artist: not stated

Title ger.: identical

Price: approx. 15,00 Euro

Publisher: Schmidt Spiele 2010

www.schmidtspiele.de

EVALUATION

Word and association game
For families
Form words from given letters

Comments:

Well-known basic mechanism
Interesting variants
Different way to use the letters
Double letters used for jokers

Compares to:

Boggle



CAPTAIN JACK'S GOLD

LETTERS OF MARQUE, GOLD
AND TREASURE MAPS

8+

Buccaneers, pirates and gold coins – who would not want to go hunting for booty? The cards are stacked separately for Coast, Ship Passage, High Seas and Letter of Marque, the ships sit next to the pirate's island. Each ship is equipped with 2 sails and 1 cannon to start with, the number of sails determines the number of cards you can turn up, the num-

ber of cannons determines the number of dice rolls to capture a ship.

In your turn you choose a stack, turn up the top card and decide if you want to take the card. If not, you go on turning up cards until you reached your maximum or turn up a Calm card. Cards you take you can place next to your ship board up to a maximum of

7 cards. Ship cards must be captured. To do so you must roll the cannon value of the ship with a dice roll or top the cannon value. If you cannot manage this you lose a card chosen by your left neighbor. In the harbour you can hand in previously collected flags and goods to meet one of the letters of merque on display or get pirate coins. Three treasure cards get you pirate coins, too.

With the corresponding card you can capture a ship of another player in the same region. If you manage the higher total with the number of rolls allowed by the number of cannons on your ship you win the battle. If you have collected the biggest booty at the end of the game you win and receive Captain Jack's Treasure Map.

A game with fantastic components and simple rules; it can be turned into a challenging tactic game with the additional rules. These bring changes in battles and introduce storms, sea monsters, seamen and rum.



INFORMATION

PLAYERS
2-4

AGE
8+

TIME
30+

Designer: C. Fiore, K. Happel

Artist: C. Fiore, Das Format

Title ger.: identical

Price: approx. 25,00 Euro

Publisher: Noris Spiele 2010

www.mike-spiele.de

EVALUATION

Aquisition game, pirate topic
For families
Collect flags, wares and gold

Comments:

Fantastic components
Treasure chest for a game box
Beautiful family game - Expansion
rules for a more challenging game

Compares to:

All games with a pirate
topic, e.g. Freibeuter der
Karibik or Cartagena Die
Goldinsel



COLOR MIO

GREEN+RED+BLUE
FOR THE PALETTE CARD

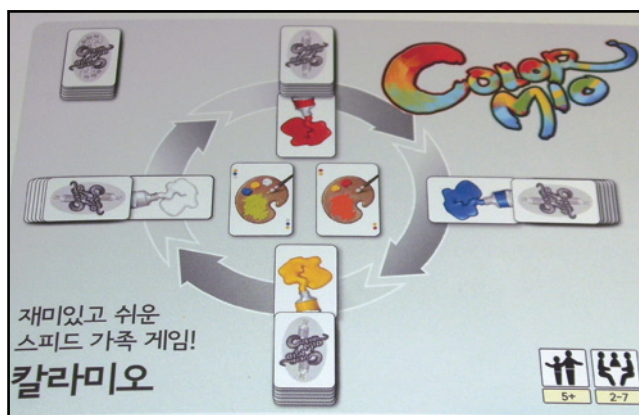
6+

The color cards are shuffled and dealt as evenly as possible to all players face down, each player stacks his color cards face down on the table. Two out of the 20 Palette cards are laid open-faced into the middle, the rest is stacked face down. In his turn each player turns up the top card from his stack and placed it face-up next to it. Further cards

are placed on top of this open stack in a way to cover all cards beneath. If someone turns up a color card that can be used to complete a Palette card, you place your hand as fast as possible on the respective Palette card – the fastest player to do so receives all open color cards that is the top cards of all open stacks. It is possible and allowed

to complete both Palette cards at the same time. One player may cover both Palette cards with his hand, but it is possible, too, that two players cover one card each. Completed Palette cards are set aside and replaced by new ones from the stack. Color cards that you win are placed under your stack of face down color cards. If you make a mistake you must give one color card to each player, if you covered both cards, each player receives two cards from you. When the stack of Palette cards has been used up two times, or three times in case of 5-7 players, you win the game if you have collected the most color cards.

A game mechanisms that is well known here from the games of Halli Galli and Schnipp Schnapp was implemented here with color cards, collectors of games from Asian game companies will be interested.



INFORMATION

PLAYERS
2-7

AGE
7+

TIME
15+

Designer: Justin Oh

Artist: Moosn, MiSun Park

Title ger.: identical

Price: not stated

Publisher: Gemblo 2010

www.gemblo.com

EVALUATION

Card collecting game
For Families
Turn up cards, react

Comments:

Only available in English and Korean
Of interest only to collectors of Korean/Asian games - Variant of Halli Galli

Compares to:

Halli Galli, Schnipp
Schnapp



CYRANO

GOOD RHYMES CAN CLIMB RUNGS!



Players assist a suitor in love who stands at the base of a tower and recites poems to meet his love on the balcony. The more original the verses the faster he can climb. If the poems are very beautiful the Beauty descends from the tower. If you are the first to make suitor and Beauty meet at the same level of the tower you win.

In each round you turn up one card for the topic and 2 two cards for the rhymes you must use in your poem. Players write a four-line verse, 2 lines end with one rhyme, the other two lines with the other rhyme. The deciding element is the sound of the rhyme, not the spelling. There are no other restrictions for your creativity. When all are finished



all read out their rhyme and repeat their rhyme words. If you are the only one who has used a certain word, you can mark a box on the ladder depicted on the game sheet, starting at the bottom of the rungs. Even if you did not complete your poem you score for words you did use alone. If the mark is next to a color mark you have reached this level. At the end of the round players vote on the poems: Each player chooses a poem he liked best and then can cross out that many boxes for the Beauty to come down, starting at the top of the tower, as players have voted for the same poem. When both marks of a player have reached the same level at the end of a round this player has won.

Cyrano is a well-made and attractive language game on words and rhymes, a must for all players liking such games. The poetic demands are small, the fun is huge, a good stock of synonyms in your vocabulary can be of help.

INFORMATION

PLAYERS
4-9

AGE
8+

TIME
30+

Designer: A. + L. Maublanc

Artist: Pieró

Title ger.: identical

Price: approx. 26,00 Euro

Publisher: Repos/Asmodee 2010

www.asmodee.de

EVALUATION

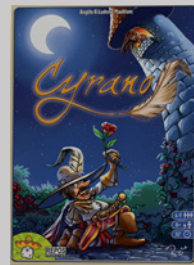
Game of words and rhymes
For families
Write rhymes, mark levels

Comments:

Funny topic
Very few restrictions and rules
No time limit

Compares to:

First game of this kind



DER WORTWAL

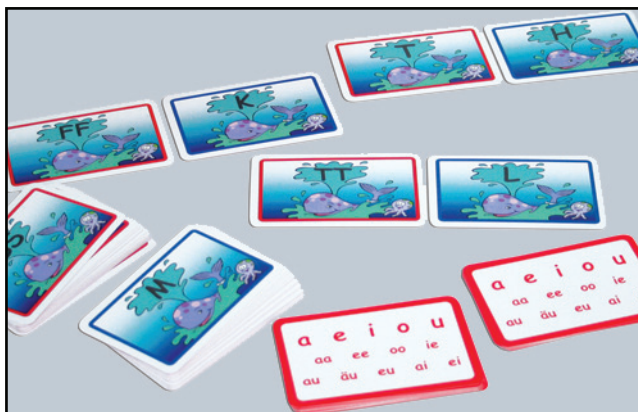
WH FND S FTTNG LTTRS RLLY QUCK?



Wh fnds fttng lttrs rllly quck? This is the task for this reaction game on words. Willi the word whale has not brought up all letters from the bottom of the sea and needs help. Each player stacks his two kinds of cards separately and in a way that the vowels are visible. In your turn you turn up the top cards of both your stacks at the same time – both cards

now show consonants. The first player to name a word that can be formed using the consonants shown on both face-up cards wins both those cards. You can add or insert as many vowels as you like before, between or after the consonants. You can choose the order in which you use the cards, letters belonging together on a card like the Ger-

man SCH may not be separated and you may neither delete nor add consonants. You can use all word from the active vocabulary, which also comprises names, plural words or inflected forms of words. The player turning up the cards cannot name a word. If two players call out a correct word at the same time both of them receive one card each. If nobody finds a word, the cards go to the player who has turned up the cards. When Willi the Whale shows a golden ring on one of his fins the cards go to the first player who calls out Ahoi!, but only the first time, because when the second ring turns up you must call out Ehoi!, for the third one Ihoi! And so on. When all cards have been handed out, the player with most cards wins. The game provides good training for fast reactions and vocabulary as well as for language competence, pattern recognition and spelling abilities, too, and can absolutely be fun for adults as well.



INFORMATION

PLAYERS
1-6

AGE
9+

TIME
30+

Designer: Susanne Galonska

Artist: A. Mangold, M. Schlegel

Title ger.: identical

Price: approx. 10,00 Euro

Publisher: IQ-Spiele 2010

www.iq-spiele.de

EVALUATION

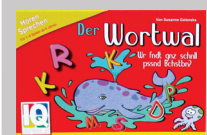
Language and reaction game
For families
Be quick to name correct words

Comments:

Good training for vocabulary, reading and reaction - Good for families
Can be varied with your own rules

Compares to:

Ratz Fatz Buchstaben and other language learning games on vowels and consonants



DINO MEAL

SAVE THE NEST FROM T-REX!

4↑

The huge wild Dino, Tyrannosaurus Rex, has stolen the eggs from other dino species and player must rescue those from the nest before he devours them all.

20 eggs in the colors of blue, red, green and yellow are placed in the nest and then Dino is switched on. In your turn you must roll the die and take an egg in the color rolled from the nest. To do

so you must also lift the leaf on top of the nest. If Dino keeps still until you have placed the egg down in front of you, you may keep it because you have secured it. If you roll the side of with all four colors you may choose any egg from the nest. If you roll the cross, you lose your turn and the next player rolls the die.

But if Dino did notice the res-

cue operation, he wakes up and swoops at the player – and this player is so much frightened that he ends his turn and the current rescue operation for the egg fails. The player must drop out of the game and can only watch the rescue efforts of the other players. The last player still in the game wins.

As a variant you can assign point values depending on color and go on playing until all eggs are saved, in this case the waking up of Dino only ends the turn and the player remains in the game. Or you can also simply count the number of eggs rescued by each player.

Dino Meal is a simple game of action and dexterity that can be played already by small children. Dinos are always an attractive topic for children and the game mechanisms are well known from other games of a similar kind. This version scores a hit with the dinosaur topic and the attractive if somewhat gruesome dinosaur figure.



INFORMATION

PLAYERS
2-4

AGE
4+

TIME
15+

Designer: not stated

Artist: not stated

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Goliath Toys 2010

www.goliathgames.de

EVALUATION

Dexterity and action game
For children

Take away eggs, do not disturb

Comments:

An attractive topic for children
Standard well known mechanism
Nice components
Needs batteries

Compares to:

Bello fass, Cowboyschreck
and other dexterity games
where you take away items



EXTREME MEMO

MOB RIVALRY

5↑

The gangsters in town hold a competition in Extreme Memo: If you find and keep the most cards in a round you receive loot bags and are named Master Thief. As usual in a game of memory you must find pairs of loot items. You play with a set of 21 cards and turn over two cards as usual in your turn. If you have found two identical items, you may take

both cards. But! On each card two items are pictured and one can lose cards again – if another player has pairs of cards and and you have memorized items on those cards and turn up another one of these items you can ask the other player for this item – if he has that item on his cards he must give you the card. When all cards have been taken from the

table, the player with the most cards receives a booty bag. In the second round you play with a second set of 21 cards with different backside color and other items, if you get the second booty bag you win. If more than two rounds must be played to determine the winner the set of card is changed after each round.

For a variant you can agree that a player must turn up all cards to prove that he does not own the item that was demanded from him, or that you receive the card that just has been turned up if you do not have the item in demand or that you can ask yourself for the loot item and must show all cards if you do not have it.

The title Extreme Memo is a very accurate description, it is rather extreme and naughty because you not only must remember items in the middle of the table, but also who has taken them; an attractive way to train your memory and a real challenge for the whole family.



INFORMATION

PLAYERS
2-4

AGE
5+

TIME
15+

Designer: Carlo A. Rossi

Artist: Susanne Krinke

Title ger.: Extrem Memo

Price: approx. 11,00 Euro

Publisher: Haba 2010

www.haba.de

EVALUATION

Memory game
For families
Find pairs

Comments:

Funny mixture of items
Trains your memory
Two sets of item pictures

Compares to:

All memory games



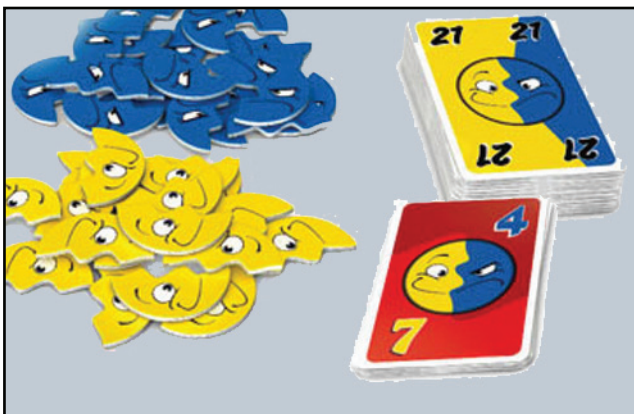
FIFTY FIFTY

HIGH FOR GRIM,
LOW FOR CHEERFUL FACES!

9+

Opposites are known to attract each other and this well known byword has been used as the topic for this card game, only if you manage to find a balance between opposites you will have a chance to win. The game features faces that show a blue grim and a yellow cheerful half. Players need to collect these halves as efficiently as possible

to combine them into complete faces, because only complete faces do not score negative. Each player holds 9 Fifty cards, the 10 Mood cards are stacked face down. Then the first mood card is turned up and players in turn choose a card from their hand and place it face down on the table. Now all cards are turned up and scored for face



halves: If you played the highest card you receive the number of blue halves noted on the Mood card, if you played the lowest card you receive the number of yellow faces according to the Mood card. Then you can combine blue and yellow halves that you own into complete faces and discard these complete faces. Then another round is played until all 9 cards have been played and scored. Then you score one point minus for each remaining half; if you have no half left, you can strike off your worst score so far.

Now another game of 9 rounds is played and this is repeated till as many games have been played as there are players. You win if you then have the fewest points. Fifty Fifty is a nice amusing little card game where cards of medium value can be of advantage if used cleverly to avoid the wrong color of face halves; a good balance between luck and a little planning and memorising of cards.

INFORMATION

PLAYERS
3-5

AGE
9+

TIME
30+

Designer: Reiner Knizia

Artist: M. Blaha, O. Richtberg

Title ger.: identical

Price: approx. 10,00 Euro

Publisher: Zoch 2010

www.zoch-verlag.com

EVALUATION

A game of set collection
For families
Play cards for face halves needed

Comments:

Nice Art
Good mechanism
Memorising cards is helpful
High chance factor

Compares to:

All card games where extreme values score



HARRY POTTER HOGWARTS

EXAMINATION TIME
AT THE SCHOOL OF MAGIC

8+

It is exams time at Hogwarts and players represent the four houses of Hogwarts. In this capacity they try to collect all the necessary items as fast as possible to pass all the exams. If you are the one to best use the mobile staircases and secret corridors and are the first to return back to the Common Room after having collected all four items you will

win the game.

In your turn you have two actions: First you roll the die and implement the respective action and then you move your pupil exactly one step. Possible actions as result of the die roll are: For 1, 2 or 3 dots you move a stair and a classroom once, twice or three times, or you can turn a staircase or use a secret

corridor. From a classroom you take the item in your color that is available there and place it in the Common Room.

Some nice variants for the game are included in the rules: You replace the 1 tile on the die by a red tile and thus bring Professor Dumbledore into play. He starts from the entrance, can move to any adjacent square and shows a secret corridor to each pupil that meets him on the same square. If you replace the secret corridor by a brown tile, Mrs. Norris comes into play, she blocks one staircase. In the variant Magician's Duel there is a duel when two pupils meet: who rolls higher wins and relocates the opponent's pupil.

An attractive game – I am tempted to say as usual – with standard mechanisms, absolutely attractive components and cute details like Mrs. Norris the cat. It is fascinating who little it takes to create lot of nice ambience.



INFORMATION

PLAYERS
2-4

AGE
8+

TIME
40+

Designer: not stated

Artist: not stated

Title ger.: identical

Price: approx. 35,00 Euro

Publisher: Lego 2010

www.spiele.lego.de

EVALUATION

Movement game based on book
For families
Roll, move, collect items

Comments:

Attractive components, as in other Lego Games
The ambience of Hogwarts has been nicely transferred
Good rules with good variants

Compares to:

Other Lego games and move-by-dice roll games



HIGH FIVE

LAY OUT AND SCORE FULL HOUSE!

8+

High Five is a game on combinations of numbers made up from number cards in four colors, ranging from 2-13 + 1 card 1/14 in every color. The board is a square of 8x8 squares, each player faces one border of the board and has a rack for the number cards. To start the game four randomly drawn numbers are placed on the board, players start with four

cards and a joker each. In your turn you must form a valid and valuable combination by adding one or more of your own cards to the board. Then you draw two cards from the pile. You must place at least one card and may place a maximum of four cards in one row or column next to already laid out cards. In case of joker, it stays in place for



the the rest of the game.

In the first round each player must lay out three cards and thus connect two of the starting cards. A combination for scoring consists of five cards in a horizontal or vertical row, never a diagonal one, and you must include all cards placed in that round in the scoring. To better mark the cards chosen for scoring you use the frame that is placed over the cards you want to score. The order of numbers in a combination is unimportant, thus 3-4-2-5-6 is a valid row. You score for Poker combinations and for colors. The first player out of cards receives 2 bonus points; when all are out of cards the player with the highest total wins.

High Five is a simple game with a quickly understood mechanism, the adaption to a placement game and the unsorted display take a little time to get used to, as does the fact that you can fill gaps. But take care not to lay too much groundwork for the next player!

INFORMATION

PLAYERS
2-4

AGE
8+

TIME
30+

Designer: Nils van Teijlingen

Artist: Sensit

Title ger.: identical

Price: approx. 30,00 Euro

Publisher: Kosmos 2010

www.kosmos.de

EVALUATION

Number placement game
For families
Score number combinations

Comments:

Simple rules

Interesting because of unsorted rows

Compares to:

All games scoring poker combination, using opponents' elements



HOSSA!

LONDON TOWN FOR „CAPITAL“



Aim of the game is, to name and sing titles or lyrics of songs and thus collect the most points. The game comprises 110 cards in six languages, 88 cards feature cue words, 22 cards feature categories. One player chooses a card and names the cue word. Then all in turn name a song title containing the cue word or any word from the chosen category,

starting left of the reader. If this player sings a song, all others can sing along with him.

All kinds of songs can be chosen, pop songs, country songs, church hymns, children songs as well as evergreen or the latest hits from the charts, and also songs in any language, provided at least one other player speaks this language, too. If a song has

been named in a game, it may not be named again for the duration of this game.

Then points are scored – when the active player can name a title or a line from the lyrics, he scores one point. If he can start to sing a line of the lyrics he scores 2 points, if he can sing a complete verse or a longer part of the song this earns him five points. All players who can sing along with the active player score one point. Then the card goes to the next player for singing and scoring, until the card comes back to the starting player.

A fun game that works nicely in the family circle and works nicely too for huge groups, the rules state special rules for groups with up to 20 people and also a set of rules for groups up to 80 players.

This edition in a tin is the fourth edition of the game, deservedly, because Hossa is lots of fun! And if you sing „New York New York“ on the capital cue, you do NOT score at all!



INFORMATION

PLAYERS
3-80

AGE
8+

TIME
45+

Designer: Andrea Meyer

Artist: D.Müllenbach, A.M.Mueller

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Bewitched Spiele 2010

www.bewitched-spiele.de

EVALUATION

Quiz and party game
With friends
Name or sing song, cue word

Comments:

Fourth edition

Packed in a tin

Ideal for big groups

Generates some noise

Compares to:

Wir fahr'n üben See



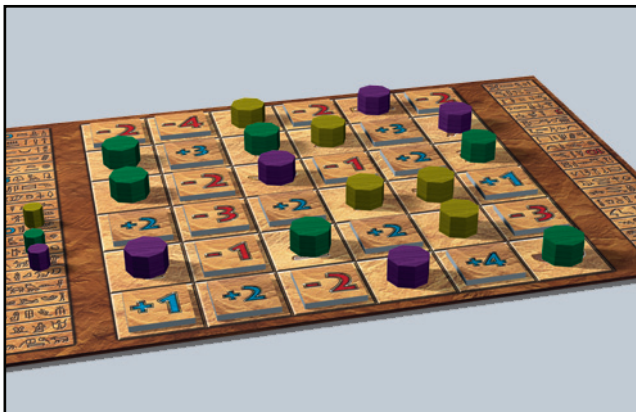
ISIS & OSIRIS

STONE OR TILE?

7+

Egyptian name and Egyptian design, but despite all that an abstract placement game with a high memory quota: Each player starts – depending on the number of player – with a certain amount of so called stones in his color and tiles with values between -4 and +4. These tiles are kept hidden and not all of them are in play.

The active player decides in every one of his moves whether he wants to place a stone or a tile. If he chooses a stone, he places the stone on any free square on the board. If he chooses tile, he takes one of his face down tile, shows it to all player and then places it face down on any free square on the board. The eye on the back of the tile must always be oriented



the same way. If you are out of stones or tiles you must place one of the remaining stones or tiles, you cannot pass.

When all squares are taken, the game ends and is scored. Each player receives for his stones the points on those tiles that border the squares of his stones horizontally or vertically. Who thus scores the highest total of points wins the game.

A simple game mechanism for a fast game! It has some tactical possibilities and an undeniable advantage for a player who can remember which tiles were placed where. And each move presents you with a dilemma – do I secure those 4 points or do I hope that the square is still free next round, because I do not want to get the -2 in the other square?

The game works very well for two or three players and is a nice quick family game, with a little experience in game play already seven years olds can play.

INFORMATION

PLAYERS
2-4

AGE
7+

TIME
15+

Designer: Michael Schacht

Artist: Franz Vohwinkel

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Abacusspiele 2010

www.abacusspiele.de

EVALUATION

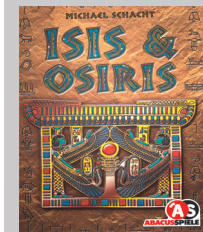
Placement game
For families
Place tile or stone, score stones

Comments:

New edition
First edition Goldsieber 2010
Small compact box

Compares to:

Placement games considering adjacent squares in scoring



KING UP!

GARDENER OR COOK FOR KING?

8+

Old King Vladimiro wants to abdicate and all persons milling about in the palace participate in the race for the throne. Each game consists of three rounds and each round consists of two phases: Placing of the characters in the castle and advancement of the characters towards the throne.

Each player receives a secret

Favorites Card with 6 claimants to the throne and has one Yes Card and – depending on the number of players – between 2 and 4 No Cards. All 13 claimants to the throne start at ground level. At the start of the round players in turn place one claimant into any of the levels of the castle, observing the one rule that is valid anytime during

the game: Never may there be more than 4 claimants in any level at the same time. When all claimants have been placed, players in turn move one of the claimants exactly one level up. A claimant may never be moved downwards again. Of a claimant is moved out of level 5 onto the throne, an election for king takes place: All players vote yes or no. When there are only yes votes, this character is elected king and the game ends. All players score points for positions of the claimants on their Favorites Card. If there is one no vote, the claimant quits the game and takes all no cards with him, and the round goes on normally. A round ends when there is a king. At the start of round 2 and 3 each player receives a new Favorites Card. After three rounds the player with the highest score wins. If you score 0 in round 3, you are awarded 33 bonus points.

King up! is a fine race game with an unusual topic, victory is often decided by the clever use of the No Cards.



INFORMATION

PLAYERS
3-6

AGE
8+

TIME
60+

Designer: Stefano Luperto

Artist: Barletta Daniele

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: dV Giochi 2010

www.dvgiochi.com

EVALUATION

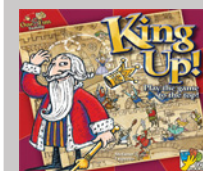
Race game with cards
For families
Move claimants, vote on position

Comments:

New edition of Viva il Re!
Simple components
Simple rules - Interesting mechanism for the No Cards

Compares to:

Quo Vadis and other games with secret result tasks



KUHHANDEL MASTER

ALL COWS + PREMIUM = LOTS OF POINTS!

10+

Horse trading in the true sense of the word: First you bid in auctions for parts of animal Happy Families of different values. Then you try to acquire complete Happy Families whereby horse trading, that is cheating your opponent, is absolutely necessary and allowed. Aim of the game and end of the game are complete Happy Families in front

of all players. Whoever owns the most valuable Happy Families in total wins the game, the money cards are of no value whatsoever. In your turn you decide on bidding or horse trading. If you want to bid you turn up a card, all can bid for it – when all have passed the player offering the card can buy it for the sum of the highest bid from the player who made

the highest bid, or take the money from the highest bidder. A premium card brings money for all and you bid for them with the number of cards, not the value of the cards.

If the rat is turned up all must discard a money card in turn, if you take the rat you also get all money cards, rats in your hand score negative at the end.

For horse trading you take any number of cards, your opponent with the same animal cards does the same; if you hold the higher sum you win – thus all Happy Families are completed. You can accept an offer without a counter offer. You cannot do horse trading with premium cards.

This premium cards are a new feature in this Master edition, and so are the rats, but all in all the game is the same – a great game with simple rules, works as well for planners as for those you follow their instincts. A variant for two players is included.



INFORMATION

PLAYERS
2-6

AGE
10+

TIME
60+

Designer: Rüdiger Koltze

Artist: M. Leyssenne, M. Knorrp

Title ger.: identical

Price: approx. 15,00 Euro

Publisher: Ravensburger 2010

www.ravensburger.de

EVALUATION

Card and bidding game
For families
Bid for cards, trade cards

Comments:

Re-edition with rules changes
Good mixture of tactics and bluff
Variant for two players

Compares to:

Kuhhandel and other
auction games for sets



LINIE 1

DETOURS TO YOUR DESTINATION

Tracks for street cars must be laid. You draw a start and destination and some stops and then construct your track as directly as possible by placing track tiles. All players built a joint network of tracks, if you are the first to connect all your stops and can move your street car along your own route from start to destination you win. Each player only knows

his own color and number of the route and also only his personal route order. In your turn you place two track tiles and draw tiles to hold five, placement rules are: You may not build track out of the board, not into a destination and must expand track in a sensible way. If you want to exchange track tiles you can only do so when all old

track is kept and expanded. If a track tile is placed orthogonally next to a destination/building square, you place a stop sign on the destination, per destination only one stop sign is possible. If your route is complete you announce this to the other players and prove that the track is complete. Then you must roll the die and move your street car along the track. You roll three 3 dice, and always choose one and reroll the others – results can be a move to the next stop sign or movement to the next tile for each green dot or no movement in case of a red dot. The first player to travel along his route from start to destination wins the game. The rules also include the original rules for the endgame, where only one dice was used to roll the number of tiles to move over or stop signs. Some tactics, a bit of riling others: still a good game for all fans of games with a track building topic.



INFORMATION

PLAYERS
2-5

AGE
10+

TIME
60+

Designer: Stefan Dorra

Artist: Das Format Werbeagentur

Title ger.: identical

Price: approx. 25,00 Euro

Publisher: Goldsieber/Noris 2010

www.goldsieber.de

EVALUATION

Placement game
With friends
Place track tiles

Comments:

New edition, First edition 1995
New rules for the end game

Compares to:

Linie 1, and other track building
games



LINO

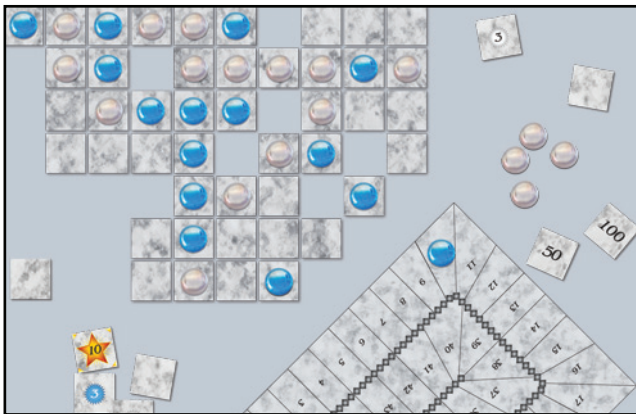
SCORE FOR COMPLETE ROWS



Lino basically is a game of forming rows – you alternate in placing one of your pieces onto a square and score for completing rows during the game and at the end of the game for rows of four or more of your own pieces. Each player starts with 25 pieces, one of them is used as a marker on the scoring track.

Before you start placing pieces

the board is prepared: You start by laying out a configuration according to the rules. Then each player relocates three square tiles from this starting layout. Relocated tiles must remain connected to at least one other tile of the board over a border or a corner, and you may not relocate a tile to a spot where another tile has already been taken away,



and you may not relocate a tile that has already been relocated once.

Then players alternate in placing one of their stones onto the board. If you place a stone onto the last empty square in a row of the board you score the number of squares in the row. You can complete more than one row at the same time. If you miss that you completed a row you do not score the points later. When all pieces have been placed each player scores points for sequences made up from his own pieces: For a row of four pieces you score 10 points, for a row of 5 already 20 points, six pieces in a row earn you 30 points and if you managed to arrange 7 or more pieces in a row you achieve 40 points for that.

Lino is a very beautiful abstract game with unusual details in the mechanisms, in variants you can use the markings on the back of the board tiles; a game that can be absolutely recommended to fans of games for two players.

INFORMATION

PLAYERS
2

AGE
8+

TIME
20+

Designer: Chislaine van den Bulk

Artist: Remco Gazan

Title ger.: identical

Price: approx. 15,00 Euro

Publisher: Giuoco 2010

www.giuoco.nl

EVALUATION

Abstract placement game
With friends
Place pieces, complete rows

Comments:

Classy design - Abstract game for two
Interesting variant of the x-in-a-row mechanism - Variants using markings on the backside of the tiles

Compares to:

4 in a row and other games with sequence forming



LOGO

THE GREAT GAME OF BRANDS
DAS GROSSE SPIEL DER MARKEN

We meet them every day, because all those well-known logos are part of our lives. This game on the topic asks questions and uses three different kinds of cards. Logo cards ask questions on company logos, randomizer cards ask for general knowledge, and theme cards ask questions on a certain special topic. Each card shows four questions in four

colours. All questions of a card are asked. For a correct answer you move to the next free spot of that colour on the board. In case of a wrong answer the question is posed to the next player or team. If the answer correctly, they take over the remaining questions on the card. The first player or team to reach the finish wins.



A brand name card on Rubik's Cube: What is the name of the product – what are the six colors of Rubik's Cube – how many of the single cubes show three colors – what nationality has designer Ernő Rubik?

A random generator card: Which car brand contains a Shakespeare character – Which coffee shop chain is named after the First Petty Officer out of Moby Dick – What is the name of the East German Sparkling Wine brand named after a character in Grimm's stories – Which fast food chain is named after a character in Popeye comics?

A theme card: What are the previous names of the products Zewa soft samstark – Twix – Finnish – Daewoo?

Logo is a quiz game with well-known mechanisms, surprising lots of information and some rather difficult questions, but provides lots of fun. Thanks to satellite and cable TV the game can be played in all German-speaking countries, but entirely language-dependent. Good for groups of mixed age!

INFORMATION

PLAYERS
2-6

AGE
12+

TIME
45+

Designer: not stated

Artist: not stated

Title ger.: identical

Price: approx. 35,00 Euro

Publisher: Jumbo Diset 2010

www.jumbo.eu

EVALUATION

Quiz game
With friends
Answer questions, move marker

Comments:

Nice topic - Asks for lots of subconscious knowledge - Entirely language-dependent - Good for mixed age groups, older brands are included
Can be played in teams or individually

Compares to:

Other quiz games with special topics



MALTA

NO CARDS, NO POSSIBLE MOVE – YOU LOST!

A card game with a simple goal: Be the last not to have lost. You lose the game either when you have no cards left after the draw phase or if you cannot move during the movement phase. If you lose you drop out of the game, but should keep cards you still might have in case you are summoned back onto the board.

In a display of 7x7 cards you

place your marker on one of the starting positions, it can be one that already holds another marker. All cards in the display must be placed so that the O-Circle is not-visible. In your move you draw cards, play cards and implement them and then you move your marker. In the draw phase you draw the number of cards denoted by the number



on the location of the marker. Then you play half of your cards, rounded up, one by one and immediately implement the effect of each single card. Then you move your own marker one step in any direction denoted by the arrows on the location of the marker. If the all point out of the board or if you stand on an O-Circle, you have lost. If you must move your marker onto a card with one more other markers you must give a card to each of the owners of the markers. If you do not have enough cards or no cards left afterwards, you have lost, too. You can only lose if you run out cards in your own turn, not by implementations of other player's cards. But you lose, if you would have to move due to a card played by somebody else and cannot do so.

A somewhat malicious and funny fast game, where you have to be on your toes throughout, even as regards to your own cards, to not lose and go Out!

INFORMATION

PLAYERS
2-8

AGE
8+

TIME
30+

Designer: Tim Mierzejewski

Artist: Tim Mierzejewski

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Z-Man Games 2010

www.zmangames.com

EVALUATION

A game of position with cards
With friends

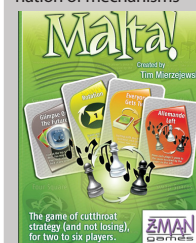
Draw and play cards, move

Comments:

Cute idea - Planning ahead is essential - Game Experience is an advantage - High quota of chance due to drawing cards

Compares to:

First game with this combination of mechanisms



MEIN MÄUSCHEN-FARBSPIEL

PICNIC FOR COLOURED LITTLE MICE



The five little mice are invited to a picnic and may play hide and seek till the plates are laid out in their favorite color. You can vary the number of mice and thus the degree of difficulty. Aim of the game for all players is to prepare the picnic together and to lay the table with a plate holding a dish corresponding to the mouse's favorite color. The room in which

the game is played is integrated into the game, as a kind of transfer point the magic mouse hole arch is placed next to the game board. Depending on the age of the children you can play with any number of mice, you stack on dish per mouse in the respective color.

Then you roll the die: When the plate appears you turn up a face-

down food tile and name the dish and the color; if necessary the assisting adult can help. If there is no tile left, you lose the turn. When the mouse is rolled, one mouse may leave the table through the magic arch and hide somewhere in the room. The active player looks for a hideout in the color of the mouse. All other players watch and try to memorize the location. So, all players have all the information on the hideouts. When all mice have been hidden and the table has been laid with all plates each child may search for one mouse and place it next to the corresponding plate.

This is a lovely first game for toddlers to get used to rules and to wait your turn! The components are made of wonderfully plushy stuff, an optic and haptic pleasure! Of course the assisting adult can invent some other rules or instigate free play with the mice and the food discs or tell some stories!



INFORMATION

PLAYERS
1-3

AGE
2+

TIME
10+

Designer: T. Daum, V. Leitner

Artist: Michael Schober

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Ravensburger 2010

www.ravensburger.de

EVALUATION

Educational game on colors
For children
Allocate colors

Comments:

Part of the Ministeps Series
First game for toddlers
Most simple mechanisms
Plush material
Assistance necessary

Compares to:

Mein erstes Mitmachspiel



MISS POUTINE

ONLY FRENCH FRIES
GO WITH POUTINE



The personnel in Miss Poutine runs a permanent contest for the fastest completion of customer orders. Two of the players embody waitresses and face each other across the table, they hold half of the order cards each. The 44 dishes are distributed evenly among the cooks, who are embodied by the rest of the players.

All play simultaneously. The waitresses display order cards and shout for ingredients or dishes. Each cook has 3 of those on display. A dish = ingredient that is wanted he offers to a waitress, who can take it if she wants but need not. If the waitress accepts the dish, the cook puts out another dish. If a waitress has completed an order, she



sets aside the order with all the corresponding dishes. Poutine dishes always need French fries. A cook can turn over a dish he thinks will not be needed and thus change it to a portion of fries; he may have one additional portion of Fries on display. If any player, be it cook or waitress, is out of cards the round ends and the cook who holds most cards receives a "Mopp" chip. If there is a tie in remaining cards, all players in the tie get a chip and also any waitress still having unmet orders. Completed orders are controlled, in case of an error the waitress receives a chip too. If you must accept the third chip, you lose the game.

Funny, hectic and hilarious! In the role of a waitress you must watch which card to accept from which cook to avoid helping him to finish the round quickly! Fries, quick, fries! I need burgers, too. Quick! Who has Gyros? I need Gyros! No, you are a cook, I want the fries, not you!

INFORMATION

PLAYERS
4-8

AGE
8+

TIME
10+

Designer: Lamontagne, Lemay

Artist: Jochen Eeuwijk

Title ger.: Poutine Cuisine

Price: approx. 9,00 Euro

Publisher: Heidelberger 2010

www.heidelbaer.de

EVALUATION

Card placement / reaction game
For families
Get rid of cards as fast as possible

Comments:

Hectic, raucous, funny
Topic nicely implemented
Not good for noise-sensitive people

Compares to:

Kakerlakensuppe, Zoff am Herd, Zu viele Köche etc.



MONSTER AUF DER FLUCHT

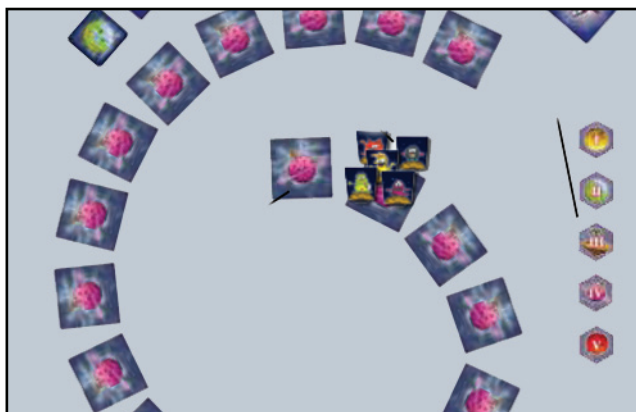
GALACTIC RESETTLEMENT!

8+

The star in the home system of the monsters in the center of the galaxy is turning supernova and the monsters need new planets. Players must assist the monsters and at the same time bet which monster will settle the most beautiful planet.

At the start each player receives one open and one secret favorite in the shape of a card

or a tile. One third of the planet cards is placed face down as a movement track, the remaining ones are stacked for a draw pile. All monsters flee the supernova, regardless of the number of players; at the beginning all monsters start at the inner end of the spiral. Each player starts with two planet cards. In your turn you draw a card and play a



card for an action: You can move a monster forward to the next empty card, only one monster per card is allowed. A card showing only one monster you can also use as your second open favorite card, if this exceeds the maximum number of favorites you must discard one of them. Other actions are swapping favorites with another player or chance positions of two monsters. When the draw pile is empty you draw the currently last card in the spiral, starting at the inner end. The game ends when either a monster moves to the last card at the spiral end or if someone would have to draw a card with a monster standing on it. Then you place the scoring tiles next to the monsters and each player scores the respective points for his favorites. The monster furthest ahead will NOT score you the most points!

A fun and fine movement game, a bit of strategy in betting and moving monsters evens out with the chance element of drawing cards.

INFORMATION

PLAYERS
2-5

AGE
8+

TIME
10+

Designer: Andreas Pelikan

Artist: Frank Stark

Title ger.: identical

Price: approx. 9,00 Euro

Publisher: Heidelberger 2010

www.heidelbaer.de

EVALUATION

Card-driven movement game
For families
Move monsters with cards

Comments:

Cute little monsters
Funny topic
Simple rules, quickly explained
Easy to take along

Compares to:

All movement games with hidden task for arrival sequence



PASS THE BOMB

CARD GAME

8+

Fast thinking and clever repartee are also in demand in the card variant of the explosive game. Depending on the time you want to play you select a number of definition cards at the start of the game, shuffle them and stack them face down. The letter cards are also shuffled and stacked face down. The red "bomb" card is shuffled into the

letter stack and the black "exploding bomb" card is stuck into the lowest third of the definition card stack.

The starting player draws the top definition card and reads it out. Then he draws a letter card and names a correct word corresponding to the definition and with the first letter drawn from the letter stack. If his word is accep-

ted he hands on the definition card to the next player who turns up a new letter card and names a correct word. Each player has 10 seconds to name a correct word, if he does not do so he keeps the definition card and the next player draws a new definition and a new letter. If other players want to doubt a word, they must do so before the next letter card is turned up. If the word is wrong, you keep the definition card, too. When the red „bomb“ is drawn, each player may give a definition card he had to take to this player and the letter stack is reshuffled. When the "exploding" bomb is drawn from the definition stack, the active player must take this card and the game ends. The winner is the player with the fewest cards.

This card version of the well-known association game works fine, the rules have been attractively modified and the definitions on the cards are given in three languages!



PLAY-DOH TOY TIME RACE

VIA CONVEYOR BELT INTO THE GIFT BOX

4+

Players move their figurines in the shape of toys, made from play-doh, along the conveyor belt to the packing station of the toy factory. To do so you must move your toy figure diligently through the cogwheels and also turn those cogwheels, and at the same time you must take care to avoid the Splatter.

In your turn you turn the spinner

and either move your toy figure accordingly as many spots or splat the toy figure of another player or turn a cogwheel. Furthermore, you must implement the kind of square reached at the end of your move: Red and green squares are normal squares, if you reach them you simply stop and end your move. If your move ends on the shortcut arrow you

move your toy figure through the pipe to the central wheel. From a central wheel you can move to the next directly connected square or wheel. If a toy ends on an orange cogwheel it has reached a safe spot and cannot be splattered while sitting on such a cogwheel. The finish need not be reached with an exact number of moves, if you enter it, you can put your toy figure into the gift box. If you are the first to place a second toy figure into the box you win the game.

If you may splatter a toy you use the Splatter stamp, the splattered toy is placed into the splatter box and can be remade if necessary. You are free to send as many toys as you want on their way.

The toy factory is a nice version of a well-known game mechanism, the topic is a nice one for children and splattering is fun anytime! Adult assistance is necessary for assembling the toy factory.



INFORMATION

PLAYERS
2-5

AGE
8+

TIME
30+

Designer: not stated

Artist: not stated

Title ger.: Tick Tack Bumm Kartenspiel

Price: approx. 9,00 Euro

Publisher: Piatnik 2010

www.piatnik.com

EVALUATION

Association and vocabulary game
For families
Find good words fast

Comments:

Well-working version without gimmick
Definitions in three languages
Good selection of categories

Compares to:

Other versions of the game



INFORMATION

PLAYERS
2-4

AGE
4+

TIME
20+

Designer: not stated

Artist: not stated

Title ger.: Play-Doh Spielzeugfabrik

Price: approx. 20,00 Euro

Publisher: Hasbro 2010

www.hasbro.de

EVALUATION

Movement game,
For children
Form figures, move and splatter

Comments:

Standard Mechanism
Nice version with a good topic for children
Adult assistance for assembly

Compares to:

Bravo Traube and other games with destroying the figures



PRINCESSIN LILLIFEE

THE ENCHANTED DEER

5+

Rike, the little fawn, is very unhappy with its pink spots! Lilli wants to help! YouEach receive a deer-shaped board and – depending on the number of players - 9, 7 or 5 pink spots which are placed on the fawn. The magic book holding the cards is set out in the middle and 13 tiles are laid out face down around it. In your turn you implement the

magic spell on the top card in the book! For a Minor Spell you must find the symbol on the card among the tiles and may turn up one tile. If you turned up the right symbol, you may take a spot off your Rike. If not, it is the next player's turn. The card in the book is removed only when the spell has been correctly implemented by a player. There



are also Mayor Spells - for one of those you must uncover two correct symbols– and Group spells naming animals, items or movements, players in turn must repeat everything in correct sequence and add another one. For a mistake you receive a spot for Rike. The Raven brings additional spots, in case of a Super Spell all players in turn uncover one tile; for each symbol on the card that is uncovered a spot from the player's Rike is placed on the Spell card. When there is no mistake, all 6 spots go back to the stock. If one of the players makes a mistake, he receives all spots and for his Rike. The first player to have freed Rike from all spots wins the game.

The Enchanted Deer is a memo game with simple rules, but impresses with its components, graphics and also the topic, all those are enchanting and something special. The careful details like the Magic Book for the spell cards are impressive and enhance the fun to play.

INFORMATION

PLAYERS
2-4

AGE
5+

TIME
20+

Designer: Reiner Knizia

Artist: not stated

Title ger.: The Enchanted Deer

Price: approx. 15,00 Euro

Publisher: Die Spiegelburg 2010

www.spiegelburg.de

EVALUATION

Memory game
For children
Find correct symbols

Comments:

Enchanting components
Nice topic
Simple, good rules

Compares to:

All memory games



PRIVACY

SCHARF WIE CHILI
HOT CHILI PEPPER



16+

This is an expansion set for Privacy or Privacy 2 and at the same time a stand-alone independent card game. In this game of answering questions in each round all players must give an answer to a very private – and in this version sometimes delicate, sometimes curious, sometimes intimate – question, but they answer anonymously.

The starting player reads out a question which you answer truthfully with yes or no. You give this answer with face-down tiles for Yes or No. Each player also bets with the help of his set of Bid Cards on the number of Yes answers given in total – he can combine several cards for his bet or add the 0 card for bluffing. For a correct bet you score 3 points, if

you erred by 1 answer you score 1 point. The first player to reach a score of 20 wins the game.

The bets are scored following detailed rules, which are also given for the special cases if there is only one Yes answer or there is one Yes answer less than there are players in the game so that nobody has to reveal what his answer was. If you stick to these rules fun can be had by all without the fear of embarrassment. Rules and back side of the box explicitly state that the game asks explicit and pertinent questions on the most interesting topics of all and that the game is only meant for adults. Discussions and speculations are part of the game, but you must carefully avoid to force somebody into an outing or to embarrass or expose someone. It is explicitly recommended to avoid some questions in smaller groups. If you like such games you will have fun and be surprised by some answers!



INFORMATION

PLAYERS
5-10

AGE
16+

TIME
45+

Designer: Reinhard Staupe

Artist: Oliver Freudenreich

Title ger.: identical

Price: approx. 13,00 Euro

Publisher: Amigo Spiele 2010

www.amigo-spiele.de

EVALUATION

Party game
With friends
Questions, bet on answers

Comments:

For adults only - Works well with people who know each other
Not recommended for sensitive players

Compares to:

Ertappt, Activity Club, Psychometer and others



REGATTA

USE THE SUN TO BLOCK YOUR OPPONENT

5↑

You place the four buoys to set out a race track; the distance between the buoys determines the length of the race and thus the duration of the game.

The boats start behind the starting line. You hold 5 cards and choose one of them for the boat movement. This card is placed in front of the boat, aligned with the long axis of the boat, and

then you put your boat at the end of the card in continuation of one of the direction arrows on the card. If this would place your boat into the path of another boat you must not play the card. You may not touch another buoy or another obstacle. The boat may not block another boat at the end of the turn; you



must always leave free space for a minimum of one card area for a boat. If there is no other possible move for a boat, the movement ends at the border of that free space.

If a buoy blocks the placement of the card you can kind of place it "in the air" and follow one of the arrows as long as the boat does not touch the buoy on its course. If you cannot move the boat you have the choice of either replacing cards or to change the direction of the boat. Depending on the symbols on the cards some of them can be played twice or you can block your opponent with the help of the sun of play a second card. If you are the first to round the buoys in correct order with your boat and cross the finish line, you win the game. Regatta is a very beautiful and simple racing game with lovely components. It is really suitable for children; it teaches them first tactical consideration in a very striking and easily understood way.

INFORMATION

PLAYERS
2-4

AGE
5+

TIME
20+

Designer: E. Fille, M. Moisan

Artist: Design France

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Gigamic 2010

www.gigamic.com

EVALUATION

Race game with sailing topic
For families
Move boats with cards

Comments:

Simple rules - Illustrates tactical possibilities - Attractive components, especially the boats

Compares to:

Maritim, Friesentörn and other race games on sailing, Leinen los for a childrens' game



RORY'S STORY CUBES

ONCE UPON A TIME

1↑ 2↑ 6↑

Once upon a time ... this is how your story could begin, but before that you should roll the dice! Why? Well, the game is called story cubes and comprises 9 dice, each of them shows 6 unique pictures, so each roll of these dice offers you a selection of 9 pictures out of 54 and therefore limitless possibilities for stories. You choose one die to start

with and begin to tell a story using this item and continue to tell the story using all 9 cubes in any order you like. This mechanism can be used to play alone or in a group and you can invent your own rules. So maybe all players in turn could roll the dice and tell their story and at the end all players vote for the best story. Or all players

could use the same roll and tell a story and again all vote for the best story or you use the same dice and each player continues the story by using one of the dice which then is "out of the story". There are 54 items, but they are open for interpretation, the magnet in the shape of a horse shoe can be the magnet or an arch or a horse shoe or the letter "U" and the the fountain from the well could be all that is visible of a whale - this is a wonderful game for travelling, you only need imagination and a few cm² for rollint the dice.

The game is available in several editions and has been picked up now by the US company Gamewright. Recently, Story Cubes Actions has been published, the dice show 54 individual actions and can be combined with the picture cubes. A fabulous way to start a story, a fantastic training for vocabulary, imagination and interpretation, the padlock could be a handbag.



INFORMATION

PLAYERS
1+

AGE
6+

TIME
var

Designer: Rory O'Connor

Artist: not stated

Title ger.: identical

Price: approx. 12,00 Euro

Publisher: The Creativity Hub 10

www.storycubes.com

EVALUATION

Narrative game
For families
Tell stories using the cubes

Comments:

Handy minimal package
Now available from Gamewright
Expansion Story Cubes Actions available

Compares to:

Once upon a time, Ein solches Ding and other narrative games



SHAUN DAS SCHAF

**ECHT SCHAF! - TIMMI ON RED
FOLLOWS SHAUN ON YELLOW**

5↑

The swine have wrecked havoc upon Shaun's collection of photos and Shaun needs help in picking up the photos. 60 cards picture the four sheep Shaun, Timmy's Mama, Timmy and Shirley, with different background colors.

The cards are laid randomly face down. All players simultaneously use one hand – the other one

must be held on your back – to pick one card at a time and decide, whether they want to keep it and place on their personal collection stack or if they put back the card face down on the table.

The cards can be added to your personal stack under the following condition: Two cards immediately following each other in the stack there must never be

the same sheep or the same background color. It is important to note that you cannot pick up the cards in this stack again and you also must not look again at them, you must remember the last card well! When all cards have been taken up or if no player wants to pick up another card, the stacks are checked. You win, if you have the longest correct sequence of pictures in your personal stack.

When scoring a stack after a mistake you start counting at 1 again until you either reach the end of the stack or another mistake occurs. If you play several rounds you note the longest sequence for each player and after the number of rounds agreed upon has been played you win with the highest total of points. Echt Shaun! is again a nice, fast and simple game offering unobtrusive training of concentration and memory. Speed is not everything it is better to have fewer cards in the stack but with a longer correct sequence!



INFORMATION

PLAYERS
2-4

AGE
6+

TIME
10+

Designer: Matthias Prinz

Artist: Bluguy

Title ger.: identical

Price: approx. 8,00 Euro

Publisher: Kosmos 2010

www.kosmos.de

EVALUATION

Game of card sorting
For children
Pick up correct cards fast

Comments:

Good training for concentration
Also trains observation and motor skills as well as memory

Compares to:

Other games of sorting items into sequences



SKIP-BO BREAKERS

NUMBERS ARRANGED DIFFERENTLY!

7↑

Players try to be the first to reach a score of 50 points. To do so you count the number tiles still remaining with the other players when you yourself have been able to discard all tiles. Each player starts with 16 number tiles, there are the number tiles 1-15, which are present 4 times, and 43 joker tiles...

The first player placed a valid row

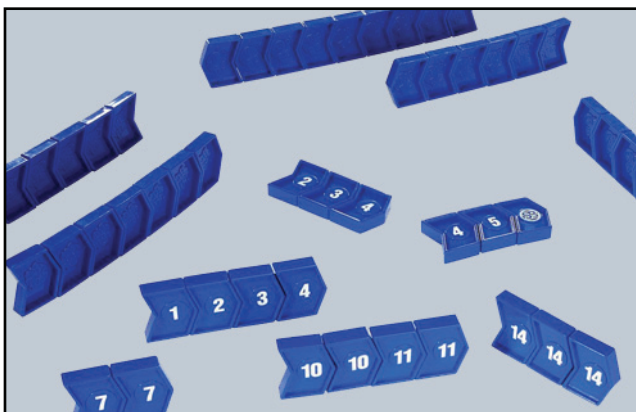
– this row can be a single tile, a pair, consecutive pairs, a straight or a breaker. The other players now must place a correct row by matching or overbidding, if you cannot do so you must pass your move. A breaker is a triple or quadruple and tops each other series, a breaker itself can only be topped by a breaker of higher value. Joker tiles replace

any number tile, but cannot be used to complete a breaker.

If you have passed you can enter the game again in the next round. If you are the last player to lay out a row you win the turn and start the next one. If you can discard all tiles from your hand you win the round and score one point for each tile that the other players have left.

Then all number tiles are turned down again and shuffled, each player again receives 16 tiles, in case of 4 players, two or three players use 20 tiles each. The connection to the game of Skip-Bo is not immediately visible, the game brings to mind the card games of Karrierepoker or Der große Dalmuti or all other card placement games where you must top combinations with combinations of higher value to remain in play.

If you like that kind of game you will definitely like Skip-Bo Breakers as well as the nice components and the simple rules of this game.



INFORMATION

PLAYERS
2-4

AGE
7+

TIME
30+

Designer: not stated

Artist: not stated

Title ger.: identical

Price: approx. 25,00 Euro

Publisher: Mattel 2010

www.mattel.com

EVALUATION

Placement game
For families
Place tiles in groups

Comments:

Only brand name of Skip-Bo
Different game mechanisms
Multilingual rules
International edition

Compares to:

Karrierepoker, Der große Dalmuti



STRING RAILWAY

STRING TRACK ACROSS THE STRING RIVER

8↑

A railway game using strings, tracks, board, mountain ranges and river are represented by strings, each player is the owner of a railway company.

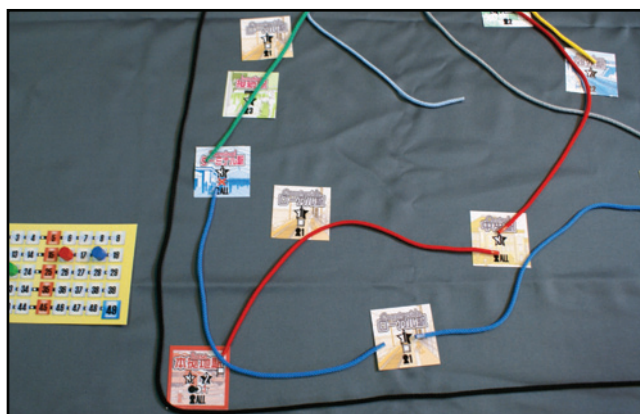
You place stations into the playing area and connect them with the string tracks to form the best possible net. Each player has five strings in his color, 4 of them are short ones of about 30 cm, the

fifth is a long one with 60 cm. A long black string is used to mark the playing area, featuring white markers for 2-4 players and red ones for 5 players. The gray string circle represents the mountains, the light blue one the river. The markers on the area string should be in the corners of the playing area.

In your turn you draw a station,

place stations and one of the five track strings and then score. Stations must be placed within the playing area, must not touch other station and must not be positioned on or under strings. A track string must be placed within the playing area, it may not cross itself and both ends must touch your own stations or your own track. The track string must not be underneath stations, other track string or the strings for playing area, river or mountain. One string may not use the same station twice. You score for newly placed stations and lose 1 point per crossing of strings. Strings on stations can be crossed without penalty. Then stations placed by the active player but belonging to other players are taken into account. Touching junctions scores 1 point for each junction-

String Railways is a simple game but by no means an easy game, definitely a collector's item for fans of railway games.



TAKE IT OR LEAVE IT

RISK NEGATIVE POINTS OR NOT?

8↑

One rolls the dice, all players take dice! How come? How does that work – well, very simply: You hold cards which you should implement and action cards which you can use. To implement a card you must place the dice that are pictured on the card onto the card, either with the exact color and number or to surpass or fall short of a given sum. On the

cards only white and black dice are pictured, the dice themselves are black, white and red, red dice are joker dice.

One player rolls all dice in the tray; then in turn each player takes one die from the tray or passes. Before taking a die you can play an action card. Possible actions are: Reroll all or some dice, take two dice, change the

result of a die or switch the numbers of one black and one white die. When all dice have been taken or when all players have passed, all players can implement one or several cards. To do so you place the necessary dice on the card(s), one die can only be used on one card. Completed cards are set aside for victory points. If you did take dice and cannot use them or if you use a joker die, you score negative points. Some of the action cards, too, can result in negative points. For the next round all players replenish their hand, before that you can discard one card, if you want to. When all have been starting player once, twice or three times the player with the highest score wins.

Take it or leave it is a fine little game for in-between or as a filler, with a double-chance-driven mechanism, by cards and dice, you must find a good balance between the risk of not being able to use a die and to play too cautiously.



INFORMATION

PLAYERS
2-5

AGE
8+

TIME
30+

Designer: Hisashi Hayashi

Artist: ryo-nyam

Title ger.: identical

Price: approx. 18,00 Euro

Publisher: Okazu/Japon Brand 10

<http://japonbrand.gamers-jp.com>

EVALUATION

Placement game
For families
Place strings for tracks

Comments:

Standard topic - Unusual implementation - Rules in Japanese and English
Not easy to acquire
More of a collector's item

Compares to:

All railway games, the first game with this interpretation of the topic



INFORMATION

PLAYERS
2-5

AGE
8+

TIME
30+

Designer: Steinwender, Puhl

Artist: Dennis Lohausen

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: Schmidt Spiele 2010

www.schmidtspiele.de

EVALUATION

Dice game
For families
Choose dice to complete cards

Comments:

Very simple rules
Double chance element from cards and dice - Nice filler game

Compares to:

Coloretto and other games with „I take the best possible choice“



TASTOMINO

WAVES OR DENTS?

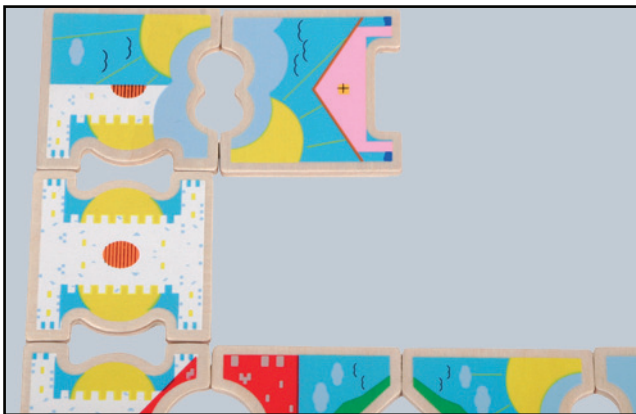
4+

A game of domino, that at the same time stimulates visual and haptic perception.

You can use it to play a regular picture domino or use it for a variant based on touch. For the regular picture domino the standard rules apply – one tile is placed for a starting piece, then players in turn add a corresponding tile or draw a tile from stock

which can be placed immediately, if it fits. The first player to place all his tiles wins.

For the variant using touch players in turn draw five tiles and put them into their personal bag. Then the first player places one tile. The other players take a good look at the edges on both sides of the line and try to find a corresponding tile in their bag



by feeling all the edges. If you find an eligible tile you can place. If you pull a wrong tile from the bag and try to place it must put it back and draw a tile from stack. All other rules are those of the standard game.

An important factor in the game is the information on the shape of the tiles – the edges do not fit together as in a puzzle piece, but are formed exactly identical – when placing the tiles this results in gaps between the edges of two tiles. A wavy dent in one tile does NOT correspond to a wavy rise on another tile, but needs a wavy dent on the second tile, too.

The pictures on the tiles are interesting, too, the do not show two identical pictures, but one square depicts two parts of a picture, one of them can be continued – so the game is also visually challenging.

The game is also suitable for use with persons with special needs, and is a fine and attractive variant of a well-known standard mechanism.

INFORMATION

PLAYERS
2-4

AGE
4+

TIME
10+

Designer: Markus Beese

Artist: Almut Wagner

Title ger.: identical

Price: approx. 23,00 Euro

Publisher: Beleduc 2010

www.beleduc.de

EVALUATION

Placement game with touch
For children
Place tiles correctly

Comments:

Well-made variant of a standard mechanism
Good for persons with special needs
Trains visual and haptic abilities

Compares to:

Each domino for the mechanism, otherwise each haptic educational game



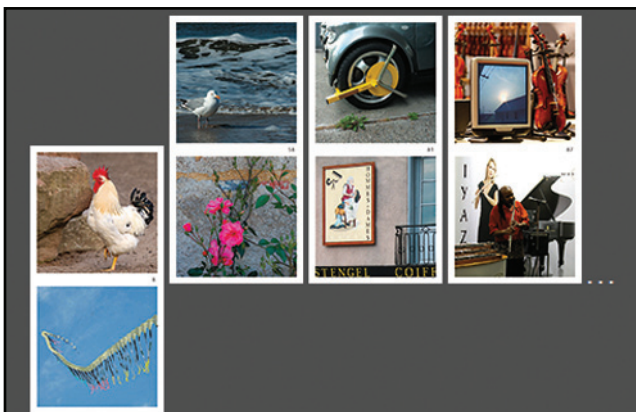
TEEKESSEL IM QUADRAT

COURT OR YARD

8+

A teapot either is exactly that or the name for a word that has more than one meaning, for instance „head“ can be a body part or the top man in a state. A teapot word is a composite noun in which at least one of the nouns is a teapot. The pictures in the game should be used to form teapot words or teapots, you combine two pictures and are

free to choose which one is the teapot. There are several variants listed in the rules: **Teekessel im Quadrat** - 2-4 players place the picture cards for words into squares that grow in size during the game. When forming a word teapots or teapot words must be placed on top of each other – for instance one card with a courtyard and one with a measuring



tape for the teapot word „yard“. If you cannot place a card, you must draw a card. If you manage to be the first to place all your 15 cards, you win the game.

Fix-Teekessel - 2-6 players search and make up teapots and teapot-words from cards on display, using either two pictures from one card or one each from two cards, teapot-words may appear only once in a game. If you name a word, you receive the card(s), the winner is the player with most cards. **Teekessel-Pyramide** – Two players try with one card as a starting point to form a pyramid of 6 levels in his direction, by placing pictures for eligible words.

Teekessel suchen is played with children, you lay out any number of picture cards and all search for correct teapots and teapot words.

Teekessel im Quadrat is a nice game with very attractive pictures, a good training for vocabulary and association, you will be surprised how many words have double meanings.

INFORMATION

PLAYERS
2-6

AGE
8+

TIME
30+

Designer: Bettscheider, Hermann

Artist: not stated

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: BiWo Spiele 2010

www.biwo-spiele.de

EVALUATION

A game of words and association
For families
Combine words using picture

Comments:

Series „Bildschöne Wortspiele“
Collection of several games
Trains vocabulary and creative association

Compares to:

All word games



THE FANTASTIC FOREST

TOAD FOR REED, OWL FOR APPLES

4+

Players are asked to embody animals of the forest and must cooperate to save the old magician by brewing a magic potion for him which must be ready before the sun sets.

There are five ingredients each for the three categories Water, Trees and Earth. Players choose the degree of difficulty by choosing to use six, eight or ten in-

gredients for the potion and turn up a random page of the recipe book within the chosen category.

If you place the recipe book under a strong light source and then turn off the lights the recipe becomes visible by starting to glow, all players look at it together till the ingredients fade out again. If you play during the

day you use the green side of the recipes.

Players together distribute the ingredients on the board. Then the players move through the magic forest to collect the ingredients. Each chooses either toad, rabbit or owl, each animal only uses squares of one color and can only find ingredients from one category. All animals start at the magic cauldron and are moved by rolling a die. When the imp is rolled, an ingredient must be relocated, when the Mage appears players may change into another animal. To do so they throw the magic chip, when the Wand appears the change was successful.

At the end of a round the sun is moved forward one position. When all ingredients are in the cauldron before sunset, all players have won together.

Wunderwald is an enchanting cooperative with first strategic consideration on how to work together efficiently. The glow effect of the recipes is especially fascinating.



INFORMATION

PLAYERS
2-6

AGE
4+

TIME
20+

Designer: not stated

Artist: not stated

Title ger.: Wunderwald

Price: approx. 27,00 Euro

Publisher: Bioviva/Asmodee 10

www.asmodee.de

EVALUATION

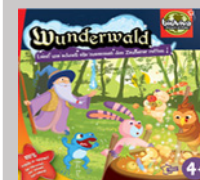
Cooperative collecting game
For children
Move pieces, collect ingredients

Comments:

Ecologically friendly production
Topic attractively implemented
Nice and exciting glow effect
Trains cooperation and team work

Compares to:

Nacht der Magier and others for the glowing components, Herkules Ameise for the cooperative element



THE RESISTANCE

INCLUDING: THE PLOT THICKENS



The Resistance is a deduction game on secret identities. You either are the resistance and want to overthrow the government or are a spy and want to eliminate The Resistance. The Resistance wins with three successfully completed missions, the spies when three missions fail and they win, too, if The Resistance at any point in the game cannot

put together a team.

A Leader is determined and cards for spies and Resistance are prepared depending on the number of players. Then characters are secretly allocated to players. Then the Leader gives the following orders: "all close their eyes – only the spies open their eyes and identify their colleagues – all close their

eyes – all open their eyes". Now the leader chooses a team, followed by mission attribution and debate. Then a vote on the task allocation is taken. If this is approved all players vote whether they will support or sabotage the mission. A mission is successful if all votes are cast for support = success, otherwise the mission has failed. Information comes from different sources – like the behavior in voting and the success of mission, a basic rule of the game is: any player may at any time say what he likes.

The expansion „The Plot thickens“ uses Plot cards to facilitate gathering of information. Information received can be discussed, but you can never reveal character or mission cards.

The Resistance is an interesting version of the werewolf mechanisms, it plays faster and without loss of players, discussion is of the same importance as are deceit and logical deduction to choose the best team to help you own faction to win.



INFORMATION

PLAYERS
5-10

AGE
13+

TIME
30+

Designer: Don Eskridge

Artist: Luis, Jordy, Rassmussen

Title ger.: identical

Price: approx. 16,00 Euro

Publisher: Indie Boards & Cards 10

www.indieboardsandcards.com

EVALUATION

Deduction game with cards
With friends
Find out secret identities

Comments:

Werewolf-variant - Works well with the minimum number of players
Discussion is essential for the game
Language-independent cards
Multilingual rules

Compares to:

Werwölfe, Kutschfahrt zur Teufelsburg



U-BUILD BATTLESHIP

**BUILD SHIPS, LOCATE
AND SINK THEM!**



The old classic game of Battleship, that has seen lots and lots of re-editions, new editions and versions, has been refurbished one again and comes in completely new guise and new versions of the standard game mechanism. And yet, the basic rules are the same. Each player places his ships on his side of the board. His opponent must

guess the positions of the ships, if he has located all coordinates occupied by a ship the ship has been sunk. In this new edition each player first customizes his ship from plugging blocks. The ships carry weapons in this version, for each coordinate correctly guessed one weapon system is destroyed and the ship is de-



emed sunk when all weaponry has been destroyed. There are five types of ships – Battleship with 5 weapons, aircraft carrier with 4 weapons, destroyer with 3, Submarine with 2 and patrol boat with 2 weapons systems and this number of weapons is the number of hits it takes to sink the ship. In your turn you decide on one of your ships to use and now have as many „shots“ meaning you can name a coordinate as often as your ship carries weapons. If the opponent announces a hit, he must remove the weapons system from his ship at this coordinate and now has fewer „shots“ with this ship in his turn. Players can use standard ship suggestions or build customized ships, but both players must use the same number of weapons and all five ships in total. A ship must have a minimum of one weapons system and can carry up to 10. Again Hasbro has given a fine example how to modernize a classic game with attractive components and well-working rule modifications.

INFORMATION

PLAYERS
2

AGE
7+

TIME
20+

Designer: not stated

Artist: not stated

Title ger.: u-build Battleship

Price: approx. 20,00 Euro

Publisher: Hasbro MB 2010

www.hasbro.de

EVALUATION

Deduction game
For children
Guess positions of ships

Comments:

New edition
Classic game mechanism
Modified rules
Customizable ships

Compares to:

All other editions of Battleship



VIDI

A CAKE + A ROAD = TRAVEL PROVISIONS

Players want to find combinations of two nouns. The game comprises 18 dice with 6 different images each. One player rolls all dice, the VIDI die determines the version of the game that is played in this round: If it shows Flash, you take those dice that you use to make up your word out of the display and announce your word. The round ends when

all dice have been picked up or the timer has run out. For each correct combination you move your marker one spot forward. When the VIDI die has determined Slow Motion, the dice stay on the table and all players write down their words. One image can be used for more than one word. Combinations that have been noted by several players



are crossed out, for the remaining words you move your marker forward 1 position per word. When a word is doubted, players decide together if it is valid or not. If your marker ends its move on a VIDI spot you can decide whether the next round is a Flash or a Slow Motion round. If you end up on a +10 spot, you may look at the dice for 10 seconds longer in the next Slow Motion round. If you end up on the x you must pass up the next round. The first player to reach the finish with his marker wins. If two players reach the finish at the same time, they play a last Flash round to decide the winner, who wins this round has won the game.

A fun game and a nice vocabulary training, it is astonishing what can be made up from 18 images. If you do not have to take them literally you can make up even more words! Imagination, repartee, puns and a little leeway in interpretation will yield lots of fun.

INFORMATION

PLAYERS
2-6

AGE
10+

TIME
30+

Designer: not stated

Artist: Kristine Nuyens

Title ger.: identical

Price: approx. 20,00 Euro

Publisher: University Games 10

www.universitygames.de

EVALUATION

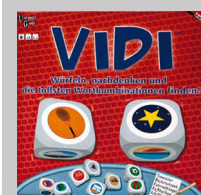
Word and association game
With friends
Find words for pictures on dice

Comments:

Ludus Collection
Short rules
All play simultaneously
No prior knowledge necessary

Compares to:

Kaleidos and other association games with pictures



ANNO DOMINI IM OSTEN

Publisher: Abacusspiele / Fata Morgana
Designer: Urs Hostettler



Produced in cooperation with Fata Morgana; both logos on the package.

The first player displays a card showing an event, all other player place other events over or beneath cards in the chronological order they think is applicable. If the sequence is doubted, either the doubter or the player placing the last card receives cards from the stack depending on who was right. The first player to be rid of his cards wins the game. Theme set "In the East"

A quiz game for 2-8 players, ages 10 and up

BENJAMIN BLÜMCHEN DOMINO

Publisher: Schmidt Spiele

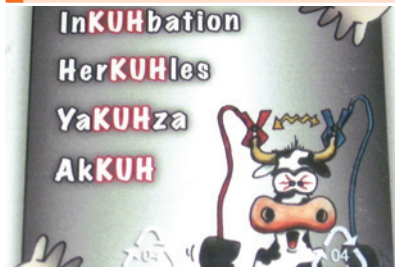


Benjamin Blümchen is a good topic for each game mechanism, here he is posing in several professions and thus teaches knowledge on professions and at the same time recognizing and allocating of images. The rules are those of a standard domino: The first player puts down one of his cards; the next must place a correct card at either side of the line. If you cannot do so, you draw a card, if still available- If this card fits you can place it immediately. If you have placed all your cards you win. If nobody can place a card anymore you win if you have the fewest cards left.

Placement game for 2-6 players, ages 3 and up

DER HEIDELBÄR KUH ERWEITERUNG

Publisher: Heidelberger Spieleverlag
Designer: Frank Stark



You are asked to describe terms containing „Bär – Bear“ and similar sounding syllables to earn the card. You choose a term on your card and must describe it with one sentence of 6 words. Two of the words are taken by "Dieser Bär – This Bear". So try and communicate apPEAR! You could say „This bear enters a room“. Words from other languages are permitted; translations and using the same root of a word are forbidden. Not surprisingly, in the end you win if you kept your BEARing. The expansion features "cow" instead of "bear", as in cauliflower.

Language game for 3-6 players, ages 8 and up

DIE SIEDLER VON CATAN ÖSTERREICH EDITION

Publisher: Catan
Designer: Klaus Teuber



A map only, the rules of the basic game apply with the following changes:

Settlements can only be built on the round town marks, the distance rule is abolished. Roads can only be built on the rectangular road spaces, you may only build roads out of settlements already built. The robber starts on the grain hex northeast of Braunau. Victory point chips are randomly distributed on crossroads, the first at the crossroads receives the victory point. In a game for three you win with 13 points, in a game for four with 12 points. Rules for a 5- and 6-player game included.

Variant for 3-6 players, ages 10 and up

GRIMPEUR TAROT

Publisher: Grimpeur



Despite the name that normally is used for divination Tarot it is not that kind of deck, but a deck for the Italian game Tarocchi, also known as Tarock in Germany and Austria and Tarot in France. The design is not Japanese, but similar to European motives, maybe a little less baroque. The cards are named in English language at the base of each card, e.g. Knight of Cups. To be used with standard tarot rules, the pack only offers rules in Japanese.

Card deck for 3-5 players, ages 10 and up

HARRY POTTER AND THE HALF-BLOOD PRINCE

Publisher: Cartamundi



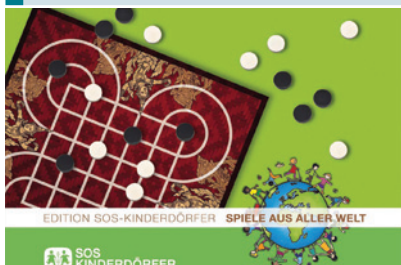
PLAYING CARDS

A deck of regular playing cards featuring shots from the film Harry Potter und der Halbblut-Prince. There are no rules included, as the deck can be used for any card game needing one deck of 52 cards. This deck is also available in the "magic box", also holding only one deck. For Bridge, Rommy and similar games two decks are needed.

Card game for 2 or more players, ages 8 and up

SURAKARTA

Publisher: Grubbe Media



Edition SOS-Kinderdörfer – Spiele aus aller Welt – Indonesia: Each player controls 12 pieces and starts with all pieces on the two base lines on his side of the board. In your turn you move one of your pieces in any direction on a free adjacent crossing. You cannot move onto or over an opposing piece. You can capture an opposing piece by a move along one of the 8 circles on the board, the capturing piece must move along this circle and end the move on an opposing piece, this piece is captured. You only may enter a circle to capture a piece. If you lose all pieces you lose the game.

Abstract placement game for 2 players, ages 8 and up

TOP TRUMPS SPECIALS GOGOS CRAZY BONES

Publisher: Winning Moves



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

A card/quiz game for 2 or more players from age 8

Tracer

Publisher: Jog Studio
Designer: Jong Kong



Tracers dig for valuable crystals in the card mountains. You begin with a home mountain of one tracer and 3 cards; the other cards form four mountains. In your turn you can mine a card = draw a card from one of the mountains, or play a tracer on an action card or mine for crystals. For this you must have between one and four tracers on the table and turn up as many cards as there are tracers. A crystal found is exchanged for a tracer and the move ends. A player who mines the fourth crystal has won the game. Also published as Montanara 2005 by Abacus.

Card placement game for 2-3 players, ages 8 and up

HUGO KASTNER RECOMMENDS

MENSCH ÄRGERE DICH NICHT

„... which is the basis for Europe's Game Culture“

Dear Readers! The famous and wonderful book on games by Erwin Glonniger, one of the cornerstones in the field of literature on games, is headed by one of the all-time master pieces of our creativity and imagination, by Pachisi, a direct „template“ for the classic „Mensch ärgere Dich nicht“. Supposedly the ancestor of Pachisi (the name means „Twentyfive“, this is the highest possible roll) developed in India in the 6th century A.D., and has branched in due course into numerous variations. In Europe the work of Thomas Hyde, „De Ludis Orientalibus“, in 1694 contains a first reference on this game of dice and movement mechanisms. This strongly suggests that Pachisi was brought to Europe from India by English travellers. During the heydays of the moguls from the 16th to the 19th century Pachisi enjoyed a near-divine status. The emperors and the higher nobility had the courtyards of their magnificent palaces plastered with marble slabs, on which living figurines (usually female slaves) where moved to and fro for the game. The symbolic significance of the cross-shaped board is described by Andr  s Luk  csy, an expert on the topic of India, as follows: „The game is ... a portrait painted by a human being of his universe, where the figurines start from a center (are born), then circumvent the world in eastern, southern, western and northern direction and finally reach again the start of their journey, their birth place, if they are lucky without encountering any hardship on their travels. If the figurine that symbolizes a human being meets its death during the journey ... it must be reborn to reach the final destination, where no resurrection is possible. So this game not only models the ancient perception of our world, but also the concept of reincarnation“. Could the meta-physical plane of Pachisi be expressed more beautifully and eloquently?... [excerpt from: Hugo Kastner - Die gro  e Humboldt Enzyklop  die der W  rfelspiele]. If you want to try your hand at a race in a game of Pachisi or

the simpler „Mensch   rgere Dich nicht“, maybe even in the Austrian Games Museum at Leopoldsdorf, do not forget the far-reaching historic roots of this classic game in the heat of play. Website: www.spielen.at

The light of my lamp today illuminated the core component of each standard game box offering the standard games, the classic dice game of „Mensch   rgere Dich nicht“. Even if the „re-creator“ of the game, the publisher Schmidt, with his simplified „Original version“ of the game might have intended to produce a movement game for the family, several books and numerous essays prove that „Mensch   rgere Dich nicht“ allows an enormous range of variations. I would like to introduce you the – in my opinion – best and most interesting ideas on variations of the original game: (1) Scoring: The first figurine that reaches a spot in the target area, scores 16 points for the owner (in game of a game with four players), the second figurine scores 15 and so on. You continue to play until the penultimate figurine has reached the target area. So the total score in contention is 135 points. (2) Backwards Capturing: This is also possible beyond the starting square, which can result in dramatic changes in the sequence and positioning of the figurines. (3) Target Area: It is not allowed to jump over other figurines when reaching the respective target areas a, b and c. (4) Scourer: Each player may start with an additional figurine in his color on the starting area, this figurine must be clearly distinguishable from the rest of the figurines. In your turn you decide whether you move a standard figurine or your scourer. The scourer moves counter-clockwise and continues to orbit the board. The scourer can capture opposing figurines and can be captured. If a player manages to capture an opposing scourer, he immediately receives another scourer for himself. (5) Vacating: The starting square must always be vacated with

TIP #57

Designer: Schmidt

Price: approx. 15,00 Euro

Year: Standard - 1910

Publisher: Schmidt Spiele

www.schmidtspiele.de

PLAYERS

2-6

AGE

8+

TIME:

30+



If you try out any or all of the variants described you will soon discover, that this classic game allows some tactical tricks, too.

Hugos EXPERT TIP

Bring some change into your play by mixing the variants any way you like. The team variant is especially interesting and definitely commendable!

Hugos FLASHLIGHT

„Mensch   rgere Dich nicht“ has not for nothing grown into one of the most popular games of the 20th century. The frustration component is enormous despite the demand not to be frustrated!”

PREVIEW:**CARCASSONNE**

Farmers, Knights, Monks and Highwaymen

the next roll. Exception: The the home area is already empty. (6) 3x-roll: If you have no figurine on the board (with the exception of a possible scourer) you may roll up to three times to achieve a 6, provided that figurines in the target area are placed on the highest possible spots of d, c, and b. (7) Team play / Blockade: When in team play two figurines of a team occupy the same spot, this spot is blocked. Opponents cannot pass this spot. To remove the blockade one player must capture one of the figurines and then roll again to move his figurine away from the blockade spot. The scourer can never enter a blockade spot and there can never be more than two figurines in the same spot. (8) Double piece: Two figurines forming a blockade may be moved together, when the destination spot is empty or holds only one opposing figurine. The double piece can be dispersed any time. (9) Double move: If you capture a figurine, you may roll and move again. All these ideas await your creative experiments – but please without too much anger!

Comments to: Hugo.Kastner@spielen.at
Homepage: www.hugo-kastner.at

IMPRESSUM

Offenlegung nach dem Mediengesetz: Medieninhaber, Eigent  mer, Verleger und Hersteller: Verein „  sterreichisches Spiele Museum“, vertreten durch Obfrau Dipl.Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: office@spielen.at, Internet: www.spieljournal.at - www.gamesjournal.at - Chefredakteur: **Dipl.Ing. Dagmar de Cassan**

Blattlinie: Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das   sterr. Spiele Museum f  r die Zeit der Arbeit kostenlos zur Verf  gung. Niemand erh  lt Sach-,Service-, Geldleistungen von den Verlagen. (Alle Rezensionen zu den Spielen in UNSER TEST und in NEU EINGETROFFEN sind von Dagmar de Cassan) Englische Ausgabe Version 1.1

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Icon explanation



Solo Play



Two Players



Large Groups



GABIS explanation on page 5

Recommended Minimum Age

Hexenduell



HABA

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