7 WONDERS

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 56 GAMES

EMBODY A NOBLE FAMILY

GONZAGA

and turn it into the mightiest in all of Europe

The Gonzaga family was an old family of noble lineage in Italy. The name is in evidence since the 12th century. In Mantua the Gonzaga reigned from 1328 to 1708. They family knew how to enlarge their area of influence through advantageous marriages and acquisitions.

This policy is the perfect transition to the abstract placement game of the same name. Players try to maximize their influence on an old map of Europe by placement of marriage contracts in the shape of rings and by placement of fiefdoms, hexagonal plastic parts in varying combinations, and thus win the game.

When you buy the game you have acquired a well-filled heavy box full of game components. These components comprise the board showing a map of Europe, 16 scenario tiles, 6 seals, 1 Gonzaga bonus tile, 16 secret task cards, 4 deposit tables, 76 game counters, 1 card "last round", 92 planning cards, 1 reference sheet and, finally, the rules of the game.

The special feature of this game surely are the nicely shaped plastic fiefdoms which make up the biggest part of the components.

Christian Huber

Gonzaga is an abstract rather dry but well-working placement game for strategists aimed at experienced players.

Gonzaga can be played by 2 to 4 players. At the start of the game a scenario tile according to the number of players is drawn. This tile determines the regions in Europe that will be passive or active. The corresponding seals are then placed accordingly on active and passive regions. Then each player draws a secret task card. This card tells the player which locations he must occupy during the course of the game. These cards show two different symbols three times each. The more locations you hold at the end of the game the more additional points you can obtain.

Gonzaga is one more game with the ultimate goal to own the most points at the end of the game. You can score points for the occupation of towns and harbors with your fiefs, three points in an active region and only 1 in a passive region, immediately marked on the scoring track. If thereby you occupy the third harbor with an identical symbol is this the equivalent of a sea treaty and immediately wins you 10 valuable points. If you do not want to place or cannot place a fief you donate something to the church and thus also receive 3 points. At the end of the game the player with the most connected fiefs scores an additional 15 points and each player also scores for his secret task cards.

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

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When each player has chosen a color and all have taken the corresponding material and his action-, fief- and planning-cards and one of them has placed the card „last round" into his fief deck as the 7th card from the top the game can begin.

All players plan their move simultaneously. At first you turn up the topmost fief card, sort out the corresponding fief piece and set it u. Then you choose an approprioate action- and planning-card, considering where, in which region (Hispania, Francia, Brittania) you want to place the fief and place those cards face-down on the left side of your table. Then all players turn up their cards at the same time. The actions cards not only show how many empty spaces or how many harbors or cities or both of them you can cover with your fief and if you must or can complete a marriage contract also shows the sequence of play for this round. The player with card A goes first, places his fief and marks his score. Then this is done by the player holding card B and then by the one with card C. The card Royal Privilege lets you do your move before card A. TO do so he must discard one of his rings = marriage contracts and then he draws the card from his planning stack, where he did place it in the planning phase. When identical cards have been turned up the fief card decides the sequence of play, the lowest number begins.

When the last player has placed his fief action and planning card are placed face up to the right sight of the table, they cannot be used in the next turn. From now on players know which cards are not available to their opponents for the next turn and you can plan your move accordingly.

After the 6th round the end of the game is near. When the card "last round" has been drawn you count unoccupied harbors and cities in the active regions. When the number is equal or higher than four, the card "Last Round" is placed under the next fief card and the game goes on. If the count yields 3 or less, this round is finished.

In the course of the game all players must keep an eye on all the features of the game: The quickly scored points from harbors and cities, the sea treaties and all this with the aim to occupy all six cities depicted on your secret task card and also to own the most connected fiefs. This gets even harder in a game of three and four players. As it becomes rather obvious during the first rounds who will want to occupy which cities it will be rather hard to acquire all of them, sometimes it will become impossible because one player has a fief on "my" city and the other one places a marriage contract, represented by a ring, on it.

In a game of three and four it can happen again and again that you cannot place your current fief because the shape thus not fit as there is not enough room for it or because due to its shape a castle would be in the water which of course cannot happen. Then you must donate the fief to the church and are awarded three consolation points. If that really is a consolation is open for debate …

Gonzaga is absolutely playable with 2 players, but it is more fun in a game of three or four because space on the boad runs out quickly and you therefore must plan carefully, and because last but not least you can hand out a dirty trick or two to your opponents. Strategist will have fun finding out which strategy is best to garner the most points. Do you need to get the most sea treaties or is it better to interfere with an opponent by taking away "his" cities or is it better to try to get the most connected fiefs and cities and harbors in active regions? Due to the fief cards there is a certain percentage of chance which does not come into play too heavily. I think to you will not tire too quickly of Gonzaga, especially due to the changing scenarios and secret tasks.

win Christian.Huber@spielen.at

EVALUATION

PLAYERS
2-4

Placement game
With friends
Place fiefs to score points

AGE
8+

Comments:
Well ordered rules
Easily followed game play
Well-working mechanisms
Lots of material
Low chance element

TIME
45+

Compares to:
Settlers or Ticket to Ride for the longest connected fief, otherwise games where you want to gain influence

My rating:
★★★★★☆☆

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

In the last issue I did ask if you already had the chance to play all new games from Essen? No? Well, neither could I!
And that is no wonder, because the range this year was very impressive – wonderful for all of us frequent players! For me it was marvelous to see that globalization is also happening in the game industry!
The manifold and - from game to game different - co-operations and co-productions from publishers from foreign countries are a special challenge for an archivist and a wonderful offer for the gamers' community.
A game that made its debut at Essen as a Japanese mini edition is already listed for republishing with an American publisher, a Dutch company publishes a game by an US designer on the topic of Incan princes, we can play games from Spain of Korea with rules in English or German – what an international playing-ground! I love it!

Subscribers to our WIN Games Journal have received a concise review of the new releases in the shape of our Special Essen Issue, I'm sure it features something for everyone, and if you do like a game especially well write a review for us! I look forward to your email.

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 *http://www.gamescompanion.at*

DEVELOP CIVILIZATIONS

7 WONDERS

Build a wonder or a military barrack?

Every year in Essen there is a game that stirs up the world of gamers, throwing them into a sort of spasmodic expectations, sparking curious phenomena of fanatic pre-show frenzy: disproportionate numbers of pre-orders, a rush to grab the last copy, preview acclaims that "This is the new Puerto Rico". Often this pre-show madness results in a flash in the pan as was the case for Duck Dealer or Khronos, titles soon forgotten or sailing in the great group of games good but not exceptional. Other times you are faced with evidence of originality and strength as was the case for Dominion or Agricola.

This year, the "collective madness" has broken out around 7 Wonders from Repos Productions. The special edition of 777 copies was sold out ia preorders, as usual.

Personally I find 7 Wonders very interesting and original, with a unique mechanism offering many interesting facets. I do not consider it to be an absolute masterpiece, but it is certainly one of the best games in the category where it should be ranked in. But what is the category where 7 Wonders should be ranked? Reading the rules and taking into account the theme and the setting you are confronted by a game of civilization development; and we all know that these games rarely can be played within a reasonable time frame. In strong contrast to this, 7 Wonders can be easily played in 30-45 minutes maximum, even in a round of 6-7 players (among experienced players you can play really fast). In fact, we can therefore classify it as a "filler" of class "A" and I think in this niche the game really excels.

In over twenty games which I have played so far (with 3, 4, 5 and 6 players) I never had the feeling of boredom or repetitiveness and often, at the end of the game, we were ready to immediately play again.

The players are tasked with building a civilization that must be developed through three ages. Each civilization is represented by one of the 7 Wonders of the World, each one equipped with specific powers. In every age players are dealt seven cards. The flow of the game is fast and practically only comprises the simultaneous choice of which card to play. After having chosen and played this one card, the rest of the cards are passed to the player on your left (in age I and age III) or on your right (age II). Before your neighbor picks up your cards, all players simultaneously implement the action determined by your choice of card, the action can be: Build a structure, build a stage of the Wonder of the World or discard the card to immediately receive 3 coins. The costs for the action taken must be paid. When all actions have been taken players pick up the cards.

The game continues with a repetition of this sequence until all players have played six of their seven cards. The seventh card of each age was discarded. At the end of each age a phase of score taking in relation to the wars is implemented : Each player compares the number of shields on their military barracks with those of his neighboring cities to his left and right: If your number is higher you receive a victory point marker for the current age, if your number is lower you must take a defeat marker, markers are placed on your wonder board. After all three ages are played and scored you simply total up the points, the winner is the player with the highest total.

The game excels in my opinion due to two reasons: The speed of the game and the game mechanics related to "proximity". The speed, of course, is maintained thanks to the mechanism of simultaneous choices. Each player chooses a card that can be played in three different ways: for its actual value as featured on the card, discarded to receive 3 gold or used as a stage marker to build one of the three stages of the Wonder of the World.

> **Andrea Ligabue**
>
> *A filler from the duration of the game, a great game in all other aspects, what a fantastic combination!*

7 Wonders is a game heavily influenced by the position of a player around the table: What in other games is usually seen as a failure of mechanics is here exalted as an important feature of the game.

Your neighborhood is made up of three different aspects: the passage of the cards, the use of resources and the wars. Obviously the fact of passing and receiving cards each turn requires consideration and evaluation of your neighbor's strategies:

"Which cards can I give to him?"

"That cards I'm sure are useless to him and he will pass to me?"

Even more interesting is the mechanism of

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resources: to build structures, developments or technologies you often need resources. Each player has an initial resource at the start of the game and then in the course of the game the resources resulting from cards played, but can use some of the resources of his neighbors by paying for them; if the player on my right has wood, I can get by without wasting a turn and a card and pay for the wood as needed, if I can make better use of my card by using it for another purpose. The wars in 7 Wonders are resolved at the end of each age as players compare their military value with that of their neighbors to their left and right and earn or lose victory points if they are stronger or weaker, respectively.

In the deck here are resources (brown), processed materials (gray), scientific structures (green), civic buildings (blue), commercial buildings (yellow), military barracks (red) and finally guilds (purple). The resources dominate in the cards during the first age and are still present in the cards for the second age; the guilds are present only in the third age. Military facilities as well as commercial and civil buildings confer better abilities in the proceeding of the ages.

Let's see in detail how the game develops. 7 wonders is a card game and apart from the small boards (one small board for each player, actually featuring one of the seven Wonders of the World), gold coins and tokens win/lose for the outcome of the wars), all the rest is done with the building cards.

A player in the game will play 18 cards (6 per age) and must make the best of them: At the beginning it is helpful and important to play resources that will be useful when playing structures and guilds in due course during game. But, do not overdo it and always keep in mind that resources can be acquired from the neighbors! Many cards require resources as a payment for playing them; the player must own them himself or buy them from one of his neighbors. The resources are never actually lost/used up and in the same turn the same resource card can be used three times: once by his owner, and once for each of its neighbors. The commercial structures often provide economic benefits, for instance money, or allow you to obtain resources from your neighbors at reduced prices. Civil buildings yield victory points at the end of the game and the military barracks only serve to determine supremacy at the end of each age. Winning a war against a neighbor gives you 1, 3 or 5 points respectively in ages I, II and III. Winning all the wars (2 for each age) earns you the maximum of 18 victory points, certainly not enough to win a game, as 7 Wonders is a game where you will often win with more than 40 points.

Some facilities are „preliminary" to the development of other facilities (in a kind of graph of technological development) that,

in terms of play, results in the possibility to play a card without providing / paying the necessary resources. Technologies (green cards of three different types) give you victory points at the end of the game end by a special mechanism: with 1, 2, 3 or 4 cards of the same technology you earn 1, 4, 9 or 16 victory points and you receive a bonus of 7 victory points for each set of three different technologies. It's clear that in this game there is so much to take into account in terms of game mechanisms and small details: the resources, the interaction with neighbors, the graph of development, the race for military supremacy race; such a lot for a game that develops and ends in 30-45 minutes.

A last glimpse at the Wonders of the World: Each of them in the base game has three stages of development which must or can be built: The first and third stage are the same for everyone, earning you 3 victory points and 7 victory points, respectively, but the second stage is different, adding variety. Each Wonder of the World also brings different abilities into play which render the game a bit more complex. I consider 7 Wonders to be a great game with a mechanism that I hope will be implemented in other games, for sure.

Andrea Ligabue

7 WONDERS

Designer: Antoine Bauza
Artist: Miguel Coimbra
Title ger.: ident
Price: ca. 35,00 Euro
Publisher: Repos / Asmodee 2010
www.rprod.com

EVALUATION

PLAYERS	**2-7**
AGE	**13+**
TIME	**30+**

Resource management
For experts
Use cards to advantage

Comments:
Wonderful graphics and components
Enormous depth and variety with short playing time
Seating order as a positive mechanism in the game

Compares to:
First game of this kind; some parts of the mechanisms are known from other games, like the multiple use of cards, e.g, in San Juan

My rating:
★★★★★★☆

BE GODFATHER ONCE!

DER PATE

Rise your influence or eliminate an opponent?

There can only be very few people around who do not know Francis Ford Coppola's cinematic masterpiece. The cast of this film made in 1972 reads like the „Who is Who" of the film business of those times, from Marlon Brando to Al Pacino and James Caan, to only list a few of the cast members. As I enjoyed the film very much, I naturally was very curious about the new Kosmos Game "Der Pate" which would be "Godfather" in English. When I pick up the box, I am immediately reminded of the most famous scene from the film, where Marlon Brando sits in a chair and strokes his white cat while listening to reports from his lieutenants and to petitions addressed to him. Will I feel like a grand Mafia boss when playing the game? I am looking forward to so and this puts me into the right mood for playing!

In the game players represent the Mafia families Corleone, Tattaglia, Barzini and Stracci. They are the godfathers of their clans and pull the strings trying to enhance their fame and influence through illegal gambling, smuggle and protection racket and at the same time to get rich fast in the process. To sum up at the start: Influence and fame are very important in the course of the game, but you can only win the game if you are the richest player!

On opening the box we find lots of different components:

1 game board, 4 small boards for placing dice and depicting the mafia families, 1 gangster car, 10 event cards, 13 tiles „friends of the family", 12 grey action tile „fame", 12 red action tiles „influence", 1 red, gray, white and black die each, 1 red and 1 gray marker for

the event track, money in several denominations, 4 markers for each of the 4 player colors for use on the development tracks, 7 family members in each of the four player colors and also 5 debt markers for each player in his color.

As usual, you start the game by placing the board on the table, aligned with the seating positions of players so that each player faces 4 development tracks at his side of the board. The middle of the board shows a part of New York, split into four separate quarters, a prison and the Hudson are marked on the board, too. Then each player takes his 7 gang

members and places each of his 4 markers at the start of each of his four development tracks. These tracks keep records of influence, fame, income and favors. The red and gray markers are placed on the top spots of the event track. Each player places 3 different gray tiles "fame" and 3 different red tiles "influence" on the corresponding spots marked on the respective development tracks. The 10 event cards are shuffled and 3 randomly drawn cards are returned to the box without looking at them, the remaining 7 cards are stacked face down.

Finally a starting player is determined; the rules suggest the oldest player. The role of starting player does not change during the game. The player to the right hand of the starting player chooses a quarter on the board and places one of his family members in each of the shops in this quarter; he now is in control of these shops. Then he places the gangster car on any car spot he likes. In counter-clockwise direction all remaining players choose a quarter and place family members into each shop. A starting capital of 10.000 dollars is given to each player.

The game is played over 7 rounds; each round follows the same steps:

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1. Receive income
2. Turn up event card
3. Roll and implement dice

Receive Income
In the first round players cannot receive income, as they have no fixed income marked on the income track at the start of the game. In the course of the game you can acquire income between 1.000 and 4.000 dollars as a result of a dice placement on the "banker" spot on your dice board, which is paid out at the start of a new round.

Turn up an Event Card
The starting player, who keeps this job throughout the complete game, has the task to turn up the top event card from the stack in each round. The event card shows a white X on either a red or a gray background. Corresponding to the background color, either the red marker or the gray marker is advanced one step on the event track. When one of the two markers has been moved four times it has reached the K.O. spot. The color of the marker on this spot determines the development track which a player must have completed at the end of the seven rounds to win the game. If the marker of a player did not reach the end of this track the player must quit the game before the winner is determined, he cannot win.

As the nexr action at the start of the round the starting player moves the gangster car according to the number of steps given on the event card. When the car is located in a quarter all shops in this quarter are protected. Then the starting player reads out the text of the event card. According to this text players are forced to take actions or can choose to follow instructions.

Roll and implement dice
The starting player begins this phase and then all other players follow in clockwise direction. Each player in his turn is deemed to be the active player and starts his turn by picking up the four dice.
The dice board of each player is divided into 4 rows. The active player takes the 4 dice and rolls all four at the same time. Then he decides which of the dice he wants to place into the first row of the board. In this Row 1 of the board only the number of dots on the dice surface is important, the color has no influence. In this top row five spots are marked with 1 to 5 dots, and so a "3" on a die must be placed on the spot marked with "3". The die dots are multiplied by 1.000 and this determines the shops which will earn income for their owners in this phase of the turn. All players, not only the active one, who own shops marked with this income number receive this income. Each individual shop on

the board is marked with an income amount. If the active player puts the die on the spots for 1.000 or 2.000 dollars, each player owning such a shop may – in addition to receiving the income - move the marker on the development track for fame in case of a 2.000 dollar result or on the influence track in case of a 1.000 dollar result. The last spot in the 1st row is marked "Press" and enables the player to advance both the markers for fame and influence one step each. The die can only be placed on this spot when the result of the throw shows the "puppet hand". Each of the dice is marked with the numbers 1 to 5, the 6 has been replaced with "puppet hand". This spot for "puppet hand" is also available in rows 2 and 3.
When the active player has placed his first die he picks up the remaining three dice and rolls them again.
In the rows 2 to 4 on the dice board the spots are color coded and only a die of the same color may be placed on a spot. As the player has already used one color in the first row, one spot in each of the remaining row is already closed.

In Row 2 the active player can enhance his fame by placing the gray dice and enhance his influence by placing the red die. If he chooses the black die he can move the gangster car and thus empty shops owned by other players. He returns the family member to its owner or he can occupy an empty store with one of his own family members. If he decides to place the white die in Row 2 he receives income of die roll times 1.000 in dollars.
When the decision has been made for placement of a die in Row 2 the active player now rolls the remaining two dice again and chooses the die he wants to place in Row 3, then he immediately places the 4th die on the corresponding color spot in the 4th row.

In Row 3 the active player can use the black die to take over a shop from another player; when doing so he sinks the family member in the Hudson and places one of his own family members into the shop. For the family member in the Hudson the owner receives a debt marker from the active player. If you place the grey dice in Row 3 you return all dept markers to their owners and receive payment of die roll result times 1.000 for the debt.
If you use the white die in Row 3 you can acquire a "friend of the family" who later can be used to demand favors. These favors can be to take back a family member out of the Hudson into stock, take back one debt marker without payment from any player or advance 2 spots on the development tracks for fame or influence. If at any time you reach a spot with a tile on the influence or fame track, you

pick up this tile, it gives you an action, either immediately or later during the game.
The red die is used in Row 3 to initiate a FBI raid, which sends all family members from shops where the raid takes place into prison. Take care, this goes for your own family members, too.

In Row 4 only the color of the die is of importance, the number of dots is irrelevant. The gray die enables you to take over an empty shop on the board. If you decide to place the red die you can get all your own family members out of prison back into stock. When you use the black die you can remove an opposing family member from a shop and put him into prison. The white die can be used to advance the marker on the development tracks for income and favors which enhances the income paid out to you at the beginning of a round or allows you to demand favors from other players.

Most players approach the game with the motto of „the higher the income the better the current move". But this is only true in a restricted sense, as you can achieve optimum income with some planning by enhancing

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DER PATE

Designer: Michael Rieneck
Artist: Michael Menzel, Harald Lieske
Title ger.: ident
Price: ca. 25,00 Euro
Publisher: Kosmos 2010
www.kosmos.de

EVALUATION

Dice game / economics topic	**PLAYERS** **2-4**
With friends	
Use dice to plan actions	**AGE** **12+**

Comments:
Mixture of economy simulation and Mafia feeling
Exact planning necessary for use of dice - Innovative mechanism for use of dice
Topic well implemented

TIME **45+**

Compares to:
Kingsburg, Im Wandel der Zeiten Würfelspiel, Alea iacta est
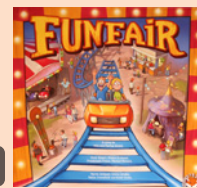
My rating:
★★★★★☆☆

LOOKING FOR SOMEONE TO PLAY!

FUN FAIR

Candyfloss and Merry-go-round!

8↑

„Got on board, join the ride, we are riding round again, friends – and hey, hey, hey, the next trip will be backwards!"

You can very nearly smell the unforgettable mixture of candy floss, French fries and sugar-coated almonds when you spread out the lovingly detailed game board of RUMMELPLATZ on the table, despite its cardboard smell. And if you listen really closely you might even believe to hear a babble of voices, party music and the rattling of the roller coaster, despite it only being the clatter of plastic jewels, dice and innumerable card board counters that tumble out of the box filled to the brim. And we have set it up, the game published to celebrate the 15 year jubilee of the publishing company eggertspiele, a game completely different from all the games under this label that have thrilled the (expert) gamers community.

We want to have fun

Already in the run-up to Spiel 2010 the special blog that had been installed for the occasion on the internet showed that all persons involved obviously had lots of fun while planning their little surprise for the gamers' community. What was really brewing became clear rather late in the day: a game featuring a Fair Ground. What a clever move! How else could you give room to so many creative minds if not let them create all those fun rides and other attractions of a

Fair Ground and so avoid a final result giving off the impression of a forced piece of patchwork? The game has everything from a Haunted House to Ring the Bell, lovingly, invitingly and creatively presented and illustrated by seven different artists, with names like Michael Menzel, Harald Lieske or Franz Vohwinkel in themselves creating a "Who is Who" of the German games illustrator community.

And if you ask if the fun had by all in developing the game comes across when playing the finished product, the answer is a loud and clear YES! But do not expect a challenging or strategic game! What is really expected from the Fair Ground visitors?

A litte rumble on the ramble

The basic idea is really simple: In each of the four game, none of them lasting more than half an hour – even when played with the full complement of six players – the players visit one of a total of eight attractions and try to get a good placement there to gain as many lottery points as possible. These lottery points are exchanged for lottery tickets in the "Grand Final". The more tickets I do have the more often I can try to pull out the main prize from the bag. The first player to do so wins the game. Admittedly, this victory condition is miles away from creations like "A Castle for all Seasons" or "Cuba". Well, be that as it may, join me on a little rumble ramble and

let's find out what crazy attractions the Fair Ground has to offer. At each stop we have a choice between two attractions – which one we must enjoy is always decided by the player currently holding the fewest lottery points.

Station 1: „Ring the Bell" oder „The Soothsayer"

Don't be afraid, there is no hammer in the game box and you need no special demonstration of sheer muscle power to make the bell ring. All you need to do is to stack dice according to the demands of a task card, so

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Stefan Olschewski

A fun mixture of simple, not always new ideas without big demands, where the actual winner is not important in the end, provided all have lots of fun.

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that the front of the resulting tower corresponds to the picture on the card: There is only one rule: The number of dice dots and the colors of the dice sides touching each other must be identical. The player who can set up the highest tower corresponding to these rules within the time set by the sand timer included in the game, will gain the most lottery points.

The soothsayer on the other hand demands poker face and bluff. Following the traditional game play of "Cheat" or "Bluff" or "Lie" or whatever the name of this ancient game may

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be where you come from, you must offer a card to your left neighbor stating the alleged value of the card, he can accept the card and place it on the table or he can deny it. In this case the card is offered to the next player in clockwise direction. Each player has two turns in the role of the soothsayer and when all cards have been distributed the outcome is scored. If you have the most points on your cards you garner the most lottery points.

The funny thing here is the soothsaying topic: you don't offer a card of value -3. But tell him his fate, as in "I can see …. a lack of toilet paper!" And should I accept this trick of fate it would result in scoring -3! A nice trick for a good mood, resulting in quite a few laughs and some fond and emotional memories for experienced games, when Madame Déjà-vu suddenly espies a Samba School including the original design of the corresponding building from „Cuba" in her crystal ball.

Station 2: „Horse Racing" oder „Claw"

The Horse Race is a veritable orgy of dice that could have originated directly from a children's game for five year olds. Players are teamed two by two and roll 3 dice each simultaneously. For each triple of three identical numbers the partner advances the horse marker 1, 2 or 3 steps. The winner is the team who gets its nags across the finish line first; the roles are swapped after the first half of the track! Challenge? None! Hustle and bustle? Yes!

The Claw, in contrast, needs a bit of coordination. On a real Fair Ground you use a joystick to move a grappler as exactly as possible to make it grab a pretty plush animal and drop it into the winning slot. In the game of course there are neither joystick nor grappler nor some electronics, therefore players have to stand in for grappler and joystick. Aim of the game is to fish out jewels of the highest possible value from the box bottom without line of sight and only by using thumb plus second and third finger. A fellow player is steering you using the command syllables of „Mib",„Mab",„Mub" und „Mob" for the four directions and command you to grab with "Klick" and hopefully you will grab a gem of high points value. The player with the highest total after two tries wins the game.

Station 3: „Bumper Car" oder „Swing Boat"

When a trick-taking card game using normal playing cards seems much to boring, you simply call the game „bumper car", brighten up the design and add a stack of little bumber car tiles and the next mini game is ready for play. In this case, however, you do not win the trick if you place the highest card, but lose the round and are jostled into uncovering one of your 9 bumper car tiles in your stack. This is continued until the first player uncoveres his "tilt" tile and thus immediately

quits the game. As you can decide for yourself where in your stack you place your „tilt" tile you can influence your time in the game, even if you hold bad cards. But at the same time a low placement for "tilt" reduces your score, because each tile below "tilt" scores you 1 point. So you can only rake in points when taking some risk!

Only thinking about his experiences in a swing boat makes the reviewer feel queasy, but this is definitely not the only reason why he believes this game to be the lightest and palest in the Fair Ground collection. For this game the topic is that far-fetched that all resemblance to the original has been lost. Each player receives 10 crystals to represent stamina points and places his marker in a free row of the boat. The further near the outside the more fun points you can gain. Then each player in turn rolls the number of dice indicated by his row and must discard one crystal for each "One" rolled, a place in the middle does not yield points, but an additional stamina crystal. In each new round players relocate their marker, receive points and roll again until either the first player is out of stamina points or somewhat has reached or topped a score of 22 points.

Station 4: „Roller Coaster" oder „Haunted House"

The Roller Coaster is the most fun when there is an animated group playing, because the game brings action and more animation. Two players sitting next to each other play together and try to memorize as many action cards as possible within 30 seconds. Then they intertwine their arms and simulate a roller coaster ride bending to the left or to the right, rise their arms or clap their hands over their mouths for being frightened. The more actions you can repeat correctly from memory the more points you get. Crazy, but lots of fun!

Screaming is also allowed in the Haunted House, it is even necessary because that is the whole point of the game. Each player receives two secret "Fear Triggers" which he must remember. They come in the shape of cards featuring spiders, ghosts or other such fearsome things. During the "Ride" a total of 15 cards is turned up showing a selection of those fear triggers. If you spot one of yours, you scream as loud as you can and try to remember what might frighten other players. When you emerge again in daylight a score is taken and each player must guess who is afraid of which creatures. You score points for each correct guess, but the person frightened by your correct guess scores, too.

Come on! Draw a lot!

The Grand Final at the lottery booth is not nearly as pompous as you might have imagined it. Basically, it is a pure luck, only mitigat-

ed a little bit by the fact that players owning more lottery points may draw from the bag more often and so, from a statistical point of view, have a bigger chance to win. In reality it happens as often that a player with few draws at his disposal finds the purple crystal in his first try and so nullifies all efforts wasted on the attractions in the run-up to the final. If you aware of this huge proportion of chance in the game and do take it too seriously you will have lots of fun at the Fair Ground, the RUMMELPLATZ, dogged experienced players whose only aim is to win might have less fun. Therefore the target group for this game clearly is the game and fun loving family. And in this category the eggert jubilee game can score in contrast to the common game boxes featuring Mikado or Checkers. Maybe already only due to the beautiful design, that immediately makes you want to play.

Dear reader, please pardon this lengthy introduction of the single elements, but in a game that consists of eight independent single station with their own rules and victory conditions each it seems simply a must to present them individually. So you can make up your own mind if there is something for you in this plethora of mini games. And, please, do allow me a few final comments:

FUN FAIR

Designer: 10 different designers
Artist: 7 different artists
Title ger.: Rummelplatz
Price: ca. 35,00 Euro
Publisher: Eggertspiele 2010
www.eggertspiele.de

EVALUATION

	PLAYERS 3-6

Games collection
For families
Play mini games for points

	AGE 8+

Comments:
Lots of components
Umfangreiches Material
Inviting design and graphics
Fun, challenging and cute without huge strategic demands
Simple rules
Nice, short game play

	TIME 30+

Compares to:
Many other party games, but first game in this combination of games

Alternate edition:
Rummelplatz, Eggert

My rating:
★★★★★☆

ISLAND UP FOR GRABS

DIE INSEL DER STEINERNEN WÄCHTER

Giants And Witches And Goblins – Oh My!

Im Zentrum der Inselgruppe von Lutao liegt die Stadt der Magier, bewacht von herzlosen Golems. Auch die Zentralinsel selbst lässt sich nicht mehr gefahrlos betreten, seit die Zauberer einander gegenseitig vernichtet, die steinernen Wächter aber zurückgelassen haben, ohne deren Auftrag, die Verteidigung des Eilandes gegen jedermann, zu widerrufen. Nun aber, lange Zeit nach dem Untergang der Magier, wollen die benachbarten Völker die Hauptinsel – jedes für sich allein – in Besitz nehmen.

Das ist die Hintergrundgeschichte in „Die Insel der steinernen Wächter". Das Spiel selbst freilich ist eine sympathische Variante des klassischen „Risiko"-Unternehmens. Die Spielenden kontrollieren Völker beziehungsweise Armeen, versuchen zuerst, sich eine solide und gesicherte Ausgangsbasis (Nachschub an Armeen und Versorgungspunkten) zu schaffen, und dann den Endauftrag auszuführen. Zu dem öden Würfeltaktikspiel „Risiko" gibt es aber zahlreiche Unterschiede, die das Inselhüpfen von Claus Kuderna abwechslungsreicher, unterhaltsamer und nicht so völlig vom Würfelglück abhängig machen.

Das beginnt schon beim Spielfeld – die Inselwelt kann für jede Partie fast völlig neu gestaltet werden, wenn drei Grundregeln eingehalten werden: Lutao wird möglichst zentral auf der Spielmatte (übrigens ziemlich groß) ausgelegt, die anderen Inseln niemals überlappend rundherum gruppiert, und die Abstände zwischen den einzelnen Spielfeldteilen dürfen nie so groß sein, dass auch nur

ein Teil über die blaue Spielmatte (das Meer von Lutao) hinausragt.

Die Spielfarben werden gewählt (die Spielsteine sind leider extrem schlicht und wenig ansprechend gestaltet, erfüllen gerade noch ihren Zweck, und erinnern an die billigen Plättchen der ersten „Civilization"-

Martina, Martin & Marcus

In this rather charming Risk variant you need not necessarily eliminate your opponents – to be the first and alone to achieve your goal is sufficient

Ausgaben), das zu verkörpernde Volk (eine Bild-und-Textkarte) zufällig gezogen (oder ausgewählt) und die besondere Eigenschaft (hier „Rune" genannt) aufgenommen (auch entweder zufällig oder ausgewählt, darauf kann man sich einigen; schon die Spielregel erlaubt Variation).

Unbedingt anzuraten ist, sich die Kartentexte genau durchzulesen. Völkereigenschaften und Runenkräfte bilden nämlich den Hauptunterschied zu anderen, ähnlichen Spielen. Im Basisspiel stehen jeweils zwölf Völker und Runen zur Verfügung (Zusatzkarten sind angekündigt). Als Völker gelten hier übrigens auch Kategorien, die in anderen Fantasywelten eher Berufsklassen darstellen. So kann man neben Zwerg, Elfe, Ork oder Riese auch Barde oder Hexe als Ethnie angeben. Nette Kombinationen ergeben sich durch die Runen. An sich gemeinhin unmagische Riesen können so plötzlich Geisterarmeen (Rune der Geister) heraufbeschwören oder

Druiden überraschend die Pest gegen Feinde loslassen (Rune der Seuchen). Einige Runen können einander gegenseitig aufheben, manche bringen einem Volk mit ähnlichen Eigenschaften wie den Runenkräften extrem starke Vorteile in solch einer Kombination. Zusätzlich können, bei entsprechenden Ressourceneinnahmen, also Kontrolle über Provinzen und Städte, noch Zauberkarten erworben werden, ebenfalls egal, ob dies zum Charakter des Volkes passt.

Der Ablauf des Spieles ist dann leider recht unspektakulär – man versucht mit den eigenen Spielsteinen in fremde Nachbarprovinzen (oder auch über See mittels eines etwas fragwürdigen Schiffstransportsystems) einzudringen und diese zu besetzen und somit dem eigenen Machtbereich einzuverleiben und diesen zu stärken – mehr Ressourcen, mehr Armeen, mehr Zauberkraft. Glaubt man, dadurch stark genug zu sein, wird man sodann versuchen, die Hauptinsel Lutao mit den neutralen aber starken Golems (ebenfalls nicht besonders hübschen Plättchen) zu erobern. Dort darf man seine Eigenschaften (des Volkes und der Rune) noch nicht einsetzen, muss zuerst dafür zufällig bestimmte Provinzen in Besitz nehmen. Das erste Volk, das sich dann mehrere Runden (auch hier bestehen Variationsmöglichkeiten) allein in der Hauptstadt Lutaos halten kann, dessen Spielerperson gewinnt.

Bemerkenswert ist das Kampfsystem – nicht mittels Würfeln, sondern durch Kampfkarten versucht man die Gegner zu übertrumpfen.

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

www.gamesjournal.at

Abhängig von der Größe der Armee (und manchmal durch Volkseigenschaft oder Rune oder Zauber variiert) zieht man eine Anzahl von Kampfkarten, wählt daraus höchstens vier (auch hier Änderung durch magische Fähigkeiten möglich), und hofft, dem gegnerischen Volk mehr Schadenspunkte zufügen zu können, als man selbst einstecken muss. Hier kommt ein taktisches Element ins Spiel, das man bei Risiko immer schon vermisst hat.

Die Spielregel ist ausführlich und recht klar gestaltet, trotzdem, wie schon oft gefordert, wäre ein thematischer Index sehr hilfreich. Illustrationen und Grafik sind nur bei den Völkerkarten und der Verpackung auffällig, im übrigen sehr spartanisch und nicht wirklich ansprechend. Wer aber eine Alternative zu strategischen Glücksspielen sucht, ist mit „Die Insel der steinernen Wächter" dennoch recht gut bedient. Liebenswerte oder bedrohliche, jedenfalls aber märchenartige Eigenschaften machen die zu verkörpernden Völker interessant bis sympathisch, selbst wenn der Endkampf auf Altbekanntes hinausläuft. Aber hier heißt es eben nicht: „Lösche alle gelben Armeen aus!"

ωin Martina & Martin Lhotzky
Marcus Steinwender

DIE INSEL DER STEINERNEN ...

Designer: Claus Kuderna
Artist: Artur Fast, Heiko Eller
Title ger.: ident
Price: ca. 50,00 Euro
Publisher: Elfenherz 2010
www.elfenherzspiele.de

EVALUATION

Tactical game on majorities
With friends
Use card texts to advantage

PLAYERS	2-4
AGE	12+
TIME	120+

Comments:
Simple, plain components
Similar to Risk, but offers more tactical possibilities
People + Runes combinations offer interesting possibilities

Compares to:
Risk – without dice, but with Fairy Tale elements

My rating:
★★★★★☆

DER PATE   *Continued from page 7*

the income at the start of each round. The winner at the end of the game is the player with the most money.

The mechanism that you must choose a die for each row which cannot be used anymore in the following rows is innovative and results in some intense tactical and strategic considerations. We have found in our games that you should plan the actions on the dice board very carefully, whereby direct income should be considered as more important than the taking over of shops or the eviction of opposing shops.

We also found that the mechanism takes some getting used to and is severely underrated even by experienced players in their first game, or at least not evaluated correctly, which results in the fact that it sometimes takes two or even more games to understand the niceties of the game. Exact planning before placing your first die of a round should be your first priority so that you have the necessary dice available in the following rounds, notwithstanding the tactical decision whether you keep to your original plan or deviate from it due to a special result of a dice roll during the round.

In any case, a steady improvement of the income at the start of a round can be considered to be of paramount importance, carrying the penalty of not being able to use the white die for other actions in a round.

Of course, first and above all, the game hinges on the result of the dice rolls. Nonetheless, experienced players who only played once and have decided that it is merely a simple dice game are wrong, as it is always possible to achieve good or at least acceptable moves with a bad roll.

The game can be recommended as a good family game, also to experienced players, and has enough variance in the game play to guarantee repeated and ongoing fun when playing the game.

As already mentioned, the game features this innovative mechanism which should be entertaining and appealing to all kinds of players.

The art in the game is attractive and perfectly transports the mood of the Hay Days of Godfather Mafia activities. There are moments when the flair of the game feels like an abstract economy simulation, but in other moments you makes you really feel like a Godfather in New York or Chicago.

The topic of the game could be a deterrent for women to buy or play the game, but as brutal actions are largely missing despite the mafia background – the family members come back out of the Hudson – even this group should take time to take a closer look at the game.

ωin Maria.Schranz@spielen.at

FUN FAIR   *Continued from page 9*

In love with details

If you take a close look, you can spot any number of cute details in the components, on the cards and on the game board, which again prove that the creators of RUMMEL-PLATZ were not looking for doing a game quickly, but to create a real game on occasion of the jubilee, where loving pains were taking with each single part. My personal favorite are the mice queuing up at a mini cashier booth for entry, some one else might smile at the position of a frightened Haunted House visitor's hand or at the green hair of the person closely resembling a certain Mr. Friese whom the soothsayer spots in her crystal ball. Or yu might love the tiny comic characters in the rules which closely resemble a pair of game designers wearing glasses or a black-haired, moustached publisher from Hamburg, or… or … or ….

The end justifies the means!

RUMMELPLATZ is a special game anyway you look at it, culminating in the fact that all designers and artists involved in the project have waived their pay and have donated it together with a contribution from the publisher to the Kindernothilfe. That really is the icing on the cake and an example that should set a precedent, because when all is said and done the ladies and gentlemen together with CEO Peter Eggert show us what really is important besides the chase after victory points: The fun with games and in playing games.

(Please note: The points given in the evaluation are related to the overall impression of the game, as all 8 individual independent games ask for different aspects from the players).

 in jeder Hinsicht ein besonderes Spiel, was in der Tatsache gipfelt, dass alle beteiligten Autoren und Grafiker auf ihre Honorare verzichtet haben und diese gemeinsam mit einer Spende des Verlags stattdessen der Kindernothilfe zukommen lassen werden. So wird die Sache wirklich rund. Ein Beispiel, das Schule machen sollte, denn letztlich zeigen die Damen und Herren rund um Verlagschef Peter Eggert mit diesem Engagement, worauf es doch eigentlich – abseits von verbissenen Jagden nach Siegpunkten – wirklich ankommt: den Spaß am Spielen und an Spielen!

(Anmerkung: Die Punktevergabe in der Bewertung bezieht sich auf das Gesamterlebnis, denn im Grunde handelt es sich um 8 einzelne, unabhängige Spiele, die alle unterschiedliche Anforderungen an die Spieler stellen.)
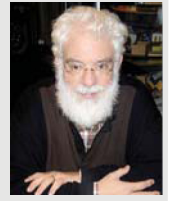
Stefan Olschewski
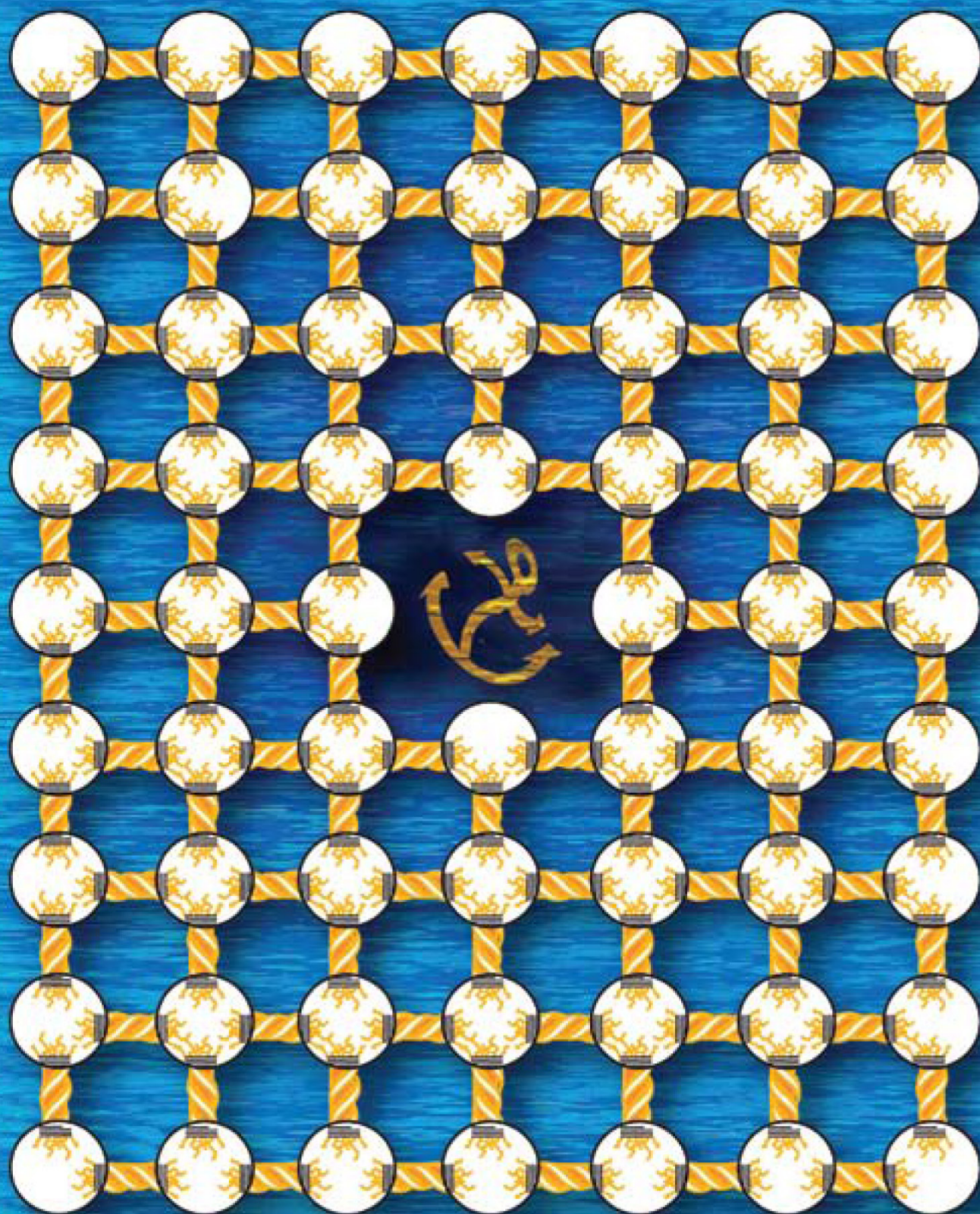
The Game in WIN by designer Fred Horn and artist Peter Rijkhoff

KNOTZ!

Produced in cooperation with DOCUSIM, the Dutch Games Club

## An „unraveling" board game for 2 players by Fred Horn

Preparation

Cut out the 64 playing pieces (the knots). Place the board in the middle of the table and give 31 grey knots to the older player and 31 brown knots top the younger player. There are two reserve knots for replacement purposes. The "grey" player places one of his knots onto a free spot on the board. Then, starting with the "brown" player, both players alternate in placing two of their knots onto free spots on the board until the "brown" player has placed his last knot on the last empty spot on the board (You could play a shorter less tactical game if you randomly distribute all knots on the board face down and then turn them up.)

Game play

The "brown" player starts and removes one of his knots from the board. Then the "grey" player does the same and both players alternate in this way until the victory condition is reached. If by removing a knot one or more several knots belonging to your opponent are isolated (they are no longer connected horizontally or vertically to another knot) these knots are also removed from the board. If you isolate one or more of your own knots by removing one of your knots you lose your next turn and must pass for one turn. Then you must remove one of your isolated knots in your next turn and go on doing so until none of your own knots is isolated any more, then the game continues normally.

How to win

The first player without knots on the board has won.
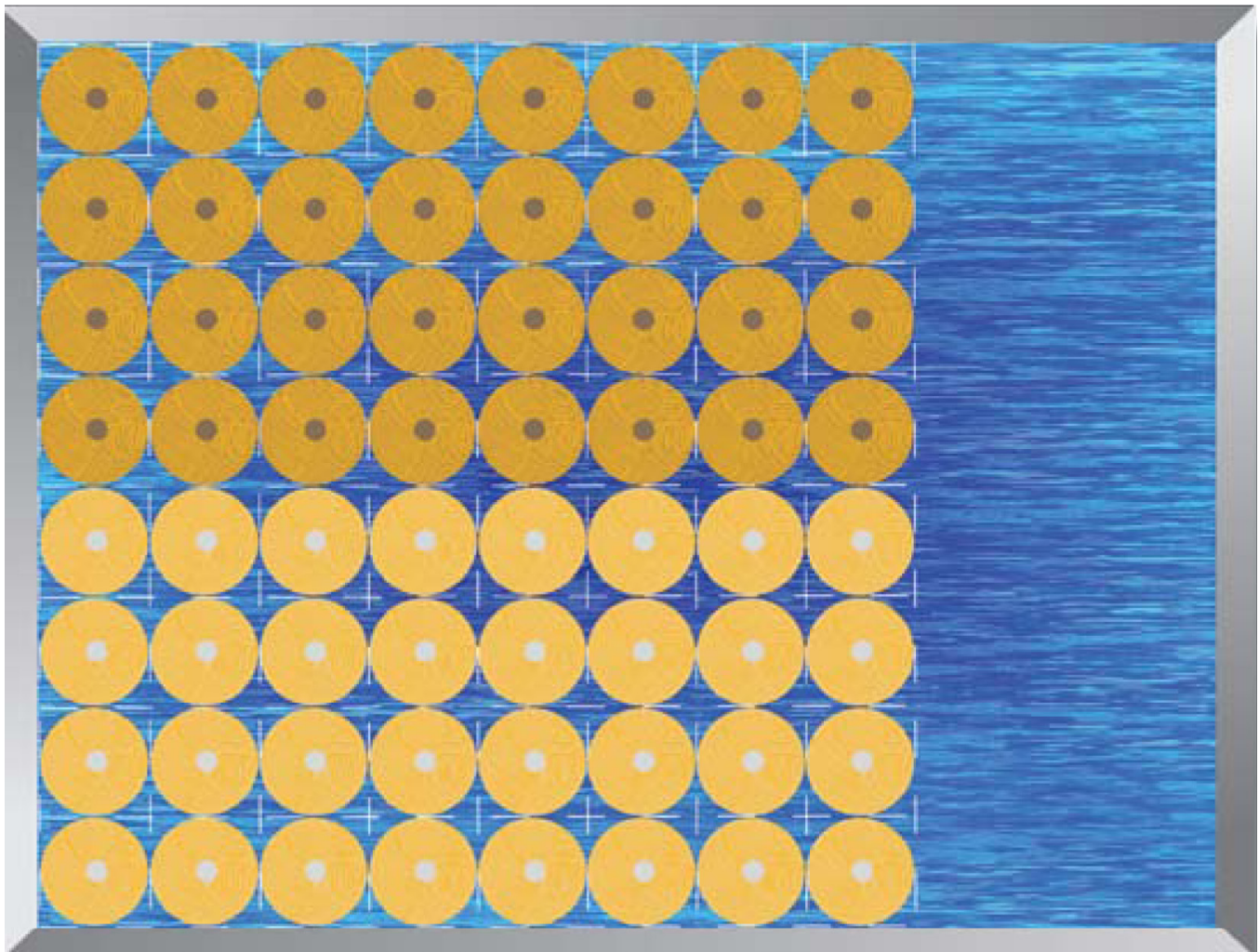
10 DAYS IN EUROPE
A JOURNEY ACROSS THE CONTINENT

`10↑`

In 2003 Schmidt Spiele published an attractive game called Europatour, developed by the American designers Alan R. Moon and Aaron Weissblum, still in the days before „Ticket to Ride" and the sudden switch of focus to games from the other side of the Big Pond. So it remained largely unknown that this game was published in the US by Out of the Box under the title of "10 Days in Europe" and still is alive and kicking in the USA, there are editions for Asia and USA and new in 2010 for the Americas.
As Out of the Box is presenting their program now since two years in Europe is seems a good idea to present this little gem again, as the rules are somewhat different from those of the Schmidt edition.

The game comprises 48 cards for European countries in five colors, plus 10 transport cards for ships and airplanes. There are 2 planes in each of the country colors, the ships are neutral but affiliated to the oceans. All cards are shuffled face down and you draw 10 cards one by one and place them in your holder, once placed a card cannot be relocated on the holder. Three cards are turned up on the table, the rest is draw pile. In your turn you draw either an open card or one from the pile and can exchange it for one from your holder to get nearer to your goal, which is a continuous route across Europe. Neighboring countries can be placed next to each other as well as countries marked with a bridge or ferry, otherwise countries of the same color must be connected by corresponding plane or a ship.
A nice simple game, it is language independent and very good, an absolutely recommendable game for the whole family.

EVALUATION
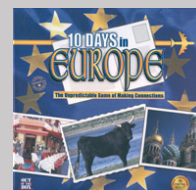
Exchange game / travel topic
For families
Swap cards to form a sequence

Comments:
Original edition of Europatour
As Europatour winner of „Spiele Hit für Familien 2003" - Available also for the Americas, Asia, USA
Very simple mechanism
Geography „to go"

Compares to:
Europatour, 10 Days in ….

1000 AND ONE TREASURES
ROB THE THIEVES!

`5↑`

Ali Baba and his friends have found the cave of the Forty Thieves, and want to rob the thieves of as many treasures as possible before they come back. The cave is laid out with the starting tiles, the Bandit Chief starts at his tent. TO start you place your man on any tile in cave, but each tile can only accommodate one man. In your turn you count the treasures on the tile you stand on and move along as many tiles in any direction. You may only step on a tile once in a turn and cannot pass through walls, If you are blocked in all direction by other men or walls, Ali Baba's Genie in a Bottle helps you, you can place your man on any tile of your choice. If you leave the cave you cannot return.

When you have finished moving your man, you pick up the tile where you started your move, and draw a new one from the stack to replace it. If the new tile shows the Bandit Chief, you must advance the Bandit Chief one step nearer to the entrance. When the last player has left the cave before the Bandit Chief arrives at the entrance or if he reaches the cave entrance the game ends. If you have left the cave and have collected the most treasures, you win.
If you play with younger children you roll a die for the movement of your man and the men need not leave the cave. The game ends when the Bandit Chief reaches the entrance, the player with most treasures wins.
A fine conversion of the fairy tale! The variant without die is a good family game, too. It teaches tactical considerations: How can I move to stay in the cave as long as possible to get many treasures and when is it essential to leave?

EVALUATION
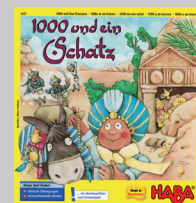
Movement and collecting game
For children
Collect treasures, leave cave

Comments:
Fairy tale topic - Topic nicely converted - Good family game
Attractive components
Teaches tactical thinking

Compares to:
Collecting games where the location of your man determines his move

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

ADLUNGLAND
ICE CREAM PARLOR OR YOGA-STUDIO?

10↑

This game is published to celebrate the 20 Year jubilee of Adlung Spiele. Players are asked to add attractions to a Fair ground. When doing so they must pay attention to building costs, pay insurance, consider possible risks and the influence of other attractions in the neighborhood. The cards have two sides that are used in the game – The park side shows an attractions and symbols for possible risks - waiting time, maintenance and fear. The info side of the cards shows costs for building the attraction (discard a card or hand one or more cards to another player for insurance or take a risk card building site) and the income from the attraction (money, cards, insurance payment or risk reduction).

The card Adlung Plaza is laid out as a starting card for the park, each player is dealt 3 attraction cards, three attractions cards are laid out as a display and the rest of the cards is stacked park side face-up. In your turn you have two actions and can either acquire a card from the display or build an attraction from your hand. When building, you must adhere to the arrow card for alignment of a new attraction. For each risk on the new attraction the values of this and adjacent attractions are added separately, when the total is higher than 4 you get the respective risk card(s), which influence later building projects. When the game ends after using up the draw pile and play of one final round the player with most money wins.

Adlungland offers an interesting mix of mechanisms in using the cards, a nice detail is the use of Adlung game titles for names of the attractions.

EVALUATION

Card game with a building topic
For families
Place cards for optimum results

Comments:
Standard topic
Interesting interaction of cards
Minimalistic components and packing - Recommended also for experienced players

Compares to:
Settlers Card Game and other games with building for cost/merit interaction

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AVATAR LABYRINTH
SLIDING FUN IN 3D

7↑

Jake, Neytiri and many other inmates of Pandora are milling about in the shifting corridors of the rainforest landscape and want to be found. Each player tries to build himself a path to those citizens of Pandora that are pictured on his personal task cards.

The 34 path tiles showing different pieces of the path are randomly inserted between the elements fixed on the board, so in each game a new labyrinth emerges. One path tile is left over, this tile is slid into one of the rows or columns by a player in his turn.

This moves all tiles in this row or column and the labyrinth changes and at the other end one path tile is pushed off the board to be used by the next player. Then you may move your marker as far as you want or can to get as near as possible to the citizen pictured on the first of your target cards.

When you reach this target, you discard the card and look at the next target. The next player in his turn may not slide the path tile into the row or column where it came from that is he cannot reverse your move.

If you are the first to discard all your target cards and return to your starting position you win the game. Younger players can be allowed to look at all of their target cards and decide the sequence of reaching them, they also can be allowed to leave the labyrinth anywhere.

This special 3D-edition based on the spectacular film contains a pair of 3D glasses for all players and offers special fun with sensational optical effects in a new version of a game mechanism that has been successful for 25 years now.
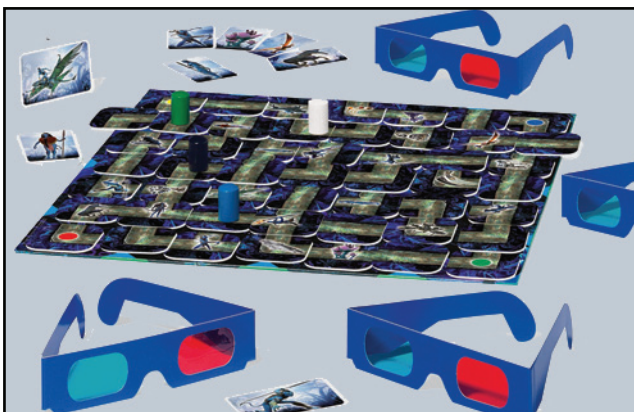
EVALUATION

Sliding and position game
For families
Move board tiles and marker

Comments:
Can be played without 3D glasses
3D-Effect is well visible
Standard rules applied to a new topic
Versions for younger players are listed

Compares to:
All other editions of Das ver-rückte Labyrinth, Invers

BOGGLE FLASH
SORT – MIX – SWAP!

To string letters into words as long and as individual as possible – this is the well-known game mechanism of Boggle. Now Boggle has arrived in the electronic age: Instead of the 16 dice in a box that are given a good shake for each round to settle into a new selections of letters there now are only 5 letter cubes. These are big, electronic and feature a display, when you switch them one you can choose one of three ways to play:
Boggle Flash – The cubes each show a letter and you must arrange the cubes as quickly as possible to form a word, you need not use all cubes. When the word is scored form another while your time runs. For each word of five letters that you can make up you win 5 seconds of additional playing time and score a point for each word when time has run out. In **Boggle Flash 5** you must use all five letters to form a word. For **Boggle Flash Reihum** you must have at least two players, you form words in turn, if you cannot make one up you must quit the game. The longer you play the shorter time gets to find a valid word.

It is important for all versions, that the cubes must touch each other to be able to recognize a valid word; the cubes also remember words that have already been formed and do not give a point for a recurring word. Plural forms are new valid words that score you points, by the way.

The cubes store a database of several 10000 words, but it can happen that a word you made up is not listed. In this case quickly find another one, sometimes you can find valid words by simply randomly rearranging the cubes. Boggle Flash is fun and a good training for your vocabulary.

EVALUATION

Electronic word forming game
For families
Make up words from given letters

Comments:
Works well with more than 1 player
Not every valid word is stored
The coubes must touch each other to work

Compares to:
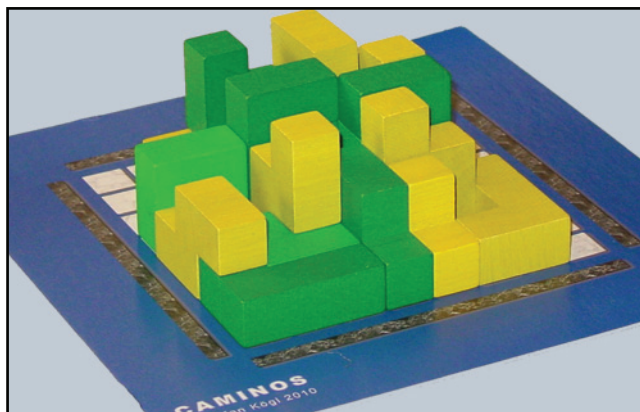All versions of Boggle and related games

CAMINOS
THE DESTINY IS A PATH

In this game the path really is the aim of the game, Caminos is a game to build a path on the board: Each player or each team must build a path from one side of the board to the opposite side. Depending on the board used the number of possible connections varies. There are four boards in the game – a square, a rhomb, an octagon and a ring.
Rhomb and Ring have a serrated order of the single squares that make up the board. Each player receives the pieces in one color, in team play the members of a team split the pieces. The players alternate in placing one of the pieces on the board. Pieces must be placed so that no holes are created underneath a piece. You may place a piece isolated from others or bordering one or more other pieces. You can even build over another piece, provided one square of the newly placed piece touches the board. The path connecting two sides must be made up from areas that have the same color, are visible from above and are connected to each other. Corner spaces belong to both sides. In a version of the game you start with placing two neutral stones in a third color. If you connect the directly opposite sides on the octagonal boards you score double points in case you play more than one game. Connecting one side to the sides left and right of the directly opposite side is also valid when using the octagonal boards. If you cannot place a piece the game is immediately lost for this player. When nobody can place a piece anymore, the game ends in a draw with the last piece that could be placed. Caminos is a challenging game, the exact rules for what constitutes a connection keep you thinking hard, e.g. "The actual path need not touch the board!"

EVALUATION

Abstract position game
For families
Places pieces to form path
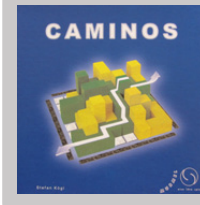
Comments:
Four different boards
Four players can play in teams
Good mix of well-known mechanisms
Versions introducing neutral pieces

Compares to:
All placement games with the aim to connect sides, Pueblo for visible color areas

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

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CAMPOS

CONSTRUCT AND DECONSTRUCT AREA

8↑

Campus is a placement/removal game in two phases: First you construct an area by placing tiles; then you dismantle the area by taking away tiles, both to implement scoring cards from your hand. You start with 3-5 scoring cards and 2 tiles; one starting tile is laid out. The tiles are made up from 3 hexes aligned in a "triangle" structure.

In your turn you can either place two tiles or place one tile and play a scoring card. There is no restriction to the placing of tiles, but a new tile must touch the area with at least one edge.

The scoring cards you need to implement demand color areas and proportional relationships of the areas. For instance, the card may state: "Yellow bigger than Green scores Red". You look at the biggest connected area in each of these color; if green is smaller than yellow you get points for the red area: yellow=5, green=3 and red=4 would score you 4 points to advance your marker on the scoring track. At the end of your turn you draw tiles to hold 2 tiles again.

The construction phase ends either with the playing of the last scoring card of a player or when no tile can be drawn. Now the deconstruction phase starts, tiles still held by players go out of the game and all players receive new scoring cards and keep any they might still hold.

You either take away two tiles or take one tile and play a scoring card. You may not split the area by taking away a tile. When the last tile has been taken you win if you have the most points.

This is a challenging game and a good training for quantity assessment and planning ahead for spatial arrangements.
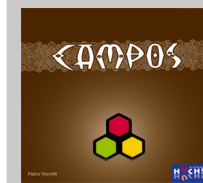
EVALUATION

Placement game
For families
Place, remove, score

Comments:
Purely abstract game
Interesting mechanism
Trains observation and quantity assessment

Compares to:
Ingenious for scoring of color areas, all games with scoring demands met

---

CAPT'N SHARKY

AB AUF DIE PALME!
CLIMB THE COCONUT TREE!

5↑

Capt'n Sharky's latest adventure, this time his crew is racing each other in climbing the coconut palm to harvest the coconuts. The big palm tree in the middle of the unknown island must be climbed. The palm tree is set up and to prepare a round, three coconuts are fastened to the leaves and two magnetic nuts are stuck onto the trunk

of the tree. Each player receives a secret crew card, it shows for which members of the crew he can score in this round. To move the crew members one has four cards which can be used to move any of the members according to the abilities of the card.

You play a card and move one or two crew members accordingly and then draw a card. If

you reach a spot for a magnetic coconut you may take it, if one is still available. The first three crew members who reach the top of the tree are taken off the tree with the current top coconut and next to the island. Then the round ends and the nuts next to the island are scored for the crew. A player with one of these men on his crew card scores coconut chips. Then a new round is set up, the magnetic nuts remain with the players.

After three rounds you win if you have the highest total of points including the magnetic nuts. For younger children you can play the game with open crew cards. This game is a fine combination of topic, components and mechanisms, the components are simply fantastic. The race for the coconuts is fun and the first on top of the tree does not necessarily get the most valuable nut. Some tactics is in order, maybe one step down to snatch a magnetic nut from under an opponent's nose!

EVALUATION

Acquisition game
For families
Move men, collect coconuts

Comments:
Very good family game
Good game for elder children
Well-working combination of topic and mechanisms
Fantasic components

Compares to:
All race games with secret finish positions

COLOURFUL AUTORELLI
MEADOWTOWN SOAPBOX RACE

Soapbox Race in Meadowtown! A yellow square car, a red rectangular car, a green triangular car and a blue circular car race each other to the finish. One die shows the colours, the other the shapes, and both feature a star and a spanner.

The game offers two different ways to play, both variants train sticking to rules and keeping up a sequence of play. The dice game can be played cooperatively or with determining a winner, all players can move all cards. The cars are moved according to colour or colour + shape shown on the dice.

Depending on the game the board showing the meadow track or the road track is used. You roll the die and move the

corresponding car. For a star you choose a car and if you roll the spanner the car needs repair and you lose your turn.

The four Listen-and-Play stores feature four friends, Freddy Fox, Hannah Hedgehog, Daniel Dog and Rachel Rabbit, who jaunt about in their soapbox cars. An adult reads out the story, players must listen attentively and move the car in the colour or shape mentioned in the story. Sometimes there are symbols in the story giving the reader a choice of colours or shapes. Moving the cars is assigned to players according to number of players. If only one plays, he of course moves all the cards, two players move 2 cards each, 3 players move cars in turn and four players either move cars in turn or one car each.

Colourful Autorelli is a very attractive and nice collection of primary simple dice and reaction games and a very effective training to keep to rules and orders, for listening and reacting.

EVALUATION
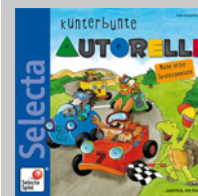
Dice game, Listen-and-Play game
For children
roll die or listen, move car

Comments:
Good topic
Very attractive components
Trains first rules, reaction, listening
Nice stories

Compares to:
Tempo kleine Schnecke, all listening / reaction games

CRIME & MYSTERY
BAKERSTREET FILES

Players are detective with headquarters in Baker Street. You collect clues in relation to suspects, report on those clues and analyse the case.

A case is chosen and the newspaper article is read out. Then you shuffle the suspect cards and give one face-up to each player, the others are set aside. Now all clue cards with color markings

corresponding to the case cards are shuffled and each player is given 3-5 cards, depending on the number of players, the rest of the cards is set aside. You note down your suspect and the clue numbers on your record sheet.

In turn all players give a verbal report on the clues, as lucid and clear as possible, chronologically ordered following the categories

"before", "during", and "after" the crime as well as "culprit profile", each clue fits two suspects. When all reports have been given, 7 clues are chosen randomly, the rest is set aside. The crime information at the back of each card is read out, players now assign those to one suspect and note this on their sheet. Finally, each player notes a tip on the main suspect(s).

Then the information is read out again and the clue card number is given – if you have that number on your sheet you name your suspect – if someone noted this suspect on his sheet he scores. Thus the main suspect emerges as the one with the most clues assigned, who has named this suspect, scores again.

Crime & Mystery is a challenging game of memory and deduction, it depends on correct and creative reporting of the clues, so that all players can make good use of the information. Take care when noting down clues, small mistakes have fatal consequences.

EVALUATION

Game of memory and deduction
With friends
Use clues, guess suspects / culprit

Comments:
Reports must be correct and creative
No mistakes should be made when noting clues - Concentration and paying attention to details is essential

Compares to:
Das perfekte Alibi and other deduction games with a crime topic

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DAS BLAUE AMULETT

QUEST FOR THE CASTLE OF LIGHT

8↑

Part 2 in the Mages Trilogy: The princes are on the quest for the Castle of Light. On their way to the castle they must resolve three tasks by discarding appropriate cards and defeat the returning Dark Powers. Against these Dark Powers they use Fate cards acquired on arrow squares or the Blue Amulet.

Each player has an open set of Path cards. In your turn you use one of these cards and move accordingly, 1-5 steps or any number between 1 and 6 steps if you use the joker card. When using the joker card, you may use a path card immediately afterwards. The card is turned over; when all cards have been used you turn all of them back up. If you reach a path square with an arrow you draw the top Fate card, you may only hold three of them at any point in the game. After your move you can relocate the Dark Powers to other locations on the board.

If you meet another prince this prince is moved into the parallel path and thus sent into the opposite direction, in front of locations like Gate or Ruin you can change paths again. Such locations are obstacles, too. If you enter a location you must resolve a task and/or defeat the Dark Power there, either by discarding a Fate card or by wearing the Blue Amulet. This you get when you draw the Amulet Fate card.

When the amulet changes owner, it gives the new owner a Fate card from the previous owner. If you enter the Castle of Light with a direct move you win the game. Still a very beautiful game, and still an attractive mix of chance and tactics, clever use of Path Cards and relocating Dark Power are the deciding elements-

INFORMATION

PLAYERS	AGE	TIME
2-4	8+	45+

Designer: M. + J. Rüttinger
Artist: not stated
Title ger.: ident
Price: ca. 25,00 Euro
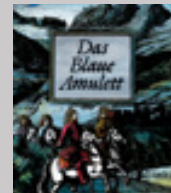**Publisher:** Noris Spiele 2010
www.noris-spiele.de

EVALUATION

Card-driven game of movement
For families
Move, discard cards

Comments:
Part 2 of the Mages Trilogy - New edition – First edition 1986 - Chance factor from Fate cards - Tactics from Path cards and relocating Dark Powers

Compares to:
Other card-driven movement games with task resolving

DAS KLEINE GESPENST

HIDE AND SEEK UNDER THE MANHOLES

5↑

The little ghost has fun in the canal system playing hide and seek. The policeman is supposed to find it and the players assist him. The two marbles represent the ghost.

They are hidden in the canal system beneath the board, the canal system is represented by the dents in the game insert.

In your turn you choose a gully manhole and stick the plastic rod with the policeman on top through the gully manhole to check whether the ghost is hiding beneath this gully manhole. When nothing happens, the ghost has hidden himself well and the turn ends.

But if the ghost comes up from the gully manhole and puffs the hat off the policeman's head, you have found the ghost and receive a ghost chip for a reward. The box is shaken again so that the ghost can hide again and the next player tries to find it. If you have collected five chips you win. The box is only shaken if you did find the ghost, if you did not find it all should try to remember under what gully manhole the ghost does NOT hide.

A very nice sequel to the "Children Game of the Year 2005" in Germany, the Take-me-along size of the box qualifies it as an ideal game for the road, it needs very little room to play and offers a lot of fun. The policeman is a very simple and very effective gimmick and after the first assembly children can play alone. The short concise rules confirm the talent of the designer for simple games with a high play-it-again appeal.

The black-and-white design of the game is unusual and attractive, it goes with the book and automatically creates impressions of ghostly dark nights.

INFORMATION

PLAYERS	AGE	TIME
2-4	5+	15+

Designer: Kai Haferkamp
Artist: Fine Tuning
Title ger.: ident
Price: ca. 7,00 Euro
Publisher: Kosmos 2010
www.kosmos.de

EVALUATION

Searching game
For children
Check, remember result

Comments:
Sequel to the Children Game of the Year 2005 - Handy Take-me-Along size - Simple mechanism Can be played anywhere

Compares to:
Das kleine Gespenst and other searching games with a memo mechanism

DKT DYNAMIC
FAST, CHALLENGING, NEW!

`8↑`

The classic game has been given new twists. DKT Dynamic changes the aim of the game in this Austrian equivalent of Monopoly.

You no longer should try to be the last one in the game but to be the first to pay back your debts. You begin with 2000 units of capital on loan from the bank and choose up to three starting actions, depending on the number of players: Buy a lot or take money. Then in each turn you roll the dice.

The tourist goes first and you implement the action of the square he reaches, he pays rent on owned lots, does nothing on free lots and on all other squares he is a representative of the player and all actions there relate to the active player.

Then you move your own marker and implement the action of the square you reach – enact special squares, buy free lots or festival lots, build a house or hotel, pay rent and take out or pay back new loans. If you on all lots in a city you can demand the rate for monopoly rent.

If you pass the start square your first action can be to take out one or more new loans or pay back a loan. If you pay back a loan in other phase of the game you pay 700 € for each promissory note of 500 €, at the start you only pay 500 €. You can pay back one loan per turn. If a Risk card sends you to another square, you do NOT pass start. If you pay back your last loan, you end the game and win.

A nice and cute modernization of the game, it changes the game without detracting from the beloved "DKT" feeling.

You must plan well for additional loans and bankrupt players are not part of the plan! So hope for rent paid by the tourists!

INFORMATION

PLAYERS	AGE	TIME
3-6	8+	45+

Designer: not stated
Artist: not stated
Title ger.: ident
Price: ca. 24,00 Euro
Publisher: Piatnik 2010
www.piatnik.com

EVALUATION

Dice and movement game
For families
move, buy, pay, execute events

Comments:
Cute rule changes
Tourists enhance the chance factor
Still gives off the feeling of the Original

Compares to:
All other versions of DKT as well as Monopoly and related games

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FAUNA JUNIOR
THE FANTASTIC QUIZ ON ANIMALS

`6↑`

Do pandas live in the mountains? Do deer eat plants? And is a python as heavy as a human? These questions are answered by Fauna junior with regards to one of 180 animals from all over the world, from koala to cormorant, at home in one of six different habitats:
City/farm, forest/river/lake, desert/semi-desert, mountains/ highlands/scree slopes, tropical forest/rain forest or open habitats like grass land, moors, heaths, savannah, fields or shrubs. The animals must be assigned to one of these habitat groups and players must decide how heavy the animal might be, whether it lays eggs or bears young, if it only eats plants or other things as well.

All players take a good look at the first animal in the box without taking the card out and try to assess it correctly by placing a chip onto a habitat and a weight class as well as on a choice of "vegetarian" or "lays eggs". The first player to choose a category places his marker into the orange-fringed circle; all other chips for that category are stacked in the white-fringed circle. Then the solution is given and you score points for correct placements – markers in the orange-fringed circles score 2 points, all other correct ones 1 point each; the markers on the points track are moved accordingly. The first player to reach or top 30 points wins the game.

Fauna junior offers exceedingly interesting glimpses into the animal kingdom, the mechanism of the original Fauna game has been well modified to suit younger children and yet this game is also fabulous for families.

Its good fun, too, that already starts with the sometimes surprising animal names.

INFORMATION

PLAYERS	AGE	TIME
2-4	6+	30+

Designer: Friedemann Friese
Artist: P. Nishitani, A. Jung
Title ger.: ident
Price: ca. 28,00 Euro
Publisher: Huch & friends 2010
www.huchandfriends.de

EVALUATION

Assessment game
For children
Look at card, assess animal

Comments:
Very good adaption of the basic game - Features 180 animals
Very good as a family game, too
High information content

Compares to:
Fauna and other assessment games on animal topics

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

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FLINKE STINKER

HOLD YOUR BREATH AND BRUSH THROUGH!

6↑

The skunks hold their race and we race with them. The track is made up from path tiles and stink tiles = 22 track tiles, there always must be at least one path tile between two stink tiles. The movement tiles are laid out face-down.

In your turn you turn up a movement tile: If it shows tracks, you take it and can now either end your turn and move your skunk or turn up another tile. If you unover a Puma, you put it back face down and your move ends. If you did already turn up track tiles when the Puma appears, you must give those track tiles to the other players, one by one in clockwise direction. You can decide who receives which tile. If you receive such a tile you lay it down open-faced. If you did receive such a tile and want to use it in your turn, you must turn up at least one track tile before you can use the gift track tiles.

If you can move the skunk you move it along the track for the number of tracks stated on the tiles. The move cannot end on a stink tile; if necessary you must turn up another movement tile. If you overtake another skunk, this skunk must go back behind the nearest stink tile. Usually only two skunks are allowed on one track tile, unless you send one back by overtaking it, in that case more than two can stand on one tile. If you move over the last tile in the track first, you win the game.

Zoch did it again – a fantastically looking and well-working game on animals, using well-known mechanisms that work well and are quickly explained. The skunks are just sweeeet! It's fascinating how you can use simplest form and yet manifest the entity of the animal.

EVALUATION

Race and memo game
For families
Collect, move, remember Puma

Comments:
Enchanting components
Clever combination of well-known mechanisms - Good mixture of memory, chance and risk

Compares to:
All movement game where you remember tiles and collect tiles on a risk-or-stop mechanism

---

FRIESEMATENTEN

WE ARE NOT HERE TO MAKE FRIENDS!

Status is the name of the game! So we use our capital of 60 Euros to bid for factories and status symbols, to build up an empire and thus collect victory points. To do so we use four kinds of cards, all with a special color and a minimum bidding value, many of the cards also earn you victory points.

Red factories earn you money, the production values and the basic revenues are paid out at the end of the round; you can only own a maximum of 3 factories. Yellow status symbols are the main source for victory points, sometimes in relation to ownership of other cards. Blue influence cards are tied to other players or cards and must be assigned upon winning them in an auction, value and effects are activated upon assignment of the cards. Green action cards can be used immediately when won in a bid or later in the game.

Several rounds consist of four phases each: Fill display with new cards – play action and influence cards – card auction – earn income from the factories. The auction is the heart of the game; if you miscalculate and cannot pay the amount offered you get nothing and lose all your money. And if you are hit by an event- it's your own fault you could have won the card yourself and played against someone! Oh, and whoever collects 40 victory points first, wins the game.

A great little card game with basically simple mechanisms, all it needs is a little remembering of other people's money and cards, calculate price and effect for some preventive action and have the right action card at hand when needed – really mean! Really good! Have fun! But do not expect to make friends!

EVALUATION

Auction game
For families
Bid in auction, use cards

Comments:
New edition - Set 1, additional sets are planned - Memory for money and cards of other players is helpful
Good for experienced players

Compares to:
Auction games with action cards

FROSCHKONZERT

CATCH YOUR FLY FAST!

`5↑`

Players are frogs looking for a path across the pond; to cross the pond they use water lilies to jump on and also to get back after catching a fly at the other side. If you manage to be the first to be back you win.

The board is laid out the water-lilies are placed face down and there is only water in the pond. The frogs begin on their starting positions; their flies are sitting on spots exactly opposite. In your turn you roll the die: If you roll the symbol for water lily you may relocate one of the water lily tiles and turn it over to show the water lily.

In case you must move a tile already showing a water lily you turn it back over to show water again. If you roll 1 or 2 dots you may jump once or twice on to an adjacent water lily. A frog can never jump over open water or end his jump in water.

There is room for more than one frog on a water lily. If you roll the symbol for frog concert you have earned a double move – you may relocate a water lily and then jump. But – if you play in a threesome or a foursome – before you can execute this double move you must don the frog mask and guess which of your fellow players has croaked like a frog.

If you guess correctly you make your moves, otherwise your turn ends. You must reach your fly with an exact move and must reach the starting position also with an exact roll of the die.

Froschkonzert is a very nice and simple game, children can play alone, but it works also very well as a family game.

The art gives the game a nostalgic touch and is made in painstaking detail, even the back of the board has been given a pattern of colored flies.

EVALUATION

Dice and movement game
For children
Roll, move, guess who croakes

Comments:
New edition
First edition 1987
Simple mechanisms
Nostalgic, pretty art

Compares to:
All simple games with movement governed by dice

HANAFUDA

FLOWER CARDS FROM JAPAN

`8↑`

Hanafuda is a traditional Japanese card game, very similar to the European Rummy. The game originated in the 17th century, Nintendo started the industrial production of Hanafuda cards in the 19th century.

A set of Hanafuda cards comprises 48 cards, sorted into 12 groups in analogy to the 12 months of a year – each month is symbolized by a flower and four cards are assigned to each month. Within those groups of four cards the cards have different valences.

With the Edition SOS-Kinderdörfer – Spiele aus aller Welt – an adaption of the game is presented:

Players hold cards in their hands and there also is an open display on the table. In your turn you can pick up a card belonging to a month, that you also hold in your hand, and set it down. In case you cannot pick up a card you place a card in the middle and turn up one card. If you now have formed a pair you can take it for your display. When all cards are on display the displays of all players are scored. After 12 rounds the player with the highest total score wins the game. You can also play with including scoring of bonus combinations. In the Koi Koi variant you only score for bonus combinations, single cards are of no value. The game includes a poster with the rank and valence of all cards.

First and foremost, Hanafuda is a very beautiful game! In this adaption of the original you must take time to get acquainted with the cards to learn valences, rank sequence and month allocation of the cards to be able to strive for lucrative bonus combinations, because this is the only interesting way to play this game.

EVALUATION

Card game
For families
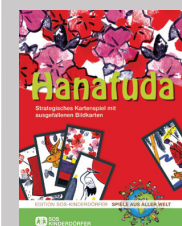Lay out groups of identical cards

Comments:
Similar to RUmmy
Very beautiful cards
Poster of all cards / values
Adaption of the Japanese original

Compares to:
Rummy and other card games on collecting sets

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IRONDIE

TARGET, BALLISTIC, FORTRESS OR SWARM?

Irondie is a new collectible dice game that in looks and material widely differs from prevalent other systems. There are 9 different shapes for the dice, sorted into three groups, and 8 different colors.

Each single shape has a name: Smasher, Target, Ballistic, Nullifier, Barrier, Powerup, Swarm, Fortress and Regeneration. The three groups are Attack featuring triangles, Defense with dots and Life with numbers. You must always have a Life die in play otherwise you have lost.

The colors are Black, Red, Purple, Blue, Green, White, Orange and Yellow, each color can bring you bonuses Skirmish and Battle. Alliances are governed by neighboring colors in a Color Wheel. Rare dice have the same basic shapes as the common ones, but a more detailed and far more elaborate engravings. Far a game of Irondie each player needs a set of 9 dice of his own individual choice.

In a game player should each use a playing mat to place all dice. The game is played in three rounds, each consisting of three phases: Battle – Skirmish – Damage Assessment. In Battle both players roll selected dice including a minimum of one Life die.

In the Skirmish Phase players alternate and declare duels by determining a target area and rolling a die. When a higher value is rolled the effect must be implemented. To assess damage the attack and defense dice are counted, for the result the life dice are adjusted accordingly. Irondie is a very beautiful, classy and interesting game concept, the dice can be used in other games, too – an unusual game with basically well-known mechanism, something special for fans and collectors.

EVALUATION

Collectible dice game
With friends
Roll dice, implement results

Comments:
Classy material
Extremely beautiful design
Ratio 27:1 of common and rare dice
Dice can be used for other games

Compares to:
Other collectible dice games, e.g. Dragon Dice

KISSENSCHLACHT!

TARGET BED AND BEDPOSTS!

The four plush animals are alone at home and get into a carefree mood; they start a pillow fight! But they do not hurl the pillows at each other but they try to hurl the pillows onto the bed, each using a personal catapult. The bed is set up: the bedposts with a platform each are placed into the bottom of the game box to form a bed; each player gets his catapult, four pillows and three figurines.

In his turn each player tries to hurl a pillow into the bed with his catapult. If you manage this, you may place one of your figurines on any of the bedpost platforms. There may be several figurines on one platform, and also more than one of one player. In each turn you have only one try to get a pillow on the bed. If you hit a figurine on a bedpost and it falls off the platform, the owner of the figurine must take it back and must also remove one of his pillows from the bed. Take care not to hit your own figurines! The first player to hurl all four pillows onto the bed with all his figurines placed on the platforms wins the game. The hallmark of the series, a star, in this game comes a glow-in-the-dark star.

Kissenschlacht is a fantastic game, the idea is ideal for small children and the components are nicely made with a lot of attention to details. The bed is mimicked by simple means, the platforms are sitting stable on the posts and the extensive explanations of the physics behind the catapult and how to use the catapult are given a lot of room – children learn exactly what happens when you press with differing force or place the pillow on different spots on the catapult.

EVALUATION

Dexterity Game
For children
Hurl cushion with seesaw

Comments:
Good topic for children
Marvelous components
Simple rules

Compares to:
Hüpf mein Hütchen and other target-hitting dexterity games

KLEINE HELDEN
SCHURKEN & HALUNKEN

Each player leads a gang of tiny and cute but rather aggressive fantasy heroes and must equip his troupe with weapons, armor, magic spells and magic potions, so that they can survive all confrontation, because the winner is the player who manages to be the last to own a living hero or creature. The heroes in this edition are rather evil, they confront each other in the guise of rascals and scoundrels.

You draw your two heroes who are equipped with basic values for battle and magic and 15 live points. There are support cards for equipment, magic and tactics. In a turn you draw two support cards and can enact one action for each hero. Actions are to further equip a hero, attack an opposing hero, cast a general spell or draw another card.

It is not an action to play a maneuver or an event, to drink a potion or to exchange cards from your hand for a support card or buying a hero. For each opposing move a hero furthermore has a reaction, he can parry a magical or non-magical attack or throw a defense spell. The disadvantage is that you cannot deflect two attacks of the same kind. Confrontations are decides by comparing values of dice rolls + usable cards.

This edition of Kleine Helden features a scenario booklet introducing scenarios with alternate victory conditions and can be combined with Kleine Helden and Kleine Helden 2 or used as a stand-alone game. This edition also features non-playing characters and spontaneous events as introduced in Kleine Helden 2. Satirical, painstaking, lovable, funny small heroes! You will love them!

EVALUATION

Satirical fantasy card game
With friends
Play and use cards

Comments:
Standard topic - Attractive funny version of the topic - Fantastic illustration Can be used alone or combined with other versions

Compares to:
Munchkin, other versions of Kleine Helden, Killer Karnickel etc

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LEGOLINO
TANGRAM DONE DIFFERENTLY

👤 4↑

Tangram is a century-old placement games using geometrical shapes, in a standard Tangram it's always 7 shapes that can be cut out of a square – 5 triangles of varying sizes, a square and a diamond-shape or rhomb. Using these shapes you can lay out literally thousands of different shapes and forms, abstract and figurative ones.

In this Tangram version for children not all of the 7 shapes are used in each image, but the 15 image cards leave room to fit in either 3, 4, 5, 6 or 7 parts. The number of parts needed is noted on the cards and you do not always see immediately which shapes will be needed, after all combined shapes are the basic principle of Tangram.

Not mentioned in the rules, but maybe interesting for elder children – if you turn over the image cards, you only see the shapes and if you then use the white set of pieces you have a uniform area in case of all spaces filled. The game can also be used as invitation to try on your own what a lot of shapes are hidden in the tangram parts, maybe the child even manage to arrange the pieces into the original square after having played all 15 cards. Another good exercise before playing is to use the image card to really „see" what the missing shapes are making up – in some cases not easy, but it can always be managed. May you can try, when you have recognized the hare in the picture and have filled him in, to form another different hare from the parts.

In this version of Tangram the most simple means provide means provide a multitude of training and playing possibilities using basic geometric shapes and their possibilities for combinations.

EVALUATION

Placement game
For children
Fit geometrical forms together

Comments:
Most simple means
A lot of ways to play and learn
Can be used without support of images

Compares to:
Tangram and other placement games with shapes

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LOST CITIES
CHALLENGING EXPEDITIONS FOR TWO

The rules tell us stories about expeditions to the Himalayas, into the Amazon rain forests, into deserts, to volcanoes or to Atlantis, thus providing a nice frame for a simple, fast, cute card placement game.

There are cards of values 2-10 and 3 bidding cards for each of the five colors. A small game board shows placement spaces for all five colors, and players are dealt 8 cards each at the start of the game. In your turn you can start a new expedition = row of cards or place a card into an already existing row.

A newly placed card must have a higher value than the previously placed one. Bidding cards can only be placed at the start of row before any other card, they cannot be inserted later. As an alternative to placing a card you can discard a card on the corresponding stack. Then you draw a card, either from the face down stack or the top card from one of the discard piles. The game ends immediately when the last card is drawn from the draw stack.

Then each started expedition = row of a player is scored separately: You add the card values and detract 20 points for expedition costs, the result can be negative and is multiplied by 2, 3 or in case there are 1, 2 or 3 bidding cards in the row. Each row that comprises 8 or more cards including bidding cards earns you a bonus of 20 points. If you score the higher total of points you win.

Somehow you feel played, but must play again immediately to find a strategy that must be there!

An ideal game for in-between, but with the potential for a permanent companion, because it plays so fast and nicely.
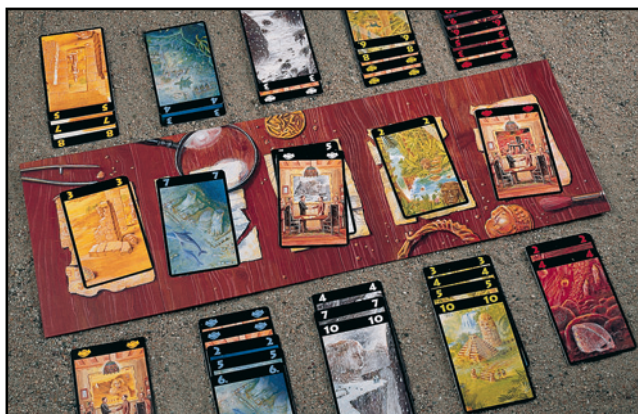
EVALUATION

Card placement game
For families
Place cards in rows for points

Comments:
New edition in a tin - Series: Klassiker für Zwei - Rules unchanges
Still one of the best games for two

Compares to:
Other editions of Lost Cities; Keltis and variantsAndere Ausgaben von Lost Cities, Keltis und Varianten

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MINE OUT
MINE GOLD, SILVER OR COPPER AND BECOME FAMOUS!

In this game of mining you want to mine minerals and become famous, with 50 fame points you win the game. Fame points are acquired by actions, represented by points. A round of the game comprises checking for victory conditions, scoring and implementing actions.

You score minerals that you own when your amount equals or exceeds the minimum stated on the mine – in this case you receive as many points as you have minerals of this kind. Then you use 5 action points for movement, to hire workers – if you hire a second worker in a round you pay 2 points for him, to mine – you can only use one cards, abilities of cards cannot be added, to sell minerals – you

must have a your marker in the market segment of the board, exchange workers in the display – you must be in the market segment, too, for this action or deploy workers in your own mine or in the community using their special abilities. For this last action you must pay the wages noted on the worker card. Then the special effect of this card is always active and can be used, in the mine these abilities are addable. Jewels are a fourth kind of mineral and can be used any time as a replacement for gold, silver or copper to make um the minimum mine demand of a mineral for scoring fame. When a mineral is depleted, "Mine out" happens and players return all minerals for victory points, but if you have most of this mineral you get nothing.

Mine Out is a game of resources management with a nice mix of standard mechanisms, it will be of special interest only to specialists or fans of Japanese games, English rules are available from the Internet.
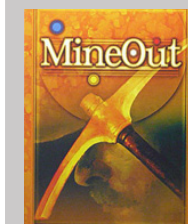
EVALUATION

Resources management game
With friends
Mine ore, collect fame

Comments:
Game play experience necessary
Rules in English and Japanese only
Copious rules, preparation time needed - Good mix of mechanisms

Compares to:
Other resources management games

MR. JACK POCKET

ON THE CHASE EN MINIATURE

Mr. Jack has now been transformed into a card game – instead of the board you lay out a grid of 9 street cards.

The suspects including Mr. Jack are pictured on the cards. Holmes, Watson and a dog named Toby move along the outside of the grid and can look at the streets in a row or column of the grid. One player chooses to embody all those detectives and tries to catch Jack the Ripper, the other player embodies Mr. Jack and tries to evade his pursuers.

In this travel version of the well-known deduction game the street cards have two functions, they now also double for the suspects. Mr. Jack draws a card at the beginning to find out which suspect he embodies in this particular game. At the start Sherlock Holmes, Dr. Watson and Toby are placed around the 3x3 card grid. There are four possible actions, player #1 chooses one, then player #2 chooses two actions and the last one goes again to player #1:

Move a detective, turn up a card, switch two cards or draw an alibi card. Then Mr. Jack announces whether he can be seen by one of the detectives. In general a suspect is only visible when a detective can see him in the streets. Suspects covered by a building are invisible.

If the detective can exclude a suspects, he turns over this card. When the suspect is invisible, Mr. Jack receives a timer token. If he manages to acquire six of those tokens, Mr. Jack wins the game. The detective wins when at the end of the turn only one suspect is left.

Mr. Jack is a fantastic game, regardless if in pocket or other formats, it is fast, interesting and challenging.

INFORMATION

PLAYERS	AGE	TIME
2	14+	15+

Designer: B. Cathala, L. Maublanc
Artist: Jean-Marie Minguez
Title ger.: ident
Price: ca. 13,00 Euro
Publisher: Hurrican 2010
www.hurricangames.com

EVALUATION

Detection game
With friends
Move detective, assess results

Comments:
Travel edition
Board made up from 3 x 3 cards
Fast play

Compares to:
All other versions of Mr. Jack

NEUE WELTEN

MANY WEEPING WILLOWS SUFFER FROM ….
… HAUTE COUTURE?

One of the players in turn is „das Individuum das erläutert" or "the indiviuum who does the explaining", shortened to Idewedwes, to simplify matters, say the rules! Idewedwes turns up one of 55 Meine-Welt cards and reads the text to all other players, who now choose from their ES-cards – they did receive 12 of those – one that fits the read-out sentence as ideally as possible and place it face down. When all players have made their choice one card is added from the stack and all are shuffled. Now Idewedwes reads out his „Meine Welt" card again inserting all definitions from the ES cards in turn. Then he alone decides which of the definitions chosen by the players fits best. He is asked to comment his choice and give reasons, the other players are allowed to make comments, but may not push their cards openly. When Idewedwes chooses the definition stated on an ES card of a player, this player wins the round and receives the „Meine Welt" card from Idewedwes. But if Idewedwes happens to choose the definition from the stack card, he loses a point and must be Idewedwes again for the next round.

If you collect a pre-set number of cards = victory points depending on the number of players, you win the game. Some cards are specific for Germany, Austria or Switzerland and apply according to the nationality of the players. Neue Welt can be played stand-alone or as an expansion for „Wie ich die Welt sehe", in case of 6 or more players you must use both games together. Funny, creative and communicative – what more do you want? And a seemingly impossible word could just be right for Idewedwes!

INFORMATION

PLAYERS	AGE	TIME
3-5	10+	30+

Designer: Urs Hostettler
Artist: Res Brandenberger
Title ger.: ident
Price: ca. 20,00 Euro
Publisher: Abacusspiele 2010
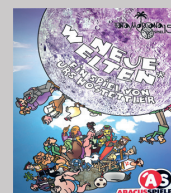www.abacusspiele.de

EVALUATION

Party and communication game
With friends
choose best definition, score

Comments:
Stand-alone Game or expansion for „Wie ich die Welt sehe"
Only for fans of the genre
Gives explanations for some of the words used - Language-dependant

Compares to:
Wie ich die Welt sehe, Apples to Apples and others

Colour codes, target groups, features, icons and GABIS are
explained on page 5 and at the bottom of pages 34 and 35

www.gamesjournal.at

NEXOS
NO PASSING!

The designer of the world-wide success Blokus has designed a new game, in a way a sequel to Blokus. This new game features 24 different pieces, made up from 1 to 4 straight segments, each segment has the length of a square which make up the board. These pieces are placed into the wells between the squares. There are four sets of pieces in the four colors, blue, red, yellow and green. When two are playing, player 1 uses blue and red, player 2 plays with yellow and green, the sequence of play is always blue, yellow, red and then green.

In his turn a player places one piece on the board. The first piece must touch the cross on the board marked with the same color. Each additional piece must touch an already placed piece of the same color. A piece that was placed cannot be relocated. If you can place a piece you must do so, you cannot pass. When a player cannot place another piece, the game has ended for him, the others go on playing until nobody can place a piece anymore. All players count the segments in their remaining pieces, each segment counts for 1 point. If you could place all pieces, you sc ore -10 bonus points and have won automatically, otherwise the winner is the player with the fewest points.

The similarity to Blokus is marked, not only in the components, for which the same beautiful transparent plastic was used. The game mechanism, too, is similar, but due to the changed form of the pieces it is another game, you feel as if you have bigger chances to place all your pieces - a beautiful, elegant and interesting game, a good family despite the abstract topic.
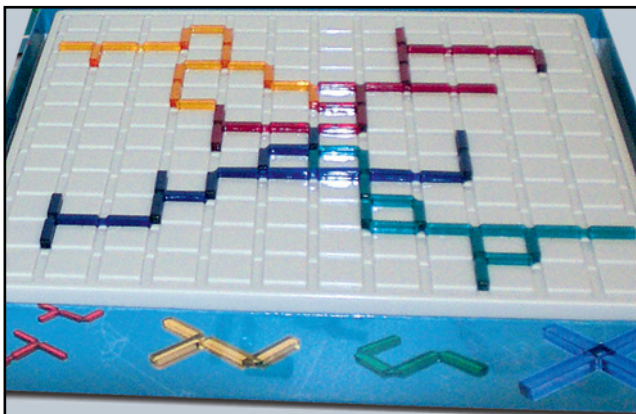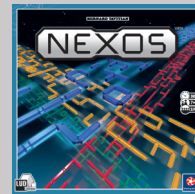
EVALUATION

Abstract placement game
For families
Place shapes

Comments:
Coproduction with Lud Éditions
Abstract topic
Beautiful components
Good for 2 players

Compares to:
Blokus, Gemblo

OCTI
THE POWER OF FLEXIBILITY

Developed in 1992 by Donald Green, a professor at Yale University, Octi is a game with a very simple aim – be the first to occupy an opposing starting position with one of your pods. In the basic version, which is played on a board of 6x7 squares each player starts with 4 pods and 12 prongs which can be placed on the pods. These prongs determine the direction or directions in which a pod can move: in any direction where a prong points to.

A pod is placed on the board so that the arrow on the pod always points to the opponent's base line, this alignment must always be kept up and cannot be changed- In your turn you can place a pod on the board, upgrade a pod by adding a prong, move a pod one step onto a free square. When moving a pod you can jump over other pods and can thus capture a pod, an opposing one as well as one of your own if this seems a good move. Again, a pod can only move in a direction for which it carries a prong. If you capture a pod and thus take it out of the game you receive the prongs on the pod for your own use.

Versions are Octi-X = Octi Extrem on a 9x9 board, you may stack your own pods on top of each other, or Octy Extrem Classic, you must occupy all three starting positions of your opponent to win. For both versions additional rules do apply.

Octi is one of those games that are seemingly easy and quick to learn, but this only goes for the rules. The strategies and possibilities offered by the game need intensive play and work with the game to probe their depth and to try them out. Octi definitely is one of the best "modern" abstract strategy games for two players.
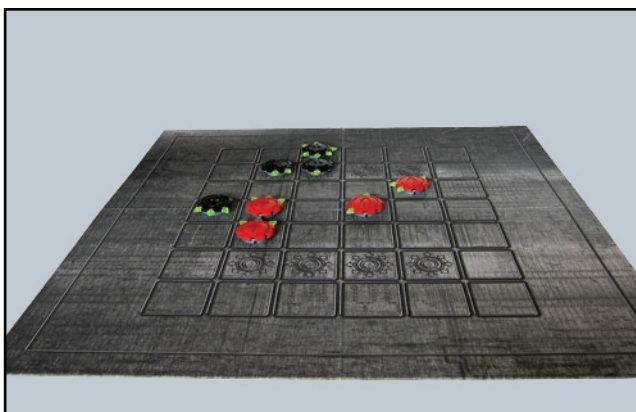
EVALUATION

Abstract position game
With friends
Upgrade and move pieces

Comments:
Co-production with FoxMind
Simple basic rules
Manifold tactical possibilities
Versions listed

Compares to:
All abstract games for 2 where opposing start positions must be occupied

ORIENT BAZAAR

FOUR RED VASES EARN 9 GOLD!

`7↑`

Vendors at their stalls shout to attract customers! Each vendor has items of another colour for sale. In the middle, in the Bazaar proper, someone offers beautiful golden goblets.

Players are vendors, too, and want to sell their items for the best possible price. The more items of a colour we sell the more gold we earn.

In your turn you can either roll the die or sell items. If you roll the die, you collect items. Some sides of the die show two colours, in that case you can choose one of the colours. For Black, you put the Bazaar over a stall.

This stall is now closed and you buy one golden goblet for 1 gold coin from the Bazaar. For Red, Blue, Orange or Yellow you buy one item for 1 gold coin from that stall. Should the stall in the colour you did roll be closed, you lose your turn. If a stall is empty, fill it up with corresponding items from the stock. For Green you trade an item with another player, you determine which items are traded.

When you sell items, you can include one or more golden goblets as a joker. You sell 1 item for 1, 2 for 3, 3 for 6, 4 for 9 and 5 for 12 gold coins. The first player owning 15 gold coins wins. Sold items go back into stock, golden goblets are placed in the Bazaar. The first player to earn 15 gold coins wins the game.

Orient Bazaar too, is a game based on common mechanisms, fabulously implemented with attractive components and the bonus of adaptable rules and die. The rules offer interesting variants, among them two-coloured items or buying a market stall or a good deal earning gold with the die. A fun family game!

EVALUATION

Set Collection, dice
For families
roll die, collect items, sell sets

Comments:
Topic and mechanisms go well together - Attractive components Adaptable rules and die

Compares to:
Other Lego games

QUEEN'S RANSOM

DETECTION INSTEAD OF PAYMENT!

Once upon a time there was a queen who travelled through her realm, and one evening a ransom note was found in her place in the coach. As the king could not immediately pay the demanded ransom he hired inspectors and charged them to find the culprits. The jester had been a witness of the event and sells information. Players are inspectors, the first to deduce the culprit and the location of the queen wins the game.

Three locations and three suspects are laid out, the jester is placed in between. Then the evidence cards for suspects and locations are shuffled separately, two of the respective kinds are placed above and below each of the suspect and location cards.

Each player receives five cards from the joint stack of number cards and special cards. The price for information bought from the jester is determined by a stack of cards; the top one is turned up and shows the necessary number of coins to buy information in the 1st round. In your turn you can buy information, use a special card or pass. At the end of the turn you draw a card and can announce the solution. If you do so you control the cards: Suspect and Location with the highest evidence probability are correct. Evidence probability is determined by the sum of numbers on the evidence cards over and under the suspect and location cards, it can range from +3 to -3. If you are correct you have won; if not, you quit the game and the others continue to play.

Queen's Ransom is another of those nice well-working little card games published by Z-Man, the fewer players the more tactical the game plays, the card texts need some knowledge of English.
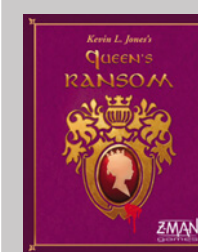
EVALUATION

Cared game /detective topic
With friends
Use cards, assess information

Comments:
Standard topic - English language only - Cards have text
More tactical with fewer players

Compares to:
Other detective games using cards

QWIRKLE
SIX BLOCKS IN A ROW

`6↑`

The game sounds and is basically simple – you form and extend rows of blocks which show either the some color or the same symbol to score the highest total of points. 108 blocks show six different symbols in six colors, each individual block is present threefold. To start the game each player draws 6 blocks from the bag, if you have the most correlations in either symbol or color you place the starting-row. In your turn you can lay out or add one or more blocks in rows and refill your hand or exchange 1-6 blocks for new ones.

2 or more blocks next to each other form a row, either with blocks showing the same symbol or the same color. Mixtures are not allowed, in rows of the same color each symbol may only occur once, in rows of the same symbol each color is only allowed once. That means, each row has a maximum length of 6 blocks.

Newly placed blocks must be in contact with blocks already placed, but not necessarily with each other, thus you can add blocks at the beginning and the end of a row, but only into one row in each turn. If you cannot place a block you must exchance blocks. At the end of your turn your score is noted, you score 1 point for each block in the row you have formed or extended, you can score twice for a block if the block belongs to two rows. If you complete a row of 6 blocks, this is a Qwirkle and you score 6 bonus points.

Qwirkle has been famous already for a long time in the US, now it has arrived in Europa, an elegant little placement game, where you have to be careful where to place your blocks to your own advantage so as not to lay to much groundwork for the next player.

INFORMATION

PLAYERS	AGE	TIME
2-4	6+	30+

Designer: Susan McKinley Ross
Artist: not stated
Title ger.: ident
Price: ca. 30,00 Euro
Publisher: Schmidt Spiele 2010
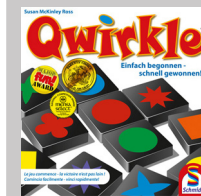*www.schmidtspiele.de*

EVALUATION

Placement game with pattern
For families
Place blocks in rows for points

Comments:
Elegant wooden blocks
Simple rules
Purely abstract game
Standard mechanisms

Compares to:
All games with group formations using colors or symbols

ROLY POLY DOG
EASY PLAY KIDS

`5↑`

Players are directing dogs Bella and Bello in digging for the best bones. In each round both dogs sit in the corner of the box featuring the kennel. In your turn you pick up the box, your left neighbor picks up the die. While he tries to roll the dog symbol as fast as he can, you try to move the box to move them into both the holes designated by the top burrowing card. If you manage to do so before your neighbor rolls the dog you call out "woof woof" and receive the burrowing card. When he manages to roll the dog, your neighbor calls "woof woof" and your turn ends. You hand the box to him and he hands the die to his left neighbor. If you hold three burrowing cards at the end of a round you win the game.

To get younger children acquainted with the mechanism you can play with one dog only, in this variant Bella must end up in one of the holes designated by the burrowing card.

The game can also be played without using the die – in this case you use the burrowing chips. These are laid out face down on the face-up burrowing cards. In your turn you maneuver Bello and Bella into any two holes, when both have ended up in a hole you may not go on moving them but take the burrowing chip from the card showing the two holes where the dogs are. If the chip has a bone on the back side you may keep it, if not, put it back! When there are only 8 chips left, the player having collected the most chips wins.

Roly Poly Dog is fun, the ears of the dogs even allow a certain element of control, if you tilt a dog on its ear it tends so slide along a bit on it instead of rolling – good training for eye and hand.

INFORMATION

PLAYERS	AGE	TIME
2-4	5+	15+

Designer: Basler, Bouguerra
Artist: T. Grubing, A. Rayhle
Title ger.: Kugelhund
Price: ca. 7,00 Euro
Publisher: Schmidt Spiele 2010
www.schmidtspiele.de

EVALUATION

Game of dexterity
For children
Roll dogs into pre-set holes

Comments:
Series Easy Play Kids
Nice mechanism
Box used as board
Several game versions

Compares to:
All dexterity games with a placement goal

SCHLAUE KÖPFCHEN
LEARNING FUN WITH PARENTS

2↑

Schlaue Köpfchen is designed to be a game for parents playing with their children, it is not absolutely important to solve the questions successfully but more important to try and experiment. The questions are posed in three categories: General knowledge – these tasks are aimed at evoking curiosity and entice children to learn more about the world and their surroundings, Fitness and Motor skills – these tasks contribute fun and train the motor skills of the child, Logic and comprehension as a third category is aimed at training creative thinking. Construction tasks using foam blocks train spacial thinking and colors.

In your turn you place the marker on the next spot of the color rolled, and are given a task from this category. Regardless whether the task was solved or not you roll and move in your next turn. The adults accompanying the game can explain the tasks, give hints and render assistance if necessary. On the Lucky Spot you can roll and move a second time. If you reach the finish you solve another task of the color rolled and the game ends.

The cards for the 2-year old toddlers are specially marked, they can be removed for games with elder children. As the game can only be played with adult supervision the cards do not carry answers or solutions for the questions or tasks.

Schlaue Köpfchen is a very attractive way to initiate a first game of following rules for children of 2 years of age, with a good selection of questions and tasks the time to play can be a bit longer than usual, the attraction of solving tasks makes time fly.

EVALUATION

Educational game
For children
Roll, draw, solve question

Comments:
Attractive selection of questions
Questions for 2-year olds are specially marked - Adult supervision necessary
Questions need not be solved correctly

Compares to:
Other educational games, first game of this kind for 2-year olds
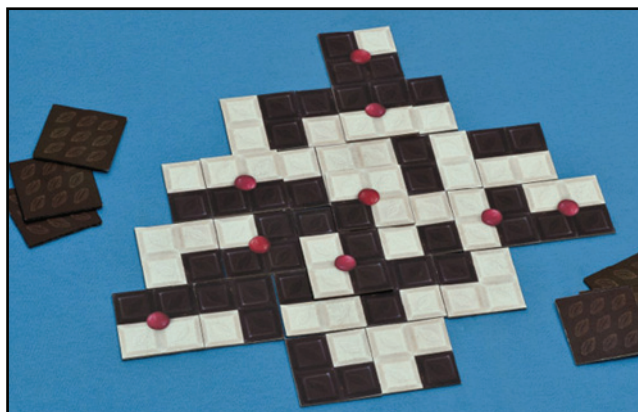

SCHO K.O.
SWEET AND NAUGHTY

👥 8↑

Chocolate – white chocolate, dark chocolate – in this game chocolate comes in the shape of small chocolate bars or tiles, all 32 of them are filled / showing dark and light pieces of chocolate in varying numbers and arrangements, not to be eaten, but playable.

The bars/tiles are shuffled and stacked face down, each player draws four tiles. The starting player announces the chocolate color of his choice; this is his color for the duration of the game. He places one tile and draws a tile. The other player now plays with the other chocolate color, adds one of his tiles to the display and draws a tile.

The new tiles must always be placed in a way that one of the two colors is continued and that a minimum of two chocolate pieces on one or two already placed tiles and the newly placed tile border each other. The pieces must connect along the edges, connecting over corners is not allowed and does not count for scoring the biggest connected group.

Tiles showing red Smarties can be placed on top of other tiles in the display. Such tiles must be placed so that they touch a minimum of two other tiles, must be completely on top of other tiles and can never be covered themselves, not even by other tiles showing Smarties. When the last tile is placed the bar of chocolate is scored. The winner is the player who managed to lay out the biggest connected area in his chocolate color, each piece is worth 1 point.

Scho k.o. is a sweet, simple, and somewhat graphic game – a pretty introduction into the genre of abstract placement games for two players.

EVALUATION

Abstract placement game
For families
Place parts

Comments:
Abstract placement game
Nice topic
Very pretty art
For two players only

Compares to:
All placement games to form biggest area

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

TORNADO ALERT

PICTURES IN THE EYE OF THE STORM

`8↑`

A new Finnish publisher presents the – at least to my knowledge – first game on tornadoes. Players take pictures of tornadoes and rival to achieve the best average score for their pictures. In your turn you place a card on the action stack and draw a card, the action stack may never be searched. If you want to acquire points you hit the action card stack and draw off cards equal to the number shown on the stack's current top card. You may not change the sequence of cards in the stack. The cards you took go into your personal score stack.

You cannot take cards from the action card stack in your own turn! When several players hit the stack the cards go to the fastest player. If there are less cards in the stack as you could draw you must take all available cards and place them face down under your score stack, they are worth 0.

The top card in your score stack shows your current location. If a tornado is turned up showing this location you must place your card face down under your score stack. There are other special cards: Genius turns worthless cards back into valuable ones, Robber loses you all valid score cards, Wedges give + score modification markers. When "Game over" appears you determine the average value of the pictures in your score stack. After three rounds all compare their lowest average from all rounds, if you have the highest of those you win the game.

Tornado Alert is an unusual game with a rare topic and some interesting mechanisms, absolutely good for families with a good mixture of chance and tactics, a bit high on chance due to the action cards in the picture stack.
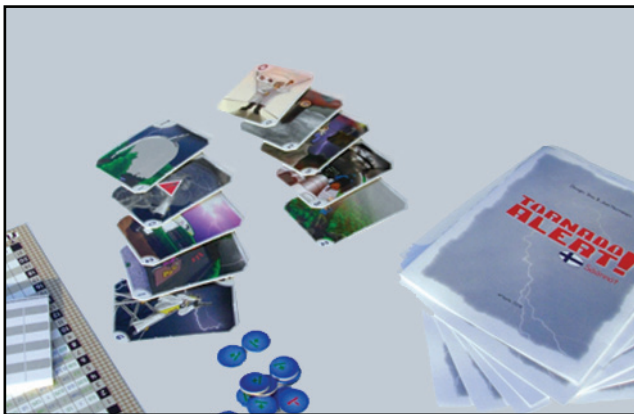
EVALUATION

Card collecting game
For families
Collect cards

Comments:
Unusual topic and scoring
High proportion of chance

Compares to:
For the topic both Loch Ness games, Tricky Safari

TRIVIAL PURSUIT

BET YOU KNOW IT

`👥` `16↑`

New art, new layout and new elements for a game classic – betting and points are introduced into the game and with this, of course, new rules! The basic idea of the game is the same: You fill your movers with one wedge of each color and then go to the middle of the board. When there, answer the final master question and win the game.

The new features are in the details of the rules: You start with 15 points. In your turn you roll the die and move. On a "buy or roll" spot you can buy a wedge for 10 points or roll again. On a "wedge" spot you answer a question in this category and choose the topic from the four cards in the Mixologist envelope. The categories are the same as in the basic game: Blue - Geography, Red - Entertainment, Yellow - History, Purple - Art & Literature, Green – Science & Technology, Brown – Sports & Fun. Your opponents bet on the outcome. If you answer correctly you get the wedge for this category and all point chips placed on "wrong". If you already have this wedge, you receive 5 points from the bank. If you answer incorrectly you get nothing. All players with the correct bet earn double the bet. Finally, you draw a new card for the Mixologist envelope. In the middle spot you can pay points to choose topic and/or category of the final question to win.

This version is very challenging and very thrilling, all are involved in the game all the time, you cannot always use your knowledge, but you can use what you know about your opponents, especially about their knowledge on certain subjects; "X will know this, he loves Lord of the Rings!"

EVALUATION

Trivia- and Quiz game
With friends
Move, answer, bet on answers

Comments:
Phantastic new design
Interesting rule changes
Bets keep all players involved in the game all times

Compares to:
All versions of Trivial Pursuit and other trivia games

WAMPUM
CORN AND WEAPONS FOR SALE

Wampum was once a coveted object for barter. As in earlier times we are traders swapping goods for goods or goods for wampum in the villages – if you own most wampum at the end of the game you win. Each round comprises bidding, choice of start player, distribute new goods, check limit and trade.

You bid for the right to trade in a village, there can only be one trader per village. In turn all players place any number of goods and their trader into a village. If a player wants to do so in a village already taken he must offer more goods. The ousted trader can change to an empty village or a village with a lower bid, he must not change his bid. For the highest bid of the round you re-

ceive the canoe and are starting player for the next round. Then all players receive 2 goods from the stack. The highest bid also determines the limit for cards in your hand it is highest bid+3. If you hold more cards you must discards goods face down. Then trade is done in each village: If you offer goods that are already present you place your goods into the village and take up those that are already there. If you only offer goods that are not available in the village you place one good of each kind into the village, the rest of the cards are wampum for you. When the draw pile is empty you finish the round and play one final round, at the end each player takes one card from the hand for wampum.

Wampum is a cute bidding game where a good card memory is an advantage as you will know better what others can bid as you watch what they get in the villages. If you like bidding games, you will like Wampum.
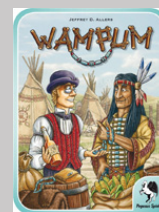
EVALUATION

Bidding game with cards
With friends
To bid cards for and as goods

Comments:
2nd place in the Hippodice Design Award - Simple rules
Card memory is an advantage
Kartengedächtnis von Vorteil

Compares to:
Bohnanza, San Juan for double use of cards, otherwise all bidding games

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WATER LILY
RACE FOR THE ROYAL CROWN

7↑

Players are frogs and run a race across the pond for the chance to marry Princess Water Lily or one of her sisters.

First you set up the very beautiful water landscape with box and lid, this gives you a visible race track for the frogs and an underground finish zone. The frogs of all teams are stacked on the starting loes, exactly in the

sequence given by the cable colors.

You are allocated a secret color by drawing a water lily / frog tile, there always all frogs in play, the tiles are set aside face down. In your turn you always draw the top frog from any stack as many steps diagonally forward as there were frogs in the stack at the start of your turn. You

may make shorter moves than possible and also end your turn on other frog, but no stack may be higher than 4 frogs. At the edge of the box you must stop your move, if you reach the ramp the frog slides off the board and out of the game and disappears in the pond. When a slide is full, your frog may not end its move there. When the last frog of any team has disappeared in the pond the game ends and is scored: The frog tiles are turned up, the pond is uncovered and each player scores for his own frogs depending on their position on the slides: 1 point for the first, 2 for the second, but nothing for the 5th or any later frog. If you have the highest total score you win.

Water Lily is an enchanting game for children and families with a surprising amount of hidden tactical possibilities due to the free choice of how far to move your frog and which frog to move. Just don't reveal your color too early!
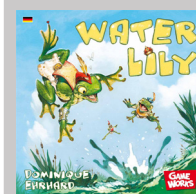
EVALUATION

Race game
For families
Move frogs

Comments:
Wonderful components
Package is part of the game
Attractive topic
Very good family game

Compares to:
All racing game with non-linear scoring of placement

Colour codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 34 and 35

www.gamesjournal.at

WER WAR'S? *DAS 2. ABENTEUER*
LÖST DAS RÄTSEL VON SCHRÄGHAUSEN!
SOLVE THE SCHRÄGHAUSEN CASE!

7↑

A hobgoblin has beleaguered Schräghausen: The children have forgotten where they live, the pets have forgotten their master and if all is not put right before the clock strikes 6 p.m. the hobgoblin will inflict 7 years of bad luck on Schräghausen. Players are the pets and must take the children back to their homes and be recognized by their joint owner.

At the start of the game the children are distributed on the board as stated in the rules. The radio is switched on, it accompanies the game with hints and information. You roll the die, move your pet and may take a child along and drop if off in another place. Then you press the button for this child on the radio and then the button for one of 5 actions, players should confer on the best possible move. The child can give you a key or a toy or and information or tell you that one of two children is coming back from the forest. If you have the taken the child to its home, it gives you a clue to your master. If you want to take a risk, ask for a spell – this can help or hinder you, as the children are not really good magicians yet. If you meet a child in its house and have the correct toy with you can ask the child if it is the pet master. If you asked the correct child and hold the correct toy the child remembers, the hobgoblin spell is broken and the game is won.

This is a fantastic and challenging sequel to Wer war's?! You can play in one of three levels of difficulty, the components are lovely and to win against time and hobgoblin is a real challenge and trains cooperative team-play at the same time.

Euer Herrchen hat eine Mütze auf!

INFORMATION

PLAYERS	AGE	TIME
2-4	7+	30+

Designer: Reiner Knizia
Artist: J. Jantner, J. Krause
Title ger.: ident
Price: ca. 35,00 Euro
Publisher: Ravensburger 2010
www.ravensburger.de

EVALUATION

Electronic adventure game
For children
roll, move, collect information

Comments:
„Radio" works as game master
Trains cooperative teamwork
Topic nicely implemented

Compares to:
Wer War's? Das 1. Abenteuer, Wo War's?

WHERE IS LEO?
FROM THE RAFT TO THE FIR

5↑

Theo the Terrier is supposed to look after Lion Leo, but Leo has scampered! Theo starts the search and follows the trail from animal to animal, each animal tells >Theo where it has seen the lion. All players search simultaneously and follow the trail in their mind.

The 28 location tiles are shuffled face down, four of the tiles are stacked face down. The other tiles are laid out in a circle, straight border facing inwards. Then all tiles but one are turned up and Theo is placed next to the face-down tile. Now this tile is turned up and all start at the same time to search for Leo. In the speech bubble on the tile next to Theo you see the next stop, where you learn about the next one. If you cannot find the image in the speech bubble on a tile you have found Leos hide-out. If you are the first to mark this stop in the bubble with your bone marker and are correct, you receive a feeding bowl. If you made a mistake you must hand in a feeding bowl, if you already have got one. For the next round you take a location out of the circle, place it underneath the stack and place the top face-down one from the stack in its stead. Theo is placed next to it and the new round begins. The first player to collect four feeding bowls wins the game.

To follow the trail on the beautifully illustrated tiles is a real challenge especially as you must find something that is not there. Topic and mechanisms fit together very well, the rules are quickly explained and the marking of the bubble with a bone is a nice detail. The game is a fantastic training for observation and concentration under pressure of time.

INFORMATION

PLAYERS	AGE	TIME
2-4	5+	10+

Designer: Michael Schacht
Artist: Martina Leykamm
Title ger.: Wo ist Leo?
Price: ca. 11,00 Euro
Publisher: Haba 2010
www.haba.de

EVALUATION

A game of searching
For children
follow a trail of pictures in your mind

Comments:
Enchanting illustration
Topic and mechanism fit nicely together - Trains observation, concentration and reaction

Compares to:
Rinks & lechts and other games with „think your way along"

AUTO BINGO 2
Publisher: Schmidt Spiele

5↑

In analogy to the game Bingo each player receives a board and a pencil. The board shows images corresponding to the subject category. If you discover one of the images while on the road you may cross it out on your board. If you are the first to cross out five images in a row, either vertically or horizontally or diagonally, you win the game. The subject categories in this 2nd game in the series are „On the Motorway", „Winter world", „Vehicles and Means of transportation" und „Car Brands". Can be combined with „Auto Bingo"

Search game for travel for 1-3 players, ages 5 and up

AVATAR MEMORY 3D
Publisher: Ravensburger

6↑

Avatar might well have been the most spectacular film last year. And now Ravensburger transfers the impressive 3D images to the games table. The means to do so are the four 3D-glasses that are packed within the game. The 72 cards in 36 pairs show motives from the film, especially selected for the 3D effect. Game play follows the standard rules for memory: You turn up two cards from the random display on the table. If you uncover a pair, you keep it and have another turn. If you uncover different images, both are turned over again.

A game of memory for 2-4 players, ages 6 and up

BEN BEAR HELPS HIS FRIENDS
Publisher: Haba
Designer: Kristin Mückel

3↑

The animal kids play Hide and Seek and are too tired after all that frolicking about to remember where their parents are – Ben Bear helps them to find their parents. The parent animal tiles are laid out face down, separated for mothers and fathers, the kids are laid out face-up, Ben Bear stands on any of the kid tiles. In your turn you roll the die and move Ben Bear along the kids tiles accordingly. Then you name the animal on which Ben Bear stopped and try to find the correct parents by turning up two tiles. If you found the correct mama and papa you get a flower in your color. When you collect your third flower you win the game.

Memo game for 2-4 players, ages 3-8

BEZZERWIZZER RED EDITION
Publisher: Mattel
Designer: Jesper Bülow

16↑

In Bezzerwizzer you score for answering questions and must play a good tactical game not to risk too many penalty points. Players draw categories and arrange them on their own board. You answer a question from each category and score points for correct answers. After four rounds new tiles are drawn. When you reach the finish, you win. Once in the game you can swap categories or play a Bezzerwizzer tile to answer a question of the opponent. There are 20 categories and 5000 questions, the same as in the first, green edition of the game.

Quiz game for 2-4 players or teams, ages 16 and up

GEOPUZZLE
Publisher:

4↑

An educational puzzle and placement game with a geography topic. Depending on the topic the puzzle is of different size and comprises between 51 and 68 parts. Those parts are shaped like countries, so you can have fun puzzling and learn geography at the same time. Big, clear inscriptions on the parts help learning names of countries and – in case of Europe and Germany - their capitals and also give the names of neighboring regions and oceans.
Available on the topics of Germany, Europa and the World.

Educational placement game for 1 player, ages 4 and up

GUESS WHO? LITTLEST PET SHOP
Publisher: Hasbro

6↑

Each player sits in front of a portrait gallery. This special edition features the little animals from the Littlest Pet Shop Collection, all portrayed on a pink blanket and a blue background. You want to find out which portrait your opponent has selected. To do so you ask questions and fold down pictures that do not fit the answer. If you know the Littlest Pets well, you can ask good questions. And this is necessary to find the correct portrait first! In a variant both players choose two animals. To win the game you must guess both of them correctly in the same round.

A game of logic and questions for 2 players, ages 6 and up

NICHTLUSTIG DOPPELGÄNGER
Publisher: Kosmos

5↑

What happens when the characters from „Nichtlustig" encounter a copying machine? Exactly! Lemmings, yetis, pink poodles and dinosaurs have been copied and look-alikes appear. And this is not funny! But fortunately the copying machine is not perfect. The look-alikes do exactly the opposite of what their originals are doing and furthermore sport a mustache. There are 64 cards featuring originals and look-alikes and pairs should be found quickly. Nichtlustig Doppelgänger is a fun game especially for fans of Joscha Sauers original cartoon illustrations.

A cartoon memory for 2 or more players, ages 5 and up

OSTFRIESENLAUF SOLO
Publisher: Clicker Spiele
Designer: Stephan Riedel

The winner of the famous „Ostfriesenlauf" needs to be determined. The racers are moved with the help of action cards, the directives on the cards always refer to the position of the racers. The cards necessary for the chosen race = puzzle are selected with the help pf the table and are used to make the racers cross the finish line in the given order. The starting positions are always the same: Yellow racer on A, red racer on B, blue racer on C and green racer on D, the track is 10 steps long + finish, the winner always takes 11 steps. The solutions are provided in the rules.

Racing game with cards for 1 player, ages 10 and up

TOP TRUMPS CLASSICS HUNDEWELPEN
Publisher: Winning Moves

8↑

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

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

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

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

GABIS explanation on page 5
- Communication
- Interaction
- Dexterity
- Action

HUGO KASTNER RECOMMENDS

CARCASSONNE

Farmers, Knights, Highwaymen and Monks

TIP #58

PLAYERS	2-5
AGE	10+
TIME	30+

Designer: Klaus-Jürgen Wrede
Price: ca. 25,00 Euro
Year: 2000
Publisher: Hans im Glück
www.hans-im-glueck.de

Tactics   Info+   Chance

Dear Reader! Historically, the topic and the mechanisms of this game both are based on the famous French stronghold town of Carcassonne that was already known in Roman times for its enormous fortifications and defense structures and remained of paramount importance as a defense settlement until the Middle Ages. Players use four types of followers – farmers, knights, highwaymen and monks – and try to use them for founding cities, building fortresses and roads as well as monasteries and thus want to add their contribution to the defensive character of this busy unruly fortress town. For these contributions they are rewarded with points scored. The simple basic principle to build up the board by clever adding of different "buildings" and the enormously versatile ways and means of modifications for this basic principle have resulted in a new incredibly rich and manifold "game universe" since the turn of the millennium. To list all expansions for Carcassonne, all stand-alone variations, all those highlights that have been published since the first edition far exceeds the possibilities of this essay. Even a "Carcassonne Almanach" has already been published to describe this wonderful creation. If you want to retreat for some time to the Medieval Carcassonne can do so as usual in the Austrian Games Museum at Leopoldsdorf, surrounded by the mighty walls of an impressive games centre.
Website: www.spielen.at

In the light of our lamp all builders involved in the construction enact three repetitive actions again and again: Draw a tile from the stack, place this tile, of course within the framework of certain rules, place one of their followers on the tile just placed, and score, if scoring is possible due to the tile just placed. As the tiles are all without exceptions shaped like a square and of the same size and may never be placed „corner on corner", but must always be added edge to edge with identical design, the growing "game board" shows a pattern remindful of early American settlements. The face of the city on the contrary is shaped by settlements, monasteries, roads and meadows. Optically attractive and in an easily understandable way the followers - each player has 7 of them – control the different key areas of Carcassonne, albeit without statically remaining in the same place for the duration of the game. As soon as a construct or area of the town is completed this construct or area is scored and the followers – they can be farmers, knights, highwaymen or monks depending on their placement on meadow, city, road or monastery – go back into the scarce stock to be reentered into the building of the city at a later time. The scoring is always decided by a simple majority of followers. And this trickily holds lots of surprises due to the merging of city quarters and the sometimes hard to guess results of the special scoring rule for the meadows. Roads are only scored when they can be completed, which sometimes is not possible due to unlucky drawing from the pile. Only the monasteries came into the focus of critics from the early days on. The expert tip further down offers one of many suggestions how to reduce the might of these sacred locations and thus steer Carcassonne into a more tactical direction. The game ends after the placement of the last tile with a final scoring. Master will be the one who has contributed most and scored highest for the good of the city of Carcassonne.

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

Tactics and luck are nearly equally important and balance each other – at least in the basic game of the bestseller designed by Klaus-Jürgen Wrede. The innumerale expansions, variations and stand-alone ideas for new Carcassone games of course demand separate evaluations.

Hugos EXPERT TIP
At first take a look at the basic game and get acquainted with the plentitude of possibilities before entering the endless universe of Carcassonne. There is always something new to discover, that must be stated here clearly. A tip to strengthen the tactical element: Score the monasteries with a maximum of 5 points – for four horizontally of vertically adjacent pieces, and then return the follower to its owner..

Hugos FLASHLIGHT
There are few double winners of the immensely prestigious awards „Spiel des Jahres" and „Deutscher Spielepreis" that are as interesting and appealing as Carcassonne as well for families as for expert players, that are as diverting for 2 players as for three, four or five players. The variable board that gives off a dynamic impression due to the permanent changes was an ingenious idea of the game designer. Should your interest be sparked you will experience many more journeys into different ages with „Carcassonne - die Burg" and „Carcassonne - die Stadt" as well as with „Neues Land" or „Mayflower". Especially the first two titles are absolutely commendable in my opinion. Carcassonne" without any restrictions belongs among the all time greates hits of game history.

PREVIEW:
TWIXT
Classic strategy á la Randolph