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DIE VERBOTENE INSEL

EIN TEAM • EIN ABENTEUER • EIN ZIEL

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 56 GAMES

SALVAGE FOUR ARTIFACTS

FORBIDDEN ISLAND

One Team One Adventure One Goal

10+



Are you in the mood for an adventure? Then come with me! We will introduce you to the game of Forbidden Islands.

The Forbidden Island holds four artifacts. Each player takes his part in trying to find them, salvage them and then flee the island in a helicopter together with all the other players. This does not sound like enough of an adventure? Then you should know that

the island is slowly sinking. Again and again a part of the island slides under water and if we do not drain this part on time it sinks completely. It is rumoured that the artifacts of the four elements, Water, Wind, Earth and Fire, are on the island. Each of us enters the island at a different location and each of us must give his best not to fail.

The game can be played by two to four adventurers. Each time the island is assembled differently, sometimes the artifacts are nicely located next to each other, sometimes they are widely dispersed. Sometimes the heliport is in the middle of the island, the next time can be found at the beach.

At the start of the game island tiles are laid



out in a pre-set shape, chance determined where what part of the island will be situated.

Monika Dillingerová: The game never gets boring. If this might be so it is enough to change the shape of the island. The rules offer several suggestions for this, which have their own inbuilt hitches and offer more challenging games.

Monika Dillingerová

A beautiful cooperative game for the whole family with a short time to play, in which some island shapes can provide a challenge for experienced players, too.

Players then turn over 6 flood cards and the respective island tiles are turned over accordingly to indicate that they have been flooded. You can stand on such tiles, move across them or even use them. But beware, should they be flooded again. Then they will sink completely and are out of the game. But before this can happen, players do have a turn. Each of them takes on the role of an adventurer with a special ability: There is a diver, an engineer, a female navigator, a female pilot, an explorer and a messenger. The roles are assigned randomly. You should tell your fellow players your role and your special ability, this facilitates cooperation.

Finally, each player receives two artifact cards and the game can begin.

In turn each player has 3 actions, then he draws two more artifact cards and the flood tiles according to the water level. For actions you can choose from several possibilities: One step from tile to tile is one action, this movement is modified for the explorer, the pilot and the diver. The navigator can use an action to move other players. Another possible action is to drain flooded tiles. TO do so you must be present on the tile or an adjacent tile. Only the engineer can drain two neighboring tiles in one action. The next possibility would be to hand an artifact card to another player. Only the messenger can send this card, all others must hand it over directly and to be on the same tile as the receiving player. An artifact can only be salvaged when a player holds 4 cards with the picture of the artifact and stands on the correct tile. For each artifact there are exactly two tiles at the start of the game where it can be salvaged. All players must pay attention to leave a path clear to the artifact until it is salvaged and to keep at least one of the artifact tiles afloat. Salvaging the artifact is an independent action.

Monika Dillingerová: This game is so closely connected to the topic that I nearly did smell the salt water. Despite this you can adapt the degree of difficulty to the experience of the players, thus in my opinion it is absolutely eligible for a family game.

The planning of your actions can very well be done in coordination with the other players. But then the drawing of artifact cards happens. If the player only draws artifact cards or special cards, flood cards are drawn afterwards. When the players draw a "water level rises" card the level marker for the water is moved up one level - which has the consequence that even more flood cards must be drawn. But before doing so, you must shuffle the discard pile and place it on top of the draw pile. And this means that the cards drawn earlier come back into play and the island tiles that have not been drained now sink completely.

When players have salvaged all four artifacts, they must reach the heliport and depart. If they cannot salvage one or more of the artifacts, or if the heliport has gone under, all players have lost together. The position of the water level marker can be set to four different positions at the start of the game. In consequence, you play as a beginner, as an advanced player, as an expert or as a legend. The game all in all only lasts for about half an hour and nearly always another game is started immediately.

wn Monika.Dillingerova@spielen.at

FORBIDDEN ISLAND

Designer: Matt Leacock

Artist: C. B. Canga

Title ger.: Die verbotene Insel

Price: ca. 20,00 Euro

Publisher: Schmidt Spiele 2010

www.schmidtspiele.de

EVALUATION

Cooperative adventure game
For families
Use special abilities, play actions

Comments:

Simple family game
Topic very well implemented
Degree of difficulty varies with island shape

Compares to:

Pandemic and other cooperative games

Alternate edition:

Die verbotene Insel, Schmidt
Forbidden Island, Gamewright

My rating:



PLAYERS

2-4

AGE

10+

TIME

30+



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

When you are reading this, I'm already in the car on the road to Nuremberg! The 62nd Spielwarenmesse International Toy Fair opens its doors on Wednesday with the big Press Preview of new releases and of course I want to be there to see all of them! After all, the Special WIN edition should report on all the new games so that we all know what we will play in the months to come. A few tantalizing glimpses are already to be had! Among many other exciting news there is a board in the shape of a scorpio for a 4000 years old game, funny titles like Flocki, such das Sockli! or provocative ones like Arschbombe! New titles from Lego are announced as well as new editions, among others of Reiner Knizia's Der Herr der Ringe, and of course there will be new members for the best and most liked families of games, from Carcassonne to Settlers and Dominion! We will also be celebrating jubilees, among them the 25th anniversary for Das Ver-rückte Labyrinth. I look forward to all the new games and also to the fantastic and elaborate presentation the publishers will have come up with for the Press Preview, we will spend some exiting days at Nuremberg, maybe I will be able to bring home already one of the new games! Until the special issue, then, with all the details! 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>

RELIGION, ARMY AND AGRICULTURE

TROYES

Economics and politics in the Middle Ages



A game on the topic of economics with a setting in the Middle Ages (once again!) using lots of dice, coming from a Belgian small publisher – can this work? Yes, it can. As this is not meant to be the shortest review of all times, I will add some more details.

The box offers, besides the already mentioned dice in three colors – red for the military or nobility, white for the clerics and yellow for the population or citizen – a board, 12 figurines representing inhabitants in each of the 4 player colors, which do not relate in any way to the colors of the dice, some neutral grey figurines as well as lots and lots of small cubes, also in the four player colors. Furthermore, there are nine action cards, three each for military, clerics and civic population, which are turned up according to their numbers in rounds 1 to 3 of the game. In addition to this there are some event and character cards as well as markers for money and victory points.

The board shows a segment of a circle for each of the up to four players and one neutral segment. In each of the 6 rounds (less in case of fewer than four players) players place their dice into these segments. The board also features three areas (buildings) in the colors of the dice for the inhabitants, who at the same time determine the available number of dice. The buildings themselves are segmented into spots that are marked with values of 1 to 6 according to dice values. The number of figurines is very restricted at the start of the game: in a game of four each player can only enter 4 inhabitants in a preliminary placement round into the buildings on the board. Furthermore you can find an influence chart and disposal areas for the action cards; one permanent card is already printed on the board. This card is activated in each round in

the event phase.

Now for the course of the game: It is played over a maximum of 6 rounds with 6 phases each in rounds 1 to 3 and 5 phases each in rounds 4 to 6.

Phase 0: In rounds 1 to 3 the respective red, yellow and white action card is turned up. As there are three of them in each color, but only one is used in a game, there is enough variety for several games. These cards determine the possible actions for all players.

Phase 1: Each player receives an income of 10 Denars, this income and money left over from previous rounds must pay for the followers in the buildings. Each figurine in the palace (Military) costs 2 Denars, each cleric in the Bishop's Palace costs 1 Denar, only citizen in the City Hall are free of charge.

Phase 2: Each player takes dice according to the color and number of his figurines, rolls the dice and then places them exactly as they are into his segment of the circle. The more figurines and thus the more dice you have the more possibilities and the more income due to sale of dice you will achieve later in the round. Another certainty is: The higher your dice results the better. Dice with high numbers are favorites for being bought by other players in phase 4 and thus are lost unintentionally, if you do not happen to be the starting player. You earn lots of money with them, but what is money if there are so many wonderful actions to implement. But with money you in turn can buy dice of other players.

Phase 3: In each round a red event card is turned up. Each of these military challenges results in a yellow or white card which is turned up immediately. First players must

face the black dice pictured on the red cards. The more red cards are still present the more dice are rolled by the starting player. Starting with this player, too, each player must neutralize the highest number of at least one die with your own dice by discarding a minimum of that many of your own dice making up the value of the black die, red military dice count double for this. If you cannot achieve this you

Gert Stöckl

If works to simulate economics with dice, but a certain fatalism is necessary in case the dice do not behave according to your wishes

lose 2 victory points. If you are able and willing to do so you can fight more than one die because each black die eliminated earns you one victory point on the influence chart. But you cannot buy dice from other players to defeat black dice. After the fight against the black dice each event card still there from previous rounds has manifold, usually negative, consequences for all players.

In Phase 4 you can use the dice to implement many different actions, wherein the majority of actions must be implemented with a minimum of one and a maximum of three dice. For these actions you can buy dice from other players. The price for those dice is set not by the number of dice you want to buy but by the number of dice used in the same move. If the action is implemented with one die, a die you buy costs only 2 Denars, if you use 2 dice it already costs 4 Denars and for 3 dice used you have to pay 6 Denars for a die. The price is very nicely fitting to the possibilities offered by the actions, which of course earn you more when you use more dice to implement them. An action with three dice bought from other players costs you 18 Denars, and that is an awful lot of money, so better use your own weaker dice, even if the action brings in less revenue.

The action cards either have an immediate single effect, for instance payment of 2 Denars as an income (sounds like not much, details to follow immediately) or have deferred and maybe even multiple effects, for instance raising the result of up to three of your own yellow dice by 3 points each (also exceeding 6!). But, take care! The dice results are added and modified by a value stated on the card, e.g. 2! This result determines how often the card is activated, that is how often the



above mentioned 2 Denars are paid out. That means 3 dice with a total of 15 bring in an 8-fold payment of 2 Denars, a sum of 16 Denars. To mark the multiple activating of the deferred cards you place a number of cubes in your color on them. To activate an action card in the first place, you must place one of your figurines (take care, you only have very few of them at the start of the game) on the card and pay the amount of money stated on the card. Figurines placed in this way earn you victory points at the end of the game.

Another possibility for an action is to participate in the building of the cathedral (best regards from the Pillars of the Earth!), which can of course also result in victory points but also can earn you 2 negative points for each of the three levels where you are not represented.

To acquire influence points you mainly must fend off the events that are drawn in each round. This works using a similar system as in using the action cards. Besides victory points for these events influence is paid out, which you need to enter new figurines into the game or to reroll a die or to turn over 3 of your own dice to the opposite side. This enables you to chance catastrophic roles like 1, 1, 2 very nicely into a wonderful 6, 6, 5. This makes you very happy, provided you have enough points left on the influence charts to do so.

To acquire additional dice you must try to rise the number of your own figurines in the three buildings. Each figurine represents exactly one die. You can rise the numbers by placing a figurine to the utmost left into the row corresponding to the number on a die in the building of your choice of the corresponding color: The figurines already there are all moved to the right and – if necessary – eliminated from the building.

As an alternative to the emergency program of using up to three dice for agriculture (total of numbers divided by 2) and thus acquire some Denars you can pass. If you pass despite dice being still available you receive 2 Denars.

The end of the round – phase 5 – happens when all players have passed or no dice are available any more.

In a game with four players the fun is over after 6 rounds. Much too early, we all have just gotten acquainted with the game, we had wanted to do so much more and there would have been so many more victory points to earn. But, it can't be helped, it is over. The 6 character cards are an interesting detail of the game; each player receives

one of those cards at the start of the game. Each player only knows his own card. So for instance you must have accumulated a certain number of Denars at the end of the game to score more victory points, the more the better. Intriguingly, these cards are effective for all players. And if you manage to spot what other players are working for during the game you can accrue one or more additional victory points that others did not reckon with.

My conclusion: An economics game with dice and an therefore not inconsiderable chance factor, yes this can work, provided you can live with the fact that the best strategy can be delayed a little by a bad roll or maybe even cannot be implemented at all! Or when the good dice which you have planned for so nicely are bought up by other players! Tch, fortune is fickle and the more so in this economics game. The game cannot be recommended to diehard economy strategists who plan their moves three or more turns in advance, as sometimes you can despair of the behaviour of your dice. And on the site of the publisher you can, by the way, download the revised rules of the second edition: www.pearlgames.be

wn Gert.Stöckl@spielen.at

TROYES

Designer: S. Dujardin, X. Georges, A. Orban

Artist: Alexandre Roche

Title ger.: ident

Price: ca. 40,00 Euro

Publisher: Pearl Games 2010

www.pearlgames.be

EVALUATION

Economics game with dice
With friends
Use dice for actions

Comments:

Nicely interlocking mechanisms
Buying of dice is an interesting detail
No long-term planning possible

Compares to:

Der Pate, Roll through the Ages the Dice Game, Kingsburg and other complex games using dice

My rating:



PLAYERS
2-4

AGE
12+

TIME
90+



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

TARGET GROUPS

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

Children:

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

Families:

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

Friends:

Young people and adults play together as equals

Experts:

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

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

FEATURES

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

Chance:

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

Tactic:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

Colours in the Bar

Empty boxes: This feature is not present or minimal

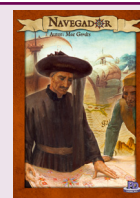
One coloured box: This feature of the game is present, but not essential

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

Three coloured boxes: This feature dominates

THE LORD OF THE RONDEL

NAVEGADOR

One, two or three


... take a decision, three spots are free! This motto from the well-known TV Show for children very neatly also describes the innovative mechanism which Mac Gerdts has come up with for choosing your actions: The rondel. Viewed in the abstract this is a circle divided into 8 pieces like a cake, each of those slices represents one action. On this circle players move their markers like the hands of a clock and decide themselves which action they want to implement next. But, the rondel is not only another method to choose your action, it also introduces a more dynamic feel to a game, as most of the possible actions (earning or spending money or resources) take very little time to implement. Just as a film is made up from individual scenes, here many short actions create a stirring flow of the game that barely creates any waiting time – unless there is one of those diehard brooders around.

This speeding-up effect is reinforced by this distinctive feature: The aim is less to use your resources efficiently but more to optimize the actions themselves; you should reach an intermediate goal with as few actions as possible to be have a chance to win at the end of the game.

So the sometimes agonizing question of „it is my turn, what should I do?“ moves in time to „it just was my turn, what will I do next“ – which it should be possible to answer while it is the other players' turn, especially as only advancing for up to three steps on the rondel is free of charge. Leaving out those steps and jumping to a „later“ action must be paid for, which makes the use of those much rarer. At the same time this rule can be used for an attempt to guess at the possible next actions of the other players.

In addition to the atmospherically intense

implementation of a topic in all the rondel games there is the very nice service of providing a booklet with historic background information, which again intensify the experience. All other components of the rondel games are also noteworthy. From among other similarities the lack of chance elements must be emphasized; that this does not result in chess-like feeling is thanks to the rondel and the interaction of the players. The rules usually are rather streamlined; most of the details are harmoniously put together and easily comprehended. The rules are not complicated, but nicely and stimulatingly complex.

Antike: Companions in sandals

In the first game where it was used the rondel is endowed with puristic beauty: Three places for receiving resources – marble, gold or iron -, three places to spend these resources and two places to move armies



and fleets. This creates a complete world in a game, comprising small skirmishes as well as complex campaigns for up to six civilizations developing around the Mediterranean or – at the back of the board – in the region where Alexander once grew greatly. All the same, Antike is not a war game or a pure “boys game”, especially as peaceful strate-

Harald Schatzl

The fourth „real“ rondel game again offers a beautiful and challenging game, but will probably not advance the „evolution“ of the rondel itself.

gies are also possible. As the result of a campaign can be more correctly predicted than the answer coming from the sibyl at Delphi the end game can take a while. Furthermore the optimization factor of the game is very strong so that newcomers do barely have a chance against experienced generals.

Imperial: Two dimensions

At first glance „Imperial“ feels like „Antike“ having travelled through time to World War I, and at the start it seems as if players would start the game in the role of King of Italy, Tsar of Russia or “We are Emperor” of Austria-Hungary. In reality we are anonymous investors,

who fill the war coffers of the Super Powers and for this not only receive IOUs but take over the government similar to the majority shareholder of a business. The right timing, using of the action at the individually best time is the deciding factors in this combination of share speculation and war-faring elements in the game. The balance between stock market and war works out felicitously, furthermore none of the countries offers a starting advantage. The success or failure of a country depends on the interactions of all players, so that in the end even a newcomer to the game can win. Contrary to the Rondel Parable from Lessing’s „Nathan der Weise“ Imperial must be preferred among the rondel games. **Imperial 2030**, published last year, offers a version of the game on a map of future times. Conspicuous on this board are the non-even geographical starting positions of the six super powers, some are kind of sitting on top of each other, others have a certain safety distance to others.

Hamburgum: The return of the double sided board

The preliminary finish of the rondel trilogy surprised with the absence of the military. But in 17th century Hamburg the joint construction of six churches offers enough pos-

sibilities to spoil someone’s plans. The trading law for the Hanseatic rondel reads as follows:
§ 1 Produce goods (beer, sugar or cloth)
§ 2 Sell goods with your own ships (Kontor)
§ 3 Buy construction material (wood, bricks, bells) (Kontor)
§ 4 exchange construction material (for ships, buildings, church donations)

With these four basic rules everybody really forges his own church bell – or his own fate in the game – and you need not suffer an overthrow of your careful tactical considerations on construction of buildings by unpredictable chance in the shape of – for instance – the misleading statistics of dice. And in this economics simulation it is rewarding to turn over the board, “swinging Londinium” not amuses the Queen- Unfortunately these boards were not well-drawn. Since Essen 2010, finally, with **Antverpia** there are two very beautifully designed versions with slight rule changes including the possibility already offered for **Lisboa** to download them from boardgamegeek.com and print them yourself). And if you amend the new game board for **Hamburgum** with the borders of the city districts this board can be played using the basic rules.

The Princes of Machu Picchu: Rondel re-



invented

In this South American setting each player moves his principal figurine around the 15 urban districts of the ancient Inca town and thus triggers an action. In this way the rondel is somehow involved in an invisible way and only its advantages are featured – fast, dynamic play due to short turns and actions – and not the mechanistic and dry feeling of the game that some criticize in the rondel mechanism. Furthermore, Machu Picchu features an intensified degree of interaction. With the drawing of Sacrifice cards, which in the end score the victory points, for the first time a chance element is introduced into a game design of Mac Gerdts, which can also result in a rather frustrating final result. But this is countermanded by an alternative condition for the end of the game which rises tension, taking its cue from a Monty Python sketch: “Nobody expects the Spanish Inquisition” – and Lamas are nearly as omnipresent as in the opening credits for “Monty Python and the Holy Grail”.

Navegador: Back to the Rondel Roots?

The title of the new game in the series introduces its topic at the same time: Navegador means Seafarer in Portuguese. The topic of the game are the discoveries and explorations as well as the Colonial proliferation of Portugal in the 15th and 16th century. The very beautiful board shows – among other things – a section of a map of the world showing Portugal, Africa, Brazil, parts of South Asia over to Japan, which lets us renew our acquaintance with former games or at least their titles – Zanzibarm, Goa, Macao and Vasco da Gama).

The mechanisms of the game primarily offer the opportunity to sail your own ships across and around the ocean regions. On the one hand, you want to discover hitherto unknown regions; on the other hand, you want to found colonies or plantations in due course of the game. Your own colonies allow you to sell sugar, gold or spices on the general public market: Those sales earn you money, but lower the price for further sales. Factories to the contrary make the prices for goods rise again and earn their respective owners the more money the lower the actual prices are. Besides factories players also can invest in shipyards for low-priced ships and churches for low-priced workers; because besides money you need workers to erect buildings, the more the better.

The rondel itself in this game is made up from the following actions:

Build ships, sail, found colonies, hire workers, erect buildings and two times market for selling your goods or to use your own factories. The eighth place is called “Privi-

lege”. If you use this place you receive tiles that work as multipliers for victory points. the sailing around including exploiting foreign countries in the early capitalistic area is, understandably enough, not self-serving but you want to earn victory points with it. And victory points can be had for everything: Each discovered land, each colony, each factory, each shipyard and each church ears a basic value of one to four victory points at the end of a game. With each privilege this basic value can be increased: The colonies can be only increased from one to a maximum of four points, but usually you can collect more colony tiles than shipyards which can result in a nice total when multiplying values. Only ships, workers and the remaining money cannot be increased in value, but they are basically and primarily only meant as means to a purpose and not as score creators themselves.

Contrary to the earlier rondel games one notes that the rondel in Navegador shows more distinctive different actions, and nearly all them must be used on a regular basis. Without building ships there is no discovery and also sailing and founding of colonies is not very effective with the mere to ships at the start of the game. And then again, without workers you will not acquire buildings or privileges. But as even with several shipyards and churches on hand new ships and new workers still cost a lot of money one can really not afford to neglect visiting the market twice in a Rondel round. For the founding of colonies and the construction of buildings you need lots of money as a matter of course; without colonies or factories respectively you will become economically dependent from your fellow players.

These combined facts lead to the result that players – at least in the first third of the game advance more or less only step by step on the rondel, only after the development of a sufficient monetary basis you can try to establish priorities or to develop your own strategies. This results in an atmosphere of the game somewhat different to the earlier rondel games. You might even get the unpleasant impression that you are being played by the rondel, especially since out of the three possible free actions always only one presents itself as the most feasible. An additional fact is that it never was as expensive as in Navegador to advance more than three steps on the rondel: For each additional step you must sink a ship already in the water! This fits the topic and adds to the flair of the game but in reality results in the loss of one victory point each as well as the loss of earlier and even later actions. This gives the rondel a feeling very similar to a tight corset that barely leaves you room to breathe to – as in the earlier ron-

del games – lightheartedly jump over several places to surprise your fellow players with a well-executed move. The mechanisms of the game also lack an element that balances out the advantage of the players that are in the monetary lead at the start of the game, and these advantages cumulate during the course of the game. If you make the “mistake” of trying to use the actions build ships or hire workers more effectively you will finally probably have to content yourself with one of the last positions.

But that does not mean that Navegador is a bad game; the transformation of the historic topic is done very well and the idiosyncrasies described may even lead to an even faster game than in the other rondel games – there is a rumor that a game could be finished in an hour. A small element of chance is present, too, but this should only have an influence on the outcome of the game in exceptional cases.

Especially due to the “somewhat easier approach” intended by the designer the inclusion of abbreviated rules would be welcome; parts of the rules are represented by symbols on the board and on the player boards, but for the first games a printed support would be a lot of help.

wn Harald Schatzl

NAVEGADOR

Designer: Mac Gerdts

Artist: Marina Fahrenbach, Mac Gerdts

Title ger.: ident

Price: ca. 35,00 Euro

Publisher: PD-Verlag 2010

www.pd-verlag.de

EVALUATION

Development/Resource management
With friends
Discover board areas

PLAYERS
2-5

AGE
12+

TIME
90+

Comments:

Harmonious interplay of topic and mechanisms
Beautiful components and design
No abbreviated rules

Compares to:

Hamburgum

My rating:

NOBLEMAN ON THE DELIVERY RUN

MILLE GRAZIE

Cops and Robbers among the cypresses

8↑



„Hands up and out with your money“

Alongside fragrant lavender fields, picturesque alleys lined with cypresses show you the way – straight into the hands of marauding bandits. In the serpentine canyons of the gorges and under cover of shady pinewoods, sly outlaws are lurking for the purpose of urging moneyed noblemen, together with their irritated courtesans, out of their well-cushioned travel coaches in order to re-distribute their possessions. Therefore, experienced aristocrats take long detours and hire expensive escorts in order to avoid the daylight robbers. But the eloquent bandits are no fools. They besiege the byways also, and so, from behind inconspicuous curves, the thanks of the light-fingered crooks might be heard unexpectedly as they call out, „Millie Grazie.“

After such an enticing introduction one gets curious about the game:

„Mille Grazie“ is a simple game for one to four noblemen and robbers and has been published by Zoch.

At the start of the game each player draws an order card to determine the city where his nobleman begins his journey. Four more cards are laid out open-faced on the board into the cities marked at the top of the card. In clock-wise direction in each turn another player embodies the nobleman. He must try to execute order tiles by bringing them from the source city, where they are laid out, to the destination city stated on the tile without being laid up by robbers on the way.

To do so he may decide whether to travel with an escort or without an escort.

If he decides to use an escort, he uses his ambush compass to determine the road on which he wants to be protected by the escort



and then moves his marker over a distance of four cities. He can enter a city twice if it seems appropriate to him. If he decides to risk travelling without an escort he may extend his move to five cities. If the nobleman reaches one of the stated destination cities he scores the victory points noted on the tile and discards the tile.

If he moves through or into a city where an order tile is available, he may take this along provided he does not own more than two order tiles.

After that a new order tile is turned up immediately and placed into the indicated source city (if there is already a tile there the new tile is put back and another one is drawn).

While the nobleman is thus trying to reach his destinations the robbers try to ambush him. To do so they use their ambush compass. Before the nobleman moves they mark the letter of a road which they suppose will be one the nobleman will use in his travels. The robbers may confer in the presence of the nobleman, but need not stick to their agreements. If a robber should be successful and the nobleman moves along the road marked on the robber's compass, the robber shouts „Mille Grazie“ and reveals his ambush compass to prove his ambush. Should the nobleman be protected by an escort on this road, he in his turn now reveals his ambush compass and nothing happens. When the nobleman is unprotected by an escort the robber receives 3 victory points and the nobleman loses – depending on the color of the road – 1, 2 or all 3 order cards in front of himself, they are placed on the discard pile. The game ends, when one or more players reach or surpass 30 victory points at the end of round. The player with most victory points has won the game.

A few tips on tactics for the game:

In the role of a nobleman one should try to accumulate order cards with different destinations, because then it is rather difficult for the robbers to guess at the probable route the nobleman will take. The most direct route can rarely be recommended. The robbers in their turn should take care neither to ambush the first part of the road nor the most expensive one because there the nobleman will most probably be using the escort. Better to choose a path somewhere in nowhere far from the well-trodden paths where the

surprise is much bigger when the robbers appear!

And now good luck and lots of success in raking in the points, and maybe you will be able to discover the hidden allure of the game, because it remained hidden to me. There is not much more I can say about it, I do not know why I do not like it at all, it simply is no fun,

Christoph Vavru

„A game that does not inspire me to play it again – it works well but is no fun. If you like to guess at other players' intentions you will like it and have fun with it.“

and works rather mechanistically and with lots of pre chance. If you manage to ambush the nobleman, so far so good, if not, and luck! More emotions are not involved. What a pity that the introduction promises more than the game can keep, at least for me.

wn Christoph.Vavru@spielen.at

MILLE GRAZIE

Designer: Dirk Hillebrecht

Artist: Alexander Jung

Title ger.: ident

Price: ca. 20,00 Euro

Publisher: Zoch 2010

www.zoch-verlag.com

EVALUATION

Game of chance

For families

Guess at location, move

PLAYERS
2-4

AGE
8+

TIME
30+

Comments:

Nice components
Harmonious introduction to the rules
Too much of a „I“ being played here“ feeling

Compares to:

Sherwood Forest and other games with double bluff

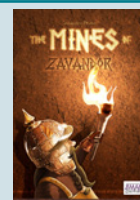
My rating:



ELECTION OF THE KING ON THE KING'S PATH

THE MINES OF ZAVANDOR

Sapphires move candidates



The experts among you will well remember the game „The Scepter of Zavador“ from Lookout games. This was an extremely good but also very complex game that many of my friends and acquaintances like to play again and again, and so do I.

There I was of course curious about the new Zavador game from Lookout. What is the topic of the new game? The period of office for the reigning king of Dwarves, Grimmborn, is nearing its end. To find an eligible successor the dwarves installed a selection process, the so called Path of the King. Two to four clans can suggest eligible candidates for the succession, these candidates must enter the path and so demonstrate that they are worthy to become the next king and Grimmborn's successor.

The cover of the brown box shows a dwarf

holding a torch who seems to be moving through a dark shaft. When we open the box we find the following components: a game board, 2 display boards for auctioning the expansions cards, 52 expansion cards, 112 gem cards, 4 boards for the players, 4 start dictum scrolls, 10 yellow and 20 grey victory point markers, 70 red upgrading cubes, 4 overview cards, 1 black king marker and 1 yellow starting player marker.

The two display boards and the game board are laid out, the king marker is put on the game board. Each player takes one of the player boards, a game overview card and one of the start dictum scrolls. In the game we have four different kinds of gem stones, rubies, diamonds, emeralds and sapphires. Symbols for those gems are depicted on the back of the upgrading cards, too. These upgrading cards are sorted according to their

back sides.

In a game for four players all upgrading cards are shuffled and stacked open-faced on their squares on the display boards. In a game of three you play without ruby cards, in a game for two you play without ruby and diamond cards, so that only 2 or 3 stacks are placed. The top upgrading card of each stack is placed face up on the auction square received for that variety of gems. Then the now current top cards of each upgrading stack are placed on the squares marked for the next round of the game, so for each variety of gems you always see the upgrading cards for the current round and the upgrading cards for next two rounds of the game.

The game is played in rounds.

The player boards show two different starting set-ups on the front and back sides of the



boards. The front side of all player boards is identical and in this version all players start with the same income and the same prerequisites. If you decide to play with the back side set-up, all players would start with different prerequisites and different income.

The 112 gem cards are sorted by their backsides and shuffled separately. The backsides show different trolleys which transport the gems out of the shafts. There are trolleys made from wood, copper, iron or bronze. The wooden trolleys mostly transport sapphires, seldom emeralds and rarely diamonds. That means there are many sapphire cards, a few emerald cards and scarcely any diamond cards in the wooden trolley stack.

In the stack of copper trolleys are many emerald cards, few diamond cards and rarely ruby cards.

In the other two stacks there are diamond or ruby cards only, whereby in the stack of the iron trolleys there are more diamond cards and in the stack of the bronze trolleys there are more ruby cards.

As a starting capital the first and second player in the turn receive 6 gem cards from the wooden trolley stack, the other players get 7 cards from the same stack. After the starting player has been determined the game starts. A round of the game comprises receiving income, maybe use dictum scroll, then trade with other players or the bank. After this the upgrading cards are auctioned and before the round ends players can do upgrades.

In the game with the front sides of the player boards in the first round all players receive 2 gem cards from the stack of the wooden trolleys. Then all players, beginning with the starting player, can use their dictum scrolls. If you use this scroll you can either take 6 cards from the copper trolley stack or 5 cards from the iron trolley stack or 4 cards from the bronze trolley stack, but must discard the scroll card. You can pass up on using the scroll and keep it for later use to create more income from it due to upgrades. After the scrolls players can trade their gem cards; either 2:1 with the bank or with other players. These trades very rarely are made in another ratio than a 1:1 exchange of cards. Trades 3:2 or 4:3 are very rare and of course nobody will ever trade with another player at a ratio of 2:1.

After the trading phase comes the auctioning of the upgrading cards, with the limitation that these cards can only be won by offering certain minimum bids. Players offer a blind bid of several gem cards, each card in the bid serves only as a bid for the same

kind of gem. You can bid for several upgrading cards by bidding cards of several kinds of gems.

When the highest bid in a gem variety is less than 3 the player scores only 1 victory point. If the highest bid for a gem variety was 3 or higher than three the highest bidder can choose whether he takes the upgrading card or only 1 victory point. When the highest bid for rubies is 6 or higher, for diamonds 7 or higher and for sapphires 9 or higher the player can choose whether to take 5 victory points or four victory points plus the upgrading card.

Maria Schranz

A very good game offering good fun, extremely well made for friends and family game play. For real experts the duration of the game will be a bit too short, but even they might like it.

Gems in a bid that are not part of the highest bid can only be used again in the next round, the highest bid for a gem variety must be discarded onto the stack of the respective trolley.

The player who wins the sapphire auction moves the king one step forward along the path and thus many costs for upgrades are determined. This player can nearly always choose between two varieties of gem stones, which must be paid for standard upgrades. This is a very powerful feature in the game. Upgrades are always either made for cards of player's choice or for values on the player's board and either result in higher income or more victory points.

When the king has reached the throne, the game ends. The winner is the player with the most victory points.

The Mines of Zavandor is a very nice strategy game. Trading and auction phases are equally important in the game. The blind bidding in the auction phase often results in players bidding higher than would have been necessary. This is often the case when those players that you want to outbid because you deem them to be potential opponents keep their gem cards for the next round to be sure to then get the upgrading card they want. The version with different player boards creates an even more interesting flow of the game.

The tactical considerations for the auctions concern the number and variety of gem stones to bid and the number and variety to hold back for the upgrades. In the last phase of a round tactical and strategic planning is very important, how many upgrades can I do? For this you must consider which

upgrading cards are auctioned next and how can I use the upgrades I already have to generate enough income or which kinds of upgrading cards bring the most victory points in combination with which upgrades. The art of the game is excellent, the illustrations and the layout are exemplary and are a perfect support for the players. Furthermore, the art provides the flair of the topic perfectly, too.

Lookout Games manages again and again to publish good, beautiful and challenging games, The Mines of Zavandor perfectly fit this program.

Finally, a little self-promotion for the Austrian Games Museum: The prototype of this game was presented at a Game Designers Workshop in the Austrian Games Museum. Already at that point the game was appreciated by all designers and publisher's representatives. The artist Klemens Franz liked the game so much that he presented it to Lookout Games, with the author happily agreeing.

I must congratulate designer Alexander Pfister and artist Klemens Franz upon a very beautiful and good game. How nice that Alexander Pfister managed to find the most compatible publisher for the game.

 Maria.Schranz@spielen.at

THE MINES OF ZAVANDOR

Designer: Alexander Pfister

Artist: Klemens Franz

Title ger.: Die Minen von Zavandor

Price: ca. 30,00 Euro

Publisher: Lookout Games 2010

www.lookout-games.de

EVALUATION

PLAYERS
2-4

Trade and auction game
With friends
Use, trade and bid for cards

AGE
10+

TIME
45+

Comments:

Good strategic game
Beautiful Art
Interesting auction mechanism

Compares to:

Sechsstädtebund

Alternate edition:

Die Minen von Zavandor, Lookout Games
The Mines of Zavandor, Z-Man Games

My rating:



THE MAKING OF

THE MINES OF ZAVANDOR

How it came to be, told by artist Klemens Franz

I played „Der Khan von Karachi“ – that then was the title of the prototype – for the first time at the Game Designers Workshop 2009 in the Games Museum at Leopoldsdorf. To be exact, I only played a few rounds, because time was very short, but what I saw during those few minutes I did like very, very well. It was not necessarily the re-invention of the wheel, but a fine mixture, and, most of and foremost, a game that I would have liked very much to illustrate. So I asked Alex Pfister to let me have the prototype so that I could show it to a few publishers at Spiel in Essen. At this point the prototype had already been

sent to one publisher for testing – if you read the thanks in the rules you will know very well which company that was. But, as it happens so often, all takes time and then something interferes

At Essen I presented the game to a few editors, always clearly and openly describing the game as it is – sugarcoating only takes time. Of course you must “sell” a game well, but that can also be done by talking openly about strength and weakness of a game. The most important facts for me were the ease approach, the short duration, the good scaling of the player numbers – say what you

may, I still believe that the game works very well for two players – and the clever auction mechanism. And that despite the fact that basically I do hate auction games, but here a lost auction does not set you back too much. Of course it is not fun if “my” card that I badly need is won by my fellow player. But all in all this enlivens such games.

Company #1 thought the game interesting and wanted to test it. Company #2 was not really sure whether the – at first glance – rather high element of chance would fit into the portfolio. Company #3 accepted the game after one test play. The game was scheduled to appear in Spring of 2010 at Lookout Games. In the end, it took a little more time, partially due to coordinating three publishers who brought out the game simultaneously. The Mines of Zavandor are also available from Z-Man Games and Hobby Japan. The funny thing is, that the Japanese



have a soft spot for the German language and kept the German title of the game on the box. Joint productions of small companies are a wonderful opportunity to share some of the fixed costs. And despite head-shakes and not much sympathy for postponements many games would not exist without those opportunities.

The final illustration of the game went rather fast, at least from the point when the topic was fixed. Hanno Girke, Alex Pfister und I tried some possibilities, as the mechanisms of the game are very adaptable to differ-

ent topics – Safari, Orient, Fantasy, Zavandor, 18th or 19th century, and, and, and Lookout's own fantasy universe of Zavandor finally won because the drawing of the cards so nicely reminds one of mining in a shaft and thus dwarves as protagonists simply presented themselves for obvious reasons. And Alex in a chat once revealed that mining was the topic of his first work on the prototype.

And of course the mechanism was somewhat edited. The most important change was the splitting of each card stack into two sub-stacks. In testing the prototype one of

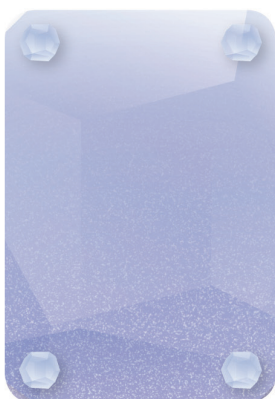
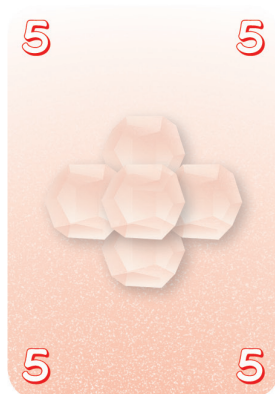
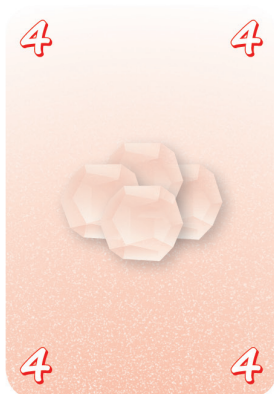
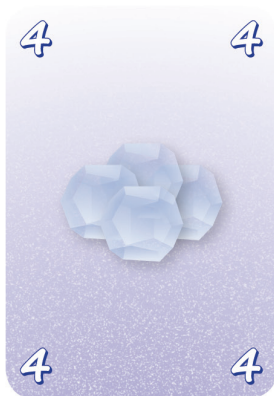
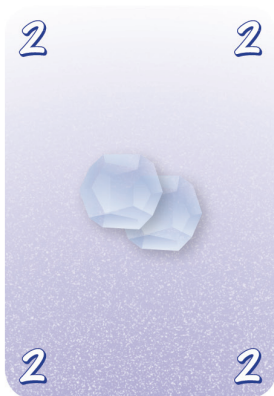
most mentioned facts was that cards coming into the game late could not be upgraded properly. The separation into two stack this has been repaired and it is ensured that late cards can be upgraded fast and option remain manifold up to the end of the game.

If the game is working in the present shape you must decide for yourself. I for one was happy that we could revive the fantasy universe of Zavandor with The Mines of Zavandor. Wait and see what might yet be coming at us!

wn Klemens Franz



The prototyp with two cards, an early sketch for the art of the game



The Game in WIN by designer **Walter Schranz** and artist **Roman Heinzinger**

EDELSTEINSUCHE

Produced in cooperation with the Austrian Games Museum

A simple card game for 2-4 players, ages 7 and up

Components:

24 cards, 20 gem cards and 4 miner cards (material sheet on the left page)

Gem cards:

There are four varieties of gems: Opal, Ruby, Sapphire and Emerald.
For each of these gems there are cards with 1, 2, 3, 4 and 5 gems.

Miner cards:

For each variety of gems there is one miner card.

Idea:

Players are miners searching for gems. Each player specializes in one variety and tries to collect a complete series of this variety.

Set-up:

The tallest player sorts out the miner cards, shuffles them and deals one face-down to each player. In case of 2 or 3 players the left-over miner cards are not needed and set aside. Then he shuffles the gem cards and deals 5 of them to each player, laid out in a row. In case of 2 or 3 players such a row is laid out for the missing players, too. Each player looks at his miner cards and puts it back face down. Then he looks at his gem cards, one by one, and puts them back face-down.

Game play:

The player left of the dealer starts the game, the others follow in clock-wise direction. The starting player draws one card from the row of another player and looks at it. If he drew a card with gems of his special variety, he places the card on the position in his row that is determined by the number of gems on the card, either face-up or face-down. In any case he puts the displaced card into the row of his opponent. If the card does not show his gems, he puts the card anywhere in his row and puts the displaced card into the row of his opponent. Then the next player does the same. If a player reveals his miner card at the start of his turn he may draw 2 additional gem cards (three in total) and place them according to which gems he found on them.

Aim of the game:

To win you want to be the first to achieve a complete series of your own gem variety. To do so you need to find all 5 cards of his gem cards and sort them into an ascending row from left to right. The game can be played over several rounds. In this case each player scores negative points for the cards he is missing from his row. After the number of rounds agreed upon the player with the lowest score wins.

A GAME OF THRONES LCG

KINGS OF THE STORM EXPANSION



Discover George R.R. Martin's exciting universe where intrigues can be more deadly than swords or axes. „A Game of Thrones“ tells an epic story about a rough country with a dark legacy. You are the head of one of six noble houses in the Realms of the Seven Kingdoms of Westeros: Baratheon, Lannister, Stark, Targaryen, Greyjoy or Martell.

The Core Set of the game is a relaunch of the Collectible Card Game of the same name, you can play the Core Set alone or expand the game with Chapter Packs.

This boxed expansion is more extensive than a Chapter Pack and concentrates on House Baratheon, featuring the full power of the Crowned Stag. 165 cards,

comprising 3 copies each of 55 different cards, among others feature the three brothers Robert, Renly and Stannis, each one an enemy of the other two, as well as the fortress Storm's End. Using this expansion and a Core Set you can construct many different Baratheon Decks.

As an introduction into the possibilities of deck constructions two decks are suggested in the expansion, one displaying on the power of Robert Baratheon and the other focusing on Knights of the Realm. When cards are featured in the Core Set as well as in the expansion they are marked for their origin. This expansion comes without a rules sheet; there are only the lists of cards for the decks and a few strategic hints for their use.

The Living Card Games system, here used for one of the most popular Fantasy Settings, is an interesting advancement of the Collectible Card Game mechanisms for specialists, without the issue of rarity related to power of the cards.



INFORMATION

PLAYERS
2-4

AGE
12+

TIME
120+

Designer: Lang, Petersen, French

Artist: Tomas Jedruszek, Team

Title ger.: ident

Price: ca. 30,00 Euro

Publisher: Fantasy Flight 2010

www.fantasyflightgames.com

EVALUATION

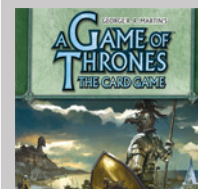
Card game
For experts
Cards from presconstructed deck

Comments:

Expansion of the Core Set - Focuses on House Baratheon - Can only be played together with the Core Set Knowledge of the system and some experience in playing is necessary

Compares to:

Other Living Card games, e.g. Warhammer Invasion or Call of Cthulhu



ACTIVITY ALLES IST MÖGLICH

ANYTHING GOES!



For 20 years now Activity amuses and challenges small and large groups of players to make definitions clear to their team. In case of success you score points and the winner is the team that crosses the finish line first with its marker. And that is so also in this new version!

The chosen actor of the team draws a card and has 60 seconds

to explain the term and get his team to name the term. He can choose one of the two methods marked next to the term. In this version there is a new method called sounds – you can make sounds either with your body or use items to make sounds, but you cannot speak. If your team finds the correct solution within the time limit the team marker

moves forward accordingly. If not, the other teams in turn can have a guess at the correct term, but instantly, no time allowed to think! If they are correct their marker moves. The card remains with the actor, in the next round for his team he must explain the 2nd term on the card, and so on. Only when all terms have been explained does the team draw a new card and the actor changes. The terms are combined nouns, the red term on a card is a special case – it can be a simple word or a phrase or a proverb or a title of film or book – anything goes! As a small consolation, you may choose any combination of drawing, pantomime and sounds, only verbal explanations are prohibited.

What can one say after 20 years of forever new and forever good versions but Good! Even better! Try it! Have fun! And try to explain „Yesterday's News“ by using pantomime or „Hoax“ by using sounds! Get active! Anything goes!



INFORMATION

PLAYERS
4-16

AGE
12+

TIME
90+

Designer: Paul Catty

Artist: not stated

Title ger.: ident

Price: ca. 40,00 Euro

Publisher: Piatnik 2010

www.piatnik.com

EVALUATION

Creative communication game
With friends
Explain terms to your team

Comments:

Standard rules for new terms
Terms are combined nouns
Sounds as a new method of explanation

Compares to:

All other editions of Activity



ANDERE LÄNDER, ANDERE SITTEN

REGIONAL CUSTOMS, LOCAL IDIOSYNCRASIES

This game clearly shows its topic in the title, it is customs, facts and idiosyncrasies of foreign countries and cultures. If you are the active player, you draw a question card. You read it alone and secretly and place the five country markers onto the board, one must be placed on the correct country as stated on the card, the other four you can place on

any country of your choice, provided you choose different coordinates. Then you read the story again to all other players and name the countries you selected and also their identification letter from A to E.

Now the other players must guess the correct country where the story takes place. The first to do so places the score card



with the letter of his choice face down and calls out "First". This is the signal for the other players to also choose a score card; then all cards are revealed at the same time. If you are correct you score 5 points, if you were first to guess correctly you score 2 bonus points, the active player scores 3 points for each wrong answer. All move their marker accordingly; the first to reach the finish wins the game.

An additional month of 5 days, cleaning brooms before Christmas, astrological advice for the day of the Declaration of Independence, shout at swine instead of people, honey harvested from rocks, a geometrical consonant script without direction – regional customs! The game offers challenging, interesting, funny or bizarre insights into foreign cultures well worth knowing by means of very simple rules. The active player can influence the difficulty significantly by his choice of countries, e.g. only tropical countries.

INFORMATION

PLAYERS
2-6

AGE
12+

TIME
45+

Designer: Marion Luger

Artist: not stated

Title ger.: ident

Price: ca. 34,00 Euro

Publisher: Piatnik 2010

www.piatnik.com

EVALUATION

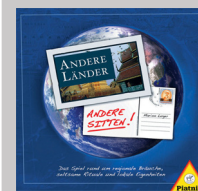
Guessing game
With friends
Assign local custom to country

Comments:

Highly informative information
Selection of countries influences degree of difficulty
Very simple rules
Special rules for a 2-player game

Compares to:

All quiz games with similar topics, e.g. Spiel des Wissens Planet Erde



BLOKUS TO GO!

THE PERFECT TRAVEL EDITION FOR 2



Players each receive a set of 21 on pieces, those sets are identical, but each tile in them has a different shape. There is 1 tile made up of one square, 1 tile of 2 squares, 2 tiles made out of three, 5 tiles made out of four and 12 tiles made out of 5 squares. At the start of the game the pieces are placed into the storage inserts, there is a distinct

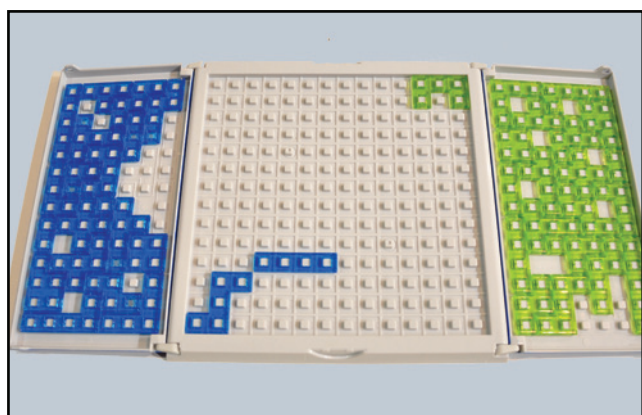
place for each of the tiles.

The aim of the game is to place as many of your tiles as possible on the board.

The starting player chooses a tile and places it on the board; this tile must cover one of the two starting points on the board. The other player now must place one of his tiles to cover the second starting spot. If you place

tiles correctly onto the pegs on the board, they cannot shift. The players now alternate in placing a tile. Each newly placed tile must touch one of the other tiles in this color across a corner, it must never touch another tile of the same color along an edge. There are no rules on how or where a tile can touch a tile of another color. Once a tile has been placed you cannot change its position. If you could place your last tile or cannot place another tile, the game ends for you. The other player can go on placing tiles until he also cannot place a tile anymore. Each player counts the holes in his remaining tiles; you score 15 points when you could place all tiles and 20 points if the last tile you did place has been the tile of size 1.

Blokus for Two, well-known and good, the travelling box in this shape, where you can store an ongoing game without fear of tiles losing their position, is a new feature.



INFORMATION

PLAYERS
2

AGE
5+

TIME
20+

Designer: Bernard Tavitian

Artist: not stated

Title ger.: ident

Price: ca. 15,00 Euro

Publisher: Mattel 2010

www.mattel.de

EVALUATION

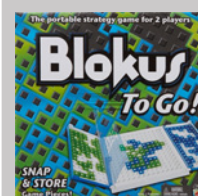
Placement game
For families
Place as many tiles as you can

Comments:

2-player version of Blokus
Travel edition with a folding box
Ongoing game can be stored

Compares to:

Gembo, Cir-Kis and all other editions of Blokus



BOHNANZA FUN & EASY

IT SEEMS THEY ROCK!

8↑

Beans as rock stars, computer freaks or fans of burgers! You trade with beans that you first plant on your fields and then harvest and sell as profitable as possible. Harvested beans are – how practical! – turned over into the hard-earned coins, the rest of the harvest is discarded. The more beans of the same variety you can plant in a field the

higher the profit will be after the harvest.

Each player now has three bean fields and holds beans on his hand; you must never ever change the sequence of your hand cards. In your turn you first plant a card from your hand on one of your fields. If it is a new variety that is not yet planted on any field, you must harvest



before planting. This first bean you must plant and then you may plant a second bean. Then you can trade with the other players using the beans in your hand and the three beans on the open market, you may also just give away cards from your hand, another player need not accept such a gift. Only the active player can trade with the other players, they cannot trade with each other. Beans that you received in a trade must be planted. If you must plant more than you have room for on your fields you must harvest and sell again. The order in which you plant those trade beans is up to you, you can harvest and sell between planting two beans. When the draw pile has been used up twice the player with most money wins. This game is already a classic and still as fresh as on the first day, these beans never wilt! Two small rule changes turned Bohnanza into a fabulous family game that lost nothing of the Bohnanza flair!

BUGS

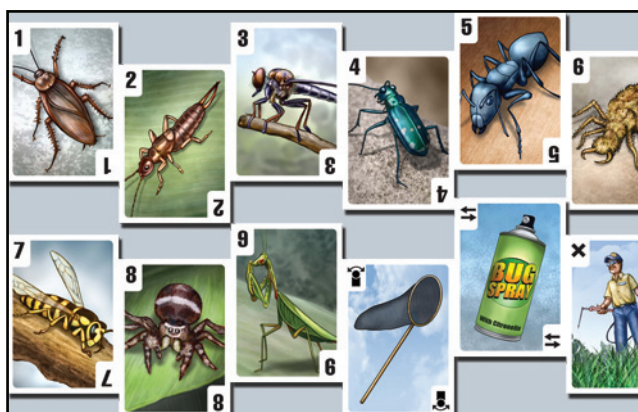
EXTERMINATOR CONTRA WASPS

10↑

You want to rid of the insects, represented by your hand of cards, as fast as possible. The game comprises 45 insect cards of numbered 1 to 9 and present in quantities reciprocal to their value, 2 cards Outbreak, and actions cards, 3 x Net, 3 x Repellent and 1 x Exterminator. All cards are distributed among the players as evenly as possible.

The first player puts down one or more cards of one kind and announces the total value, Outbreak is a joker that can replace any insect card. The next player now can add one or more cards of the same kind and announce the new swarm value or play an action card: Net hands the turn to the next player, Repellent reverses direction of play and Ex-

terminator reduced the swarm value to 0. You cannot play an action card as the first card and you stack them in a separate discard pile. If you cannot play one or more cards or do not want to do so you must pick up the current swarm, add it to your hand and start a new one. The cards in the discard pile only come into play again in the next round. If the swarm you picked up only holds cards of one kind you cannot play it again immediately unless you can enhance it by at least one card.. If you must lead and own all cards of a certain kind of insect you show them, set them aside and lead again. If you are out of cards you end the round and each player scores one point for each card in his hand. After 6 rounds you win with the lowest score. Bugs is a nice version of Karrierpoker or Dalmuti, a successful mix of standard mechanisms with clever details like card frequency and setting aside of complete swarms.



INFORMATION

PLAYERS
3-5

AGE
8+

TIME
45+

Designer: Uwe Rosenberg

Artist: Björn Pertoft

Title ger.: ident

Price: ca. 8,00 Euro

Publisher: Amigo 2010

www.amigo-spiele.de

EVALUATION

Cardgame
For families
Trade cards, collect cards

Comments:

Simplified version of Bohnanza
More bean fields
No new cards turned up before trading

Compares to:

All other games in the Bohnanza family, games with double use of cards



INFORMATION

PLAYERS
3-6

AGE
10+

TIME
30+

Designer: Keith Meyers

Artist: Patrick Lamontagne

Title ger.: ident

Price: ca. 9,00 Euro

Publisher: Valley Games

www.valleygames.com

EVALUATION

Card discarding game
For families
Enhance or outbid groups of cards

Comments:

Standard mechanisms with clever details - Topic and mechanisms fit well together - Multilingual rules
Very attractive art

Compares to:

Dalmuti, Karrierpoker and others



CHICKEN CHASE

WHEN CHICKEN LEG IT UPHILL!

8+

A pretty hill serves for a chicken race track, stamina for moving is provided by the feeding track equipped with one race card per square. Each player starts the race with two hens and 15 chicks, only the hen race, the race uphill directed by the race cards. The chicks are needed on the feeding track. In turn each player decides on one of three

actions, A, B or C. Action A means three rolls of dice, with 3, 2 and then 1 die, respectively. In each roll you can use the numbers singly or combine them in any way. For each number generated you place a chick on the corresponding square of the feeding track. When you place the 3rd chick in such a square you hand all chicks back to their owners, take the



feeding card and lay out a new one. Then you can play a card from your hand to move a hen. Action B and C are without dice rolls. For action B you may play any number of race cards up to a total value of 8 and move one of your hens uphill, for action C you can play one card for each of your hens and move them both accordingly. If a hen at the end of its move encounters another hen, this hen goes back downhill to the next free spot. A hen may never enter a barred spot and you need not reach the finish with the exact number of steps. If you have no chick left in stock, you can relocate one on the feeding track. You win the game when you have both hens in the finish area at the same time. In contrary to the completely chance-dominated prequel Kiki Ricky in this game the choice of dice combination and the placement of chicken allow some tactics and introduce variety to result in a charming family game.

INFORMATION

PLAYERS
2-4

AGE
8+

TIME
30+

Designer: Michael Feldkötter

Artist: IlluVision, Walter Pepperle

Title ger.: Krawall vorm Stall

Price: ca. 25,00 Euro

Publisher: Ravensburger 2010

www.ravensburger.de

EVALUATION

Race game
For families
Move Hen with cards

Comments:

Attractive sequel to Kiki Ricky
Some tactics due to chick placement and dice combinations
Very pretty family game

Compares to:

Kiki Ricky for the topic,
otherwise all race games
with cards used for movement



CHUGGINGTON

DIE LOKS SIND LOS!



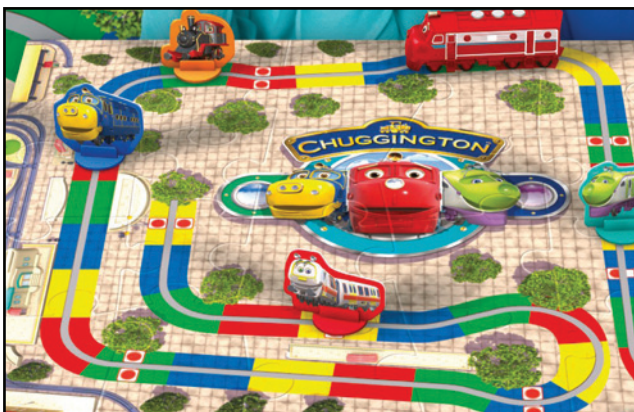
4+

In Chuggington there are only trains! Today there will be a race run and the trainee engines Wilson, Bastian and Koko want to win the race. At first the board is laid out with 24 puzzle parts to form the race track, the wells in the parts form a track for Wilson. He is a battery-driven engine that moves independently and on its own when switched on.

Players choose one of the small cardboard engine figurines and place them into the colored holders. These engines may only start the race when their owners have rolled a green light. Wilson is switched on and begins the race, all players in turn roll the dice. If you roll a green light you may roll again to move your engine and have joined the race. All

players continue to roll the dice in turn: If you roll a color you may place your engine figurine on the next spot on the track with this color. Rolling the green light is a lucky roll, you can accelerate and move your engine figurine in front of the engine currently furthest ahead. The red light, on the other hand, is a bit of an obstacle for Wilson and gives the others a chance to catch up with him. If you roll a red light you put Wilson back on the nearest red light behind him on the track. The first player to reach the colored finish area in the train station with his engine figurine wins the game. And, of course, Wilson can win, too!

This game based on the Chuggington license is especially nice, simple means provide lots of atmosphere and Wilson is a nice idea, fascinating for children. The rules are simple and you can play on your own against Wilson and try to catch him.



INFORMATION

PLAYERS
1-4

AGE
4+

TIME
10+

Designer: not stated

Artist: not stated

Title ger.: ident

Price: ca. 23,00 Euro

Publisher: Schmidt Spiele 2010

www.schmidtspiele.de

EVALUATION

Race game with dice
For children
Roll die, move engine

Comments:

Attractive components
High playing value with simple means
Engine Wilson is a nice gimmick

Compares to:

All race game with dice



CINCO

PLAY 18, MARK 57?!



Cinco is an „old“ new version of the x-in-a-row mechanism. The game was published first in USA in 1958 and republished again several times und different names. Now franjos has re-discovered the game and published as Cinco.

The game comprises 90 number cards with values 1-90 and sets of 35 markers in three different col-

ors. In your turn you either play a card, and place a marker on the spot with this or any higher number, or you draw a card up to the limit of four cards in your hand or you discard all four cards and draw four new cards. You may play a card even if you cannot place a corresponding marker, because no correct spot is available. If you are the first to form

a straight uninterrupted line of 5 markers you win the game.

The rules list a variant: A card that cannot be played anymore because all possible spots are taken can be treated as if was the card of value 1 and you can place a marker on any spot of your choice. If so wanted, you can also play with 6 people, either in two or in three teams.

Of course the game is similar to all versions of row forming games, from 4 IN A ROW to Gomoku, this is also mentioned in the rules. But the number cards change the game principle dramatically, especially the harmless seeming rule of using card x for any value equal to x or higher than x. This introduces a high chance element, planning is nearly impossible, and it takes a while to avoid sticking to the direct link between card value and value of the number spot on the board. Cinco is still simple, good and good fun, no wonder that the game keeps returning.



INFORMATION

PLAYERS
2-4

AGE
8+

TIME
20+

Designer: not stated

Artist: not stated

Title ger.: ident

Price: ca. 25,00 Euro

Publisher: Franjos 2010

www.franjos.de

EVALUATION

Placement game with cards
For families
Use cards to place markers

Comments:

New edition, first edition USA 1958
Very simple and short rules
Very high factor of chance
Rethinking of approach necessary

Compares to:

Just for Fun for using cards to place markers, otherwise all row-forming games



DAS HAUS ANUBIS

ELIXIR OF LIFE

8+

The mystery TV series „Das Haus Anubis“ tells the story of eight adolescents living in the Boarding School Das Haus Anubis. Mysterious and inexplicable things are happening at the school, sinister tales are told. In this edition of the game players must hinder the perfidious caretaker Victor to complete his elixir of life. To do so you must collect

ingredients and win if you are the first to fill your order of ingredients.

House Anubis is set up; each side of the house is assigned to one of four character teams. Each team comprises two figurines; each player leads one team and sits in front of his side of the house. Victor starts in his office; he is always in the game.

Each player can look at the side of the house in front of him and also at the side of the house to his left and to his right. The side opposite to him is out of bounds, he may not look at it and may not move a figurine there.

In your turn you choose and play one of the three action cards in hand and implement the action, and then you draw a card. Instead of this you also may opt for changing your cards. The actions on the cards allow you to move your figurine, to turn around the house, to swap ingredient tiles, choose an action or to move Victor. Turning the house can be a good way to block Victor or other players in using one side of the house, because of course your opponents want to win, too.

This edition again gets across the mysterious flair very well, the series is well implemented. If you like the series you will have fun with the game. AN especially impressive feature of the game is the four-storey house game board.



INFORMATION

PLAYERS
2-4

AGE
8+

TIME
45+

Designer: Artur Tebbe

Artist: not stated

Title ger.: ident

Price: ca. 25,00 Euro

Publisher: Studio100/Jumbo 10

www.studio100.de

EVALUATION

Adventure game
For children
Move figurines, find ingredients

Comments:

Game based on the TV series
Standard mechanisms nicely combining - Fantastic component, board shaped like a four-storey house

Compares to:

Other adventure games on license topics



DER FEUER-SALAMANDER

WHO FINDS THE CRYSTAL?

10+

The Fire Salamander guards the Crystal of Wisdom in the ruin's 84 chambers of different values, players go searching for it in the guise of king, queen, monk or robber.

The Salamander cards show symbols for element, number of 1-3 stones as part of a chamber coordinate system. In your turn you throw the dice sticks, The

symbol stick determines with salamander or stone symbol if you must take a card or relocate your chamber marker. The eye sticks determine the number of steps your figurine may take. If you meet another figurine you can ask its owner for information on one of his cards, on quarter, row or square of the marker location. You ask verbally and



are shown the answer secretly with the help of a card. A figurine in the dungeon is freed by the questions and returns to its starting square. If the info is of use, you can ask for the card, but you must go back to your start square and there ask for the card and lay it out as part of the 3-card combination for quarter, row and square in the ruin, your cards go down first. If you make a mistake you go to the dungeons and keep the cards – their information is now known to all. If you reach or top a pre-set score with your combinations, you win the game.

Der Feuersalamander is still a good deduction game and interesting as a look back to a game that was once an outstanding game and today is average at best. Some lengths are unavoidable due to changing information and the collecting of new combinations. All the same, it is worth some attention, especially because of the marvelous components.

INFORMATION

PLAYERS
2-4

AGE
10+

TIME
60+

Designer: J. + M. Rüttinger

Artist: not stated

Title ger.: ident

Price: ca. 25,00 Euro

Publisher: Noris Spiele 2010

www.noris-spiele.de

EVALUATION

Deduction and dice game
For families
Collect card combinations

Comments:

Part 3 of the „Die Magier“ trilogy
Very beautiful components
Retro-Feeling with very quiet play
Memory and combination skills needed

Compares to:

A game where you collect and deduct information



DESCENT

SEA OF BLOOD

Descent combines elements of a tactical miniature board game in a new way with classic fantasy role playing. One player plays the Overlord, who is not interested in successful heroes. His aim is the failure of the mission and his material gives him overpowering faculties. Up to four heroes can only succeed with astute action and cooperation. There are

variable boards and scenarios; the game flow follows the usual scheme: Enter rooms, turn up tiles, enact events, collect items and fight monsters.

Sea of Blood picks up the Campaign play already introduced in Roads to Legend, but can be played without Roads to Legend. In Campaign Play you can experience an ongoing series of ad-

ventures to get wise of the dark schemes of the Overlord.

The heroes sail along the coast of Torue Albes and explore exotic and unknown islands. There they discover forgotten treasures and are confronted by the ships of the Overlord. The heroes need to be skilled in using canons, in boarding enemy ships and navigation to avoid the sabretoothed sharks in the waters. But not only do the heroes gain strength and experience, the Overlord does so as well.

Three quests offer use of the new features of this expansion, among them gold and silver power dice as well as storage boxes for the respective hero equipment. Sea of Blood is a substantial and generous expansion of the fantasy adventure, the rules nearly reach book format. Experience in that kind of game and a preference for extensive amounts of components are an advantage for having a wonderful game in the Descent universe.



INFORMATION

PLAYERS
2-5

AGE
13+

TIME
240+

Designer: K. Wilson, S. Karkula

Artist: several artists

Title ger.: Schrecken des Blutmeeres

Price: ca. 50,00 Euro

Publisher: Heidelberger 2010

www.hdc-fantasy.de

EVALUATION

Fantasy adventure board game
For experts
Survive adventures

Comments:

Game experience necessary
Create your own scenarios
New heroes, monsters and markers
More quests available as downloads

Compares to:

Heroquest, Dungeons / Dragons, Doom, World of Warcraft



DUDEN

EINFACH KLASSE IN ...

6+

Educational games in the Bring-me-along-size and created in co-operation with Duden, featuring the basic skills of German, Mathematics and English.

Wörter-Wettlauf: Related to the level of difficulty the word, a row of pictures or one picture is visible on the word card. The picture cards are laid out picture up or letter up. You choose one

word card and try to make up the word from the picture tiles. You can control the word by looking at the back of the word card. If you are correct you advance to the next free footprint of this color on the track. When you reach the finish you must lay out one more word correctly to win.

Let's Talk: The athlete cards are laid out, each player starts his

reporter on one of these cards. You look at your card. Then you turn up two picture cards, if one of them fits the athlete card you place it there and move to the next athlete card. If none of the images fit you stay in place. Once in the game you are assisted by Didi Dolmetscher, another player turns up a 3rd picture for you. If you are the first to reach your starting card again, you win.

Zahlen-Rallye: The first player plays an open card, the next now can either play another card on the discard pile and add the values or play an event card and implement the action. When the value of the discard pile is equal to a multiple of 10 or you play an identical card to the stack you can grab the car. The race ends when the value of the discard pile reaches or tops 100. You take the car for this and win the round and earn a victory point. If you are the first to win 4 points you win the game.



INFORMATION

PLAYERS
2-4

AGE
6+

TIME
20+

Designer: several designers

Artist: several artists

Title ger.: ident

Price: ca. 8,00 Euro

Publisher: Kosmos 2010

www.kosmos.de

EVALUATION

Educational games
For children
corresponding to the topic

Comments:

A lot of game and fun in a small box
Interesting mechanisms - Learning and training happens along the way

Compares to:

Other educational games
in the Kosmos Duden series



FAUNA LOGIC

LOGIC CLEAR AS GLASS

1

6+

Logicus is a new series of game from Huch & friends, it is designed to combine simple rules, quick and fun game play and a trainings effect for your mind and to train abilities like concentration, memory or spatial sense. You choose on of the 40 challenge cards, place it into the box lid and secure it with the frame. Each challenge cards shows 5

stations with information on one animal: An image of the animal, his overall length, the length of its tail, its weight and his natural habitat in the wild. These stations must be connected by placing six tiles into the frame, the connection must be a see-through route. All stations must be connected together in ascending order and you cannot double back

on the route or enter a station twice. All tiles must be arranged in the same plane on top of the challenge card. Some of the puzzles have several solutions.

To offer an easy entry into the problem you get hints for the first tasks, you place the tile on the spot according to the hint given. For the correct solution all clear parts of the tiles must be part of the path. A separate booklet shows the or one of the solutions. Of course you may turn the tiles any way you want, but you must always use all 6 tiles. The levels of difficulty are color coded, green for starter, yellow for advanced, blue for expert and red for master.

Fauna logic is a thematic sequel to the hugely successful games Fauna and Fauna junior, even in this logic puzzle you get training as well as information on animals.



INFORMATION

PLAYERS
1

AGE
6+

TIME
10+

Designer: Tzafrir Kazula

Artist: Maas, Jung, Nishitani

Title ger.: ident

Price: ca. 20,00 Euro

Publisher: Huch & friends 2010

www.huchandfriends.de

EVALUATION

Placement puzzle
For families
Place tiles according to task

Comments:

„Sequel“ to Fauna and Fauna junior
4 levels of difficulty
Good training for logic and spatial sense - Easy to carry along

Compares to:

All logic placement puzzles,
e.g. Safari Hide & Seek



GEFÄHRLICHEHRlich

ASSESS, GUESS AND BE SURPRISED!



Players are asked to state their opinions or assessments of fellow players in relation to statements on cards. Each player holds a "without me" card and puts his marker to the start. Players are active player in turn: The active player takes a card in the color of the location of his marker and reads out the text; on bi-colored spots he can choose a color.

There are four different kinds of cards. "But that's you" names a characteristic, e.g. the most romantic, and the other players on command simultaneously point out the player who they believe to be the most romantic one, you may point at yourself. If you do not want to be assessed you play the card "without me". You score and move your marker, of you



got chosen the most often or did point at the one chosen most often. "Decision extreme" asks your opinion of the active player on opposites like loud/quiet and he gives an opinion, too. You score if you vote with the majority. „Top or Flop“ demands proof of creativity from the active player, he is asked to picture himself in a situation, a role, a living being or an item and the other players vote whether he did well or badly. You score if you voted with the majority, the active player scores 2 for Top, each player voting with the majority scores 1 point. The first marker across the finish line wins the game.

This game is a combination of basic well-known mechanisms, but in nice combinations, the scoring is attractive, the questions are interesting and the „without me“ card is a good idea for bashful or sensitive players; all in all a nice addition to the range of personal assessment games.

INFORMATION

PLAYERS
3-8

AGE
16+

TIME
45+

Designer: Bochennek, Holzapfel

Artist: Atelier Pulldo

Title ger.: ident

Price: ca. 20,00 Euro

Publisher: Aktuell Spiele Verlag 10

www.aktuell-spiele-verlag.de

EVALUATION

game of assessment and opinions

With friends

Answer, assess answers

Comments:

Good selection of questions

Standard mechanisms

"Without me" card is a nice detail

Compares to:

Psychometer and other assessment games



HANSA TEUTONICA

EAST EXPANSION

You are a merchant within the Hanse and want to rise your status within the Hanse by founding trade posts in cities or the creation of a connected network or increasing of the your own abilities. In your turn you can place a trader, relocate a trader or dispossess opposing traders. When you are holding all connecting points between two cities you

can establish a trade route and found a trade post, always the lowest free one. Such founding or establishing special routes etc. earns you prestige. Instead of founding a trade post you can improve your abilities.

In the Hansa Teutonica East Expansion The Hanse is expanding to the east. You must make new contacts and establish new con-

nections and take care of water ways and cities outside Hanse. The Card expansion features 9 cards with three city names each, 2 of these names are also listed on other cards. If you have at least one trade post in one of the cities, you earn a prestige point at the end of the game. If you have the most trading posts in all of the three cities this earns you a bonus of 5 prestige points. New features on the board are StadtWaren which offer a choice of two characteristics to develop – yellow and green cities outside of Hanse, where trade posts are only possible with bonus marker – sea trade route between Leipzig and Danzig, demanding one or two wholesale traders. Hansa Teutonica remains a fast and well-flowing game also when using the East expansion, experience in game play can be of an advantage but is not a must-have, the game is easily accessible. You have to make more decisions but they do not complicate the game.



INFORMATION

PLAYERS
2-5

AGE
12+

TIME
90+

Designer: Andreas Steding

Artist: Dennis Lohausen

Title ger.: Die Ost-Erweiterung

Price: ca. 13,00 Euro

Publisher: Argentum Verlag 2010

www.argentum-verlag.de

EVALUATION

Development and position game

With friends

Develop trade posts and routes

Comments:

Expansion

Cannot be used without the basic game - Good components

Experience can be an advantage

Compares to:

Endeavor



HASEN-HOSEN

OR SUN-SON OR BED-BUD
OR ROSE-RUSE



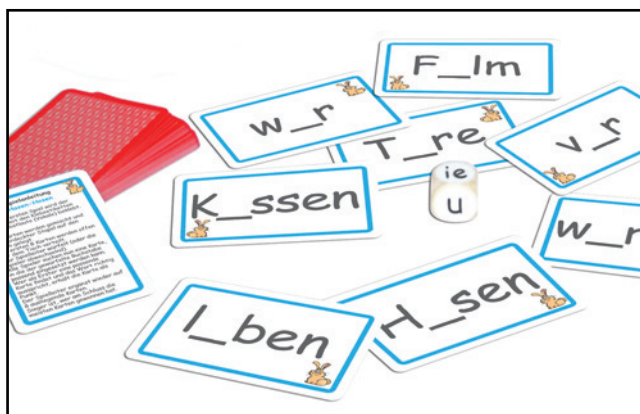
The cards are placed as a face down stack, 8 are laid out face-up on the table. Each card shows a word that has a letter missing. The die shows the vowels a, e, 8, 0 and u as well as ie. The acting game master or players in turn roll the die. All players now simultaneously search the cards in the display for a card where the letter determined by the die can

be used to make up a valid word. If you are the first to find such a card ad to pronounce the word correctly you receive the card, it scores you 1 point. The display is amended to 8 cards by another card drawn from the stack. If you have won most cards at the end of the game you win.

Hasen-Hosen is a quick game; it trains several topics at the same

time – use of vowels, pronunciation, spelling and also the look or appearance of a word. Usually the title of the game makes children laugh, because the realize that many words in German language only differ by one letter and that correct spelling isn't that hard – if you can write bag you can write bug or big or even bog and if you can write mine you know mane. If you want to you can take a second die and place the diphthongs and the mutated vowels on it, ei, au, eu, ö, ä und ü and you will be surprised how much longer the list of words gets, Or you could form sentences with the different words, like "My son enjoys the sun".

Hasen-Hosen is one of those games that teach children the fun that can be gleaned from language and what you can do with language and how it is possible to play with words. The game can also be used for for training basic vocabulary when learning the German language.



INFORMATION

PLAYERS
1-8

AGE
6+

TIME
15+

Designer: Susanne Galonska

Artist: A. Mangold, M. Schlegel

Title ger.: ident

Price: ca. 10,00 Euro

Publisher: IQ-Spiele 2010

www.iq-spiele.de

EVALUATION

Educational game on words
For children
Complement words

Comments:

Very simple rules - Teaches several topics at the same time
Emphasizes change of meaning by changing one letter

Compares to:

Other educational games on words and vowels



KABOOM

SAVE THE PRESIDENT'S MASCOT

Players are the leaders of a field squad of four agents and must defuse the bomb in the building. To do so they must cut the correct wires. If they cannot defuse the bomb they must get their agents out of the building on time.

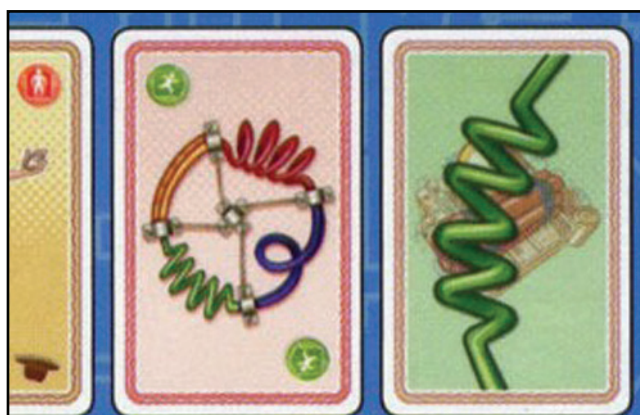
The countdown cards are stacked in decreasing order and face-up, 4 wire cards are set aside

face down – this is the combination you need to achieve to defuse the bomb. A move comprises drawing of action cards, to play an action for each agent from your hand, maybe defuse the bomb and reduce cards on hand to four.

Some actions can only be played on or for agents that are in the building, other cards are only val-

id for agents outside the building. At the start of the game all agents are in the building. Possible actions – among others – are looking at a wire card, cut through a wire – you place the corresponding color card under your agent, taking the agent out of the building. An agent outside can take a card from another player's hand or remove the top countdown card to shorten the time to bomb explosion. When your agents together have acquired 4 cut cards you can try to defuse the bomb with these four cards in the correct colors. This attempt to defuse the bomb ends the game; before you turn up the cards the mascot is handed to the player who has most of his agents outside. If you defuse the bomb, you win, otherwise the player holding the mascot wins the game.

This is a cute little game with same interesting ideas, the victory condition is very witty and coordinating your agents well is of paramount importance.



INFORMATION

PLAYERS
2-5

AGE
8+

TIME
30+

Designer: Guerrieri, Mambrini, Pancrazi

Artist: A. Guerrieri, R. Barletta

Title ger.: ident

Price: ca. 10,00 Euro

Publisher: dV Giochi 2010

www.dvgiochi.com

EVALUATION

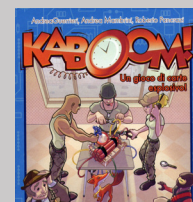
Card game
Für Freunde
Play cards to defuse bomb

Comments:

Winner of the Competition Lucca 2009 - Published with support from Cartamundi - Witty Topic
Only in Italian and English language

Compares to:

First game in this combination of mechanisms



KAHUNA

ISLAND BRIDGES



Two priests of the Kahuna Cult rival for dominance in an island archipelago somewhere in the Southern Seas. The 12 islands on the board are connected by lines. Players receive 25 Kahuna sticks and 20 Kahuna stones each and are dealt 3 out of 24 island cards. Three more cards are displayed face-up. Players alternate their moves. You play any number or

none of your island cards, place the sticks as established by the card(s) played and draw a card from the stack or from the open display. There is a limit for cards on your hand of 5 cards. If you cannot play a card may place one or more cards face down under the discard pile. If you achieve a majority of bridges on an island you dominate the



island and mark this with one of your Kahuna stones. The bridges of your opponent are removed from the island – this can result in loss of majorities on other islands and thus also to the removal of Kahuna stones.

When the draw pile is empty the islands are scored for dominated islands and the majority of Kahuna stones. In scoring 1 and scoring 2 you are awarded 1 and 2 points respectively for the majority of Kahuna stones on the board, in the final scoring you are awarded the difference between your number of stones and the number of your opponent's stones. If you now have the highest score, you win the game.

Even after all those years Kahuna still is one of the more fascinating placement games for majorities offering a lot of tactics – and you should pay special attention to the changing majorities – one removed bridge can result in a beastly chain reaction! One of the highlights in the range of 2-player games!

INFORMATION

PLAYERS
2

AGE
10+

TIME
40

Designer: Günter Cornett

Artist: Claus Stephan

Title ger.: ident

Price: ca. 20,00 Euro

Publisher: Kosmos 2010

www.kosmos.de

EVALUATION

Placement game
With friends
Place bridges for majorities

Comments:

New edition in the Metal box
Originally published as Arabana Ikibiti at Bambusspiele
First Kosmos edition 1999
Rules unchanged

Compares to:

2-player games for majorities



MONOPOLY REVOLUTION

REVOLVING AND REVOLUTIONIZING

8+

A nice play on words and of the game – we now literally revolve around the board and encounter a revolution of the game, the new zones!

This new edition again makes use of the card reader already introduced in Monopoly Banking: Payments, auctions and events are handled using bank

cards and the card reader. But even this has been pepped up – it now plays music and gives off additional sound effects.

The basic rules have remained the same: You roll the dice, move your marker and implement the space you have reached as usual. New are 4 Utilities now instead of 2 to give you more chances for

earning rent and there are now zones on the board. All spaces on the board do now belong to one of four zones – Walking Zone, Cycle Zone, Car Zone or Rocket Zone. In each Zone there is one space called Zone Space. If you land on such a zone space you must either choose a zone or auction the nearest unowned property. If you choose a zone, you then use the card reader to determine an event which must be implemented by all players with their markers in the chosen zone. If you choose auction and all properties are taken, you can force a deal. You can only force a deal if you yourself own a property that does not belong to a complete set. If you have such a property you choose another such property not part of a set and owned by another player and swap the Title Deeds. The other player cannot refuse this deal.

A nicely rounded new version of an old friend, with different flair and also different possibilities for your game play, the zone spaces can be very very useful.



INFORMATION

PLAYERS
2-6

AGE
8+

TIME
45+

Designer: not stated

Artist: not stated

Title ger.: ident

Price: ca. 35,00 Euro

Publisher: Hasbro 2010

www.hasbro.de

EVALUATION

Game of dice and movement
For families
roll, buy, pay rent, earn money

Comments:

Circular board, separated into zones
New Zone spaces and Utilities
Version with Card reader and bank cards - Very nice components

Compares to:

All other versions of Monopoly



MONOPOLY U-BUILD

BUILD YOUR OWN BOARD!

8+

And yet another new version of Monopoly, this time in do-it-yourself variant! You can either choose one of the four given board sequences in four different levels of difficulty or make up your own board as you wish. The board tiles are hexagonal and are simple stuck together in the sequence of your choice. The basic rules of Monopoly do

still apply, with several changes: Bridges and

- as already used in Monopoly City - special building like Bonus buildings or Hazard building or planning permission tiles are added to residential and industrial buildings, the equivalents of houses and hotels. When a bridge is drawn up, it costs you 1M to cross and you put it down.



If the bridge is down and you pass nothing happens. If you end your move on the bridge and it is down, you draw it up. If the bridge is up, you draw an event card and pull the bridge down. The tiles have places where you can set down houses and industrial buildings, the big buildings are attached at the sides. Bonus building protect all neighboring tiles, you cannot build a hazard building there. Houses in a region next to a hazard building lose their value and earn you no rent, but they remain in place. You can relocate hazard buildings, up to a maximum of 2 steps within a turn, and also next to Jail or Go. Players can make deals, but buildings must remain intact within a deal. When one player goes bankrupt, the game ends and the richest player wins.

Definitely a game of monopoly and definitely something new, an interesting re-invention, also of interest for the most hardened fan, as it requires different strategies to win.

INFORMATION

PLAYERS
2-6

AGE
8+

TIME
45+

Designer: not stated

Artist: not stated

Title ger.: ident

Price: ca. 35,00 Euro

Publisher: Hasbro 2010

www.hasbro.de

EVALUATION

Game of dice and movement
For families

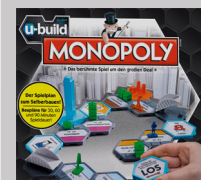
Roll, buy, pay rent, earn money

Comments:

Do-it-yourself board
Board templates in four levels
Rule changes need new strategies

Compares to:

u-build Battleship for the
do-it-yourself system, all
other versions of Monopoly



n-tv DAS BÖRSENSPIEL

BAISSE OR HAUSSE?

Players are brokers and want to earn the most money on the stock exchange with stock from four companies. You start with 500 Euros and 10 speed chips. Each of 10 rounds comprises an order phase and a dividend phase.

To start the order phase all players note down how many shares they want to buy from one com-

pany and how many shares of another company they want to sell, then all secretly choose a speed chip. The speed chips are revealed, the player with the lowest value begins. All orders must be implemented; you can choose the sequence of buying and selling. If you do not have enough money you must take out promissory notes. If you buy

the share price goes up one step for each share you want to buy, you pay the new price. If you sell the share price is reduced accordingly and you get the new price. Should the share price fall to 0 you must give back the shares into the depot without payment. In the dividend round you roll the dividend dice and the dividend markers are relocated accordingly or are turned from rise to fall or vice versa or a bid for take-over happens. In this case each player has one vote per share he holds and must announce how many votes they cast for yes or no. If the bid is accepted, all shares must be sold at the current price. When there is a tie or the bid is rejected and a normal dividend adjustment happens. After 10 rounds all promissory notes must be redeemed with 150 Euros each and then the richest player wins. An attractive simulation of the daily business at the stock exchange, especially via the dividend dice which do not give an amount but instigate the changes.



INFORMATION

PLAYERS
2-4

AGE
10+

TIME
60+

Designer: Simon Haas

Artist: service3

Title ger.: ident

Price: ca. 30,00 Euro

Publisher: Huch & friends 2010

www.huchandfriends.de

EVALUATION

Stock exchange simulation
With friends

Buy and sell shares

Comments:

Attractive components
Includes introduction booklet, „Einführung in die Welt der Börse“
German edition only

Compares to:

All games with stock
exchange topic, e.g. Die
Börse, W&L



PARTY ALARM

18 x FULL ACTIVITY!



Action at your party! Two teams endeavor to complete tasks and spirits are running high! In each color segment of the board three different types of tasks are waiting for the players, the marker for each player moves along the rings on the board. If you are the active player within your team you are given a task depending on the location of your team

marker. Each task gives exact parameters how it must be implemented. Regardless whether you solved the task or not the team marker advances one step in any case. If you did solve the task your marker on the mood indicator moves up by 10%. When the team marker reaches the positions of 30, 60 or 100 %, the team must pass a Fitness



test – another kind of tasks – to enable the marker on the rings to pass into the next segment or the finish.

Altogether there are 18 different categories of tasks where you should create good moods, bundled in threes in color groups, the selection includes writing poems, lip reading, tongue teasers, dexterities, and so on and so on. Each category has its own special features and states necessary, forbidden or possible ways to act. Basically the categories feature standard mechanisms, but the selection of the tasks is creative and imaginative. There are some new elements, for instance the sentences demanding to identical words in series making sense, that are rather challenging!

Funny, cute, rather new and a welcome addition to the range of such games for all people you like that kind of games. Very often you need to solve the task together with your other team members, as in deciphering or the orientation task.

INFORMATION

PLAYERS
4+

AGE
12+

TIME
60+

Designer: Melanie + Tobias Eiger

Artist: D. Lohausen, K. Gall

Title ger.: ident

Price: ca. 20,00 Euro

Publisher: W&L Spielspass

www.spielspass-verlag.de

EVALUATION

Party game
With friends
different mechanisms

Comments:

Standard topic - Standard mechanisms have been varied very nicely and creatively - Language-dependent, German edition only

Compares to:

All other party and creative games with knowledge and dexterity tasks



PIG 10

10 REACHED, CARDS WON!



Pig 10 is a card game on numbers, but not about placing numbers or discarding numbers, you want to collect as many cards as you can manage.

All cards are shuffled and each player receives 3 cards, the rest is stacked as a draw pile. The first player puts a card in the middle of the table and names the value of the card. The next player

places another card on this card and names the new value of the stack, by adding the old value to the value of the new card. Then you draw a card. If you manage to place a card that results in a stack value of exactly 10, you call out "Pig 10" and receive the stack which you put on the table. But if you overshoot and the value is higher than 10, your

right-hand neighbor receives the stack. All cards you win are stacked in front of you. If you play the mermaid card of value 5 you can decide whether to deduct 5 from the stack value or add 5 to it. If you can or must play the same card that is on top of the stack you can add the value of the card or change the stack value to the value of this card. If you play a frog card to the stack you reduce the value of the stack to zero. When the draw pile has been used up play goes on until all players have run out of cards. Now you win the game if you did win most cards.

A well-known mechanism – place cards, reach a limit value, something happens – has here been realized with nice details and very cute illustrations to yield a fast little game, very convenient for a filler, good for families with children who can count up to 10 and even for use in school as you can play very nicely in larger groups.



INFORMATION

PLAYERS
2-8

AGE
6+

TIME
15+

Designer: Ayelet Pnueli

Artist: Claudia Stöckl

Title ger.: ident

Price: ca. 10,00 Euro

Publisher: Zoch 2010

www.zoch-verlag.com

EVALUATION

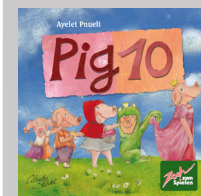
Cardgame with numbers
For families
Place cards to reach 10

Comments:

Nice illustrations
Standard mechanism nicely varied
Can be used in school

Compares to:

Other card collecting games with number limit



PIRATE VERSUS PIRATE

**GOLD, SILVER
OR DEFEATED PIRATES**



Pirates versus pirates for silver or gold! Each player controls a gang of pirates on the hunt for treasures – if you own 2 of 3 silver coins or the only gold coin or has eliminated all opposing pirates you win the game.

Each player starts with a boat and his four pirates on a triangular board, depending on the number of players the treasure

is either situated in the middle of the board or in the third free corner, the pirates always start in corners of the board.

In your turn you roll the dice, add the points and move one of your pirates. A pirate can always only move over edges into an adjacent triangle and only moves across empty spaces. He may enter a triangle only once in a

move and if he cannot move the complete number of steps he may not move at all. If you encounter silver or gold coins you must take them with you, you can only carry one coin at a time. To place a coin into the boat you must reach the boat with the exact number of steps. If you encounter opposing pirates you attack them. To attack a pirate you simply move onto his location with the last step in your move. An attacked pirate goes out of the game. If he did carry a coin with him you take the coin, if possible. You can also leave a coin en route, but not for the purpose of attacking. In a more tactical variant of the game you may not attack from "behind", the pirates must be placed and oriented exactly at the end of a move.

Pirate versus Pirate is a nice family game, a bit unusual due to the board. If you keep an eye on the distances of pirates you can use one roll to eliminate a pirate and to get his coin at the same time!



INFORMATION

PLAYERS
2-3

AGE
8+

TIME
30+

Designer: Max Winter Osterhaus

Artist: J. Kovalic, C. Quinn-Kinney

Title ger.: ident

Price: ca. 25,00 Euro

Publisher: Out of the Box 2010

www.otb-games.com

EVALUATION

Placement game with dice
For families
Move pirate, collect coin

Comments:

Standard topic - Very good for three players - Three possible victory conditions - Tactical version with orientation of the pirates

Compares to:

All placement games with dice-controlled movement



PLATEAU X

CLIMB STEP BY STEP



You want to climb the ever-changing board using ever-changing paths and at the end be the one with his marker in a position higher than those of the other markers. The game comprises 49 tiles, 8 of them in the shape on 1 square, 4 tiles are made up from 2 squares and 37 tiles are made up from 3 squares, arranged as a chevron.

The basic rule is, that the surface of such a tile is a surface higher than the board itself. When a tile is placed on the board, markers can be placed on it. One or more connected tiles in one level are a plateau. A tile is connected if it borders another other tile with one complete edge. Four players use the big board with 40 squares, each player has one

marker, 1 2-tile and 2 1-tiles. You either place on of your tiles or one of the chevrons from the general stock. Or you move your own marker or enter the marker onto the board. If squares are covered by a tile, the must be on the same plane, and one tile may not cover another identical tile to be flush with it. The marker is placed onto an empty square, it cannot start on a tile and can move any distance. One step of the marker is a step to the next square or one level lower or one level higher, a marker cannot enter a plateau where another marker already is present. Two tiles on a plateau that has been formed by connecting two separate plateaus are allowed.

Ever-changing possibilities and ever-changing paths, you must watch events on the board carefully and keep an eye on the plateaus to climb higher and stay on top of the others! A challengingly different game!



INFORMATION

PLAYERS
2-4

AGE
10+

TIME
45+

Designer: Hendrik Simon

Artist: C. Stephan, J. van Straelen

Title ger.: ident

Price: ca. 30,00 Euro

Publisher: Winning Moves 2010

www.winning-moves.de

EVALUATION

Placement game
With friends
Place tiles, advance marker

Comments:

Very strategic for two, some chance mixed in in a four-player game
Interesting rules - Keeping an eye on changes is necessary

Compares to:

Die Aufsteiger and other games demanding highest position of a marker to win



R VS. R : R

REGALITY VS. RELIGION: REVOLUTION



Secular against clerical powers leads to Revolution – this is the subtitle of this card placement game, each of the two players wants to take over control of the state. On a territory of 9 squares you alternate in placing personages. When 5 or more positions are taken by one faction, this faction has won the game. All characters in the game have abilities

to control opponents, to influence them and win them over to the other side or to eliminate them using intrigue or magical powers. Neutral personages have very specific and very powerful abilities.

One player receives 7 cards for Royal powers in red, the other 7 cards for Religious Powers in blue, these cards have identi-



cal abilities. Both players lay out these cards open-faced, their abilities are known and public. From the remaining card the Citizen is removed, the rest is shuffled and 5 cards are laid out openly, this is the neutral zone. The remaining neutral cards are set aside; they are not used in the game. The starting player receives the citizen, whom he places first. Then the other player places a neutral card or one of his citizen, this can already influence the other card, Players continue to alternate, the game ends when the board is full and all repercussions have been dealt with. If after that you have most allies- cards that face your direction – you win.

The rules name variants for the number of neutral cards used in the game and how to allocate them and how to use them. Despite interactions of the cards being manifold and complex, somehow it reminds of Tic Tac Toe – where am I placed, how do I secure my position?

INFORMATION

PLAYERS
2

AGE
10+

TIME
30+

Designer: S. Kanai, H. Kisaragi

Artist: Noburu Sugiura

Title ger.: ident

Price: ca. 12,00 Euro

Publisher: One Draw/Japon Brand 10

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

EVALUATION

Card placement game
With friends
Place cards on the boards

Comments:

Standard conflict topic
Only rules in Japanese and English
Big selection of cards
A little bit reminiscent of Tic Tac Toe

Compares to:

Tic Tac Toe and other
placement games with
interaction



SHADOWRUN

STRASSENMAGIE
UND RUNNER KOMPENDIUM



Shadowrun is a role playing system in a not-very-far-away-future setting, telling the story of humans meeting machines and magic. Dragons are COEs of mega corporations and motorized trolls patrol the highways. Shadow runners operate outside the law and take care of the dirty work. A bleak story in a cheerless world, incredibly detailed and

rich in satirical undertones!

Shadowrun Straßenmagie

Street Magic is a supplementary source book on magic for the fourth edition of Shadowrun, with all background information on the magical phenomena in the Sixth world. The book describes effects and impacts and contains supplementary rules for magical traditions and groups, to

initiation and Mega Magic as well as for enchanting. There are lists of all available spells, adept powers and patron saints, presenting all kinds of new developments. Digital Grimoire makes its first appearance with new traditions, groups and magical dangers.

Shadowrun

Runner Kompendium

Life in the shadows is dangerous. This compendium offers new options with new advantages, and extended rules on contacts and life styles, supplemented with practical tips concerning work, travel, smuggling and other operations in the surveillance society. Player now can choose meta-variants, changelings and Infected ones. Non-human characters like Free Spirits, shape shifters and a new generation of Artificial Intelligent Beings are also presented.

A perennially fascination world full of dense atmosphere and an astonishing amount of painstakingly depicted details – this compendium is one of the gateways into the world of Shadowrun.

INFORMATION

PLAYERS
2-8

AGE
14+

TIME
var

Designer: several designers

Artist: several artists

Title ger.: ident

Price: ca. 30,00 Euro

Publisher: Pegasus Spiele 2009

www.pegasus.de

EVALUATION

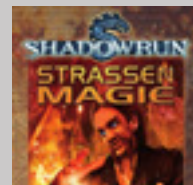
Source book
With friends
Master tasks and adventures

Comments:

Source Book
For players and game masters
Needs other Shadowrun material for playing

Compares to:

Source books on other role
playing systems and other
Shadowrun source books



SOS WILDWASSER

JOSTLING FOR THE BEST PLACES
IN THE BOAT

5↑

The animals go on a rafting trip and all want a seat in the boat to be on the first trip, so you must get them onto the boat fast without dislodging animals already in there. Three animal discs are placed next to the boat. In your turn you choose one of those animals and place or slide it onto the boat. Animals on the boat and the boat itself may not

be steadied or held and animals of the same kind must touch each other. You may pass a turn. If you succeed in placing the animal of your choice, you receive a corresponding animal chip. If one or more animals drop off the boat you must take all of them. At the end of your turn you place a new animal next to the boat. When



all have passed or there is no animal left next to the boat, the round ends and the player who had to take the most animals must discard one animal chip. All other animal chips in front of the players are turned over, you may not look at them again. Then you play two more identical rounds. After three rounds each player turns up his animal chips and sorts them into pairs. Single chips are not scored, the player who owns the most pairs wins the game.

Anice and only seemingly simple game with a lot of demands on memory and tactical thinking for the target age group – do I take an animal already there and so reduce the possibility for others to get this animal or do I go for an animal that I already have to get a second chip? How do I place the animal? Do I let one drop and thus get rid of a single chip? Loads of interesting possibilities result in a fantastic family game, too!

INFORMATION

PLAYERS
2-4

AGE
5+

TIME
20+

Designer: Christoph Behre

Artist: Oliver Freudenreich

Title ger.: S.O.S. Wildwasser

Price: ca. 15,00 Euro

Publisher: Haba 2010

www.haba.de

EVALUATION

Dexterity and balance game
For children
Place animals without dropping

Comments:

Nice topic
Planning and memory necessary
Some tactics are possible
Also a good family game

Compares to:

Kipp Kipp Ahoi, Kapitän
Wackelpudding and other
balance games



SPOOKY STAIRS

THE CARD GAME

5↑

Children are tiptoeing through the ruins, and the old ghost has played a trick on them and turned them into temporary ghosts, too. Where are the children? Four children cards are placed ghost side up next to the spot of their color on the round board, the white positions is empty at the start of the game. You turn up a card from the stack,

place it onto the discard pile and act according to the card: If you did turn up a child you try to find the child of this color and turn up one of the cards at the board – if you did find the child, you receive the discard pile and the child is turned over again. If you turn up a switch card you switch two of the children at the board without looking at them. If you

turn up a slide card you move any child to the white position at the board, again without looking at it. If the "guess" card appears you may guess at the color of the child in the white position at the board, if there is a child card currently in this spot. If you guess correctly you receive the discard pile. When the spot is empty or if your guess is wrong, your move simply ends. When both decks have been used up the player with most cards wins.

The rules offer a "risk" version for children ages 6 and up: If you turn up the guess card, you can either pass or take a risk. To take a risk you choose one of the cards at the board and ask a fellow player which child is hiding beneath. If the other player answers wrongly you get the stack yourself, for a correct answer the other player gets the stack. In this attractive and handy version of the board game fun and atmosphere have been 100% transferred.



INFORMATION

PLAYERS
2-4

AGE
5+

TIME
20+

Designer: Jacques Zeimet

Artist: Rolf Vogt

Title ger.: Geisterstiege Das Kartenspiel

Price: ca. 10,00 Euro

Publisher: Drei Magier/Schmidt 10

www.dreimagier.de

EVALUATION

Card memory game
For children
Memorize cards

Comments:

Game mechanisms as well as fun and flair nicely transferred from the board game - Handy miniature edition
Simple rules, can be played alone

Compares to:

Spooky Stairs the Board
Game, other memory
games



SPOT!

CHECKING FOR SPOTS

7+

The cards in this game all show either three concentric circles or three concentric squares in different colors and sizes. These are either situated in the middle of the card or to one side of the card. A SPOT is formed when you can combine exactly 3 cards to form a motive in one color. Players try to find as many spots as possible to collect the majority

of the cards.

You shift all 65 cards and distribute them evenly among the players, who must stack them face-down. When cards are left over, they are stacked for a face-down discard pile outside the game. All players turn up the top card of their stack on command and place them as a joint display in the middle of the table.



All players now simultaneously look for a spot. For instance, take centrally located circles – you need to find three cards where the yellow circle is at the outside on one card, is the middle circle on a second card and forms the middle of the circle on the third card. If you find a spot you call “Spot”, show the cards making up the spot and take two of them for victory points. You are now prohibited to call SPOT in this round. If you make a mistake you must discard one victory point. If you cannot make up the spot because some cards were just removed for another spot, you do not incur a penalty. If you use a distortion card, a spot consists of 4 cards, the arrangement of the motives is of no importance. Younger players do not use distortion cards and only need to cards to make up a spot. A seemingly simple game with a simple mechanism, some players master this immediately, others not at all!

INFORMATION

PLAYERS
2-6AGE
5+TIME
20+

Designer: Jörg Domberger

Artist: D. Lohausen, M. Lob

Title ger.: ident

Price: ca. 9,00 Euro

Publisher: Adlung Spiele 2010

www.adlung-spiele.de

EVALUATION

Card game
For families
Find sets of cards

Comments:

Abstract topic
Good training for observation and shape discerning
Minimal package

Compares to:

Set and other set-forming games with cards



TICKET TO RIDE

ALVIN & DEXTER MONSTER EXPANSION

8+

Alvin & Dexter is the monster expansion for Ticket to Ride for use with all editions of the game. It contains two figurines and cards for each monster and one bonus card each for Alvin the Alien and Dexter the Dinosaur.

After the basic setting up of the game the player who will play last in a round places Alvin into

any city of his choice, then the player on his right places Dexter in any city. Each destination with Alvin or Dexter is a chaos destination and you cannot use tracks that start or end there. Any time in your turn you can play one or two additional engine cards from your hand to draw a monster card from the

stack and move this monster. If you play one engine card you move it up to three cities away from its current location, for two engine cards you can move it up to six cities away. The card is laid out face-up and only turned over at the end of your next turn. A monster cannot be moved while a card for it is laying out face-up with any player. You also cannot move both monsters in one turn. When the monster cards are turned over you keep secret how many of them you already own. At the end of the game a destination card with a chaos destination is worth only half, rounded down, also when it is not finished. If you hold most of the Alvin- or Dexter card you score the Alvin or Dexter bonus. This is a well-made mischievous expansion which forces you to plan ahead. You cannot ignore them, but should try to use them to your best advantage so that you do not have to defend yourself against them. But remember! It is not obligatory to move them.



INFORMATION

PLAYERS
2-5AGE
8+TIME
45+

Designer: Alan R. Moon

Artist: Julien Delval

Title ger.: Zug um Zug Expansion

Price: ca. 19,00 Euro

Publisher: Days of Wonder 2011

www.daysof wonder.com

EVALUATION

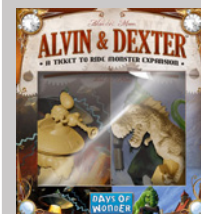
Placement game / railway topic
For families
Play engines, move monster

Comments:

Expansions for all editions of Ticket to Ride - Only usable with such an edition - Needs new tactical approach
Allows some mischief

Compares to:

First such expansion for Ticket to Ride



TIME NO TIME

BEAT THE TIMER! TALK AND MOVE FAST!



The title gives the flow of the game, fast, fast, fast, time! No Time! A game against time! You must master short task as fast as possible before the final alarm sounds. If it is your turn when this alarm sounds, you must take a penalty flash, and if you have to take three of those penalty flashes you have lost!

The first player presses the but-

ton, draws an action card, shows it to the others and implements it as fast as possible. Then he hands on the card holder. Only when the card holder has been handed on to the next player and is not touched any longer by the first player his move ends. Task cards demand body movements, dexterity, sounds, noises, spelling or touch something of

a certain color in the room. Besides these task cards there are penalty cards in the game: Penalty Switch moves all players one chair to the right, so they must take over also the penalty flashes of their neighbors. Unlucky Three makes you draw and implement three cards one after the other before you can hand on the card holder. Flash Penalty simply deals you a penalty flash, straight and without consideration – round finished, action finished, hand on card holder.

You should provide enough room around the table and elbow room at the table, the game can get hectic and turbulent, glasses and chips are unnecessary obstacles, neighbors should be warned. And don't be fooled by the false alarm, only the final alarm is the real one!

Time no time provides a funny version of the timer-directed game. Speed superseeds beauty, if only the task is finish before the alarm sounds!



INFORMATION

PLAYERS
2-8

AGE
8+

TIME
45+

Designer: Roberto Fraga

Artist: not stated

Title ger.: ident

Price: ca. 25,00 Euro

Publisher: Goliath 2010

www.goliathgames.de

EVALUATION

Party game
With friends
Solve different tasks fast

Comments:

Standard basic mechanism
Attractive version with actions instead of words

Compares to:

Tick Tack Bumm for basic mechanisms, all other party games



TOHUWABOHU

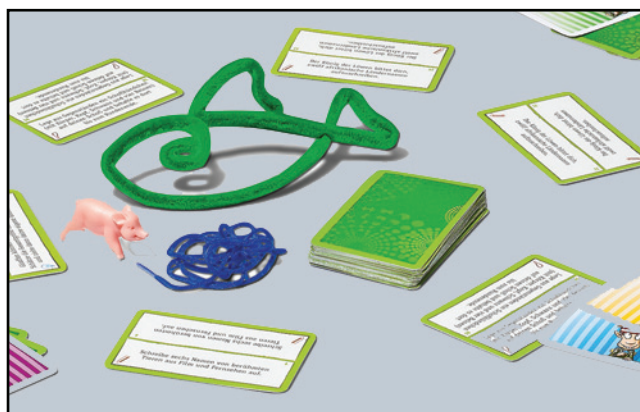
EINFACH TIERISCH!



Tohuwabohu Einfach tierisch! is part of a new series of party games, all under the heading Tohuwabohu and compatible and combinable with each other, each edition has a special topic. In this edition the topic of all tasks is animals, e.g. „write down 6 animals without A or I“ or „lay out a butterfly from at least 4 items of different colors“.

At the start of the game you collect 2-3 items per player from all over the house. Then you turn up cards equal to the number of players + 2. All players look at the cards simultaneously and if they like a task they begin to implement it. If you have completed a task you place one of your 3 color cards next to it and can start on a new task. There are

special rules, e.g. for using items – whether you can keep them to end of the round or must hand them back. Assessing task may deviate for a margin of + 5%, and of course you may not hinder or disturb other players in implementing their tasks. When a minimum of one color card is next to each task the round ends. Solutions are checked, if you were successful you receive the task card. When several players have completed the task, the solution of the player lowest in the stack is checked. Only if he was not successful are the solutions of others checked. After 6 rounds the player with most cards wins. The name of the game is its description, with the right mixture of tasks it can get turbulent, when one player on all four rounds the table grunting and barking and another one plays wasp poking everyone with his finger ... At least deciding successful completion is easy in those cases ...



INFORMATION

PLAYERS
2-6+

AGE
12+

TIME
60+

Designer: Laufriedo Steinstätter

Artist: Nora Nowatzyk

Title ger.: ident

Price: ca. 13,00 Euro

Publisher: Ravensburger 2011

www.ravensburger.de

EVALUATION

Party game
With friends
Solve tasks simultaneously

Comments:

Funny because of restricted topics
All play at the same time
Needs space, can get noisy
Can be played in teams

Compares to:

Was n' das? and Was gibt es Neues? for using household items to portray things, otherwise all creative communication games



TRAVEL BLOG

EUROPA AND USA

8+

Travel Blog is a fast game on the topic of travelling. Players are travel bloggers reporting on new holiday destinations. The actual game is about traveling expenses, which you spend when crossing borders. You choose a map and should take note of which countries do have an overseas connection for the purpose of the game. Aim of the

game is to choose a destination country faster than your opponents. Seven destinations and a starting country are laid out, and you need to choose one of the destinations quickly, with the purpose of reaching it with as few border crossings as possible. How many borders do you cross when you travel from France to Russia? Are there more or less



than in a journey from Norway to Turkey? You pay 10 Euros for each crossed border, pay a penalty if you choose a country adjacent to the starting country and can avoid choosing a country when you decide to pay a lump sum of 40 Euros for the round. If your marker ends up on top of another because of several players making the same choice you pay a penalty, too. Depending on the current round of the game you must choose starting and / or destination countries from different displays. You must place your marker using one hand only and cannot retract your decision. Lacking knowledge in geography can be balanced by intuition and quick decisions. The facts given to more than a 100 countries are a bonus and not part of the actual game. Travel Blog is an unusual game, which is fun all the same, despite some irritation when you forget that England and Iceland are adjacent in this game, but Ireland and England are not!

INFORMATION

PLAYERS
2-6

AGE
8+

TIME
30+

Designer: Vlaada Chvatil

Artist: several artists

Title ger.: Grenzenlos

Price: ca. 20,00 Euro

Publisher: Heidelberger 2010

www.heidelbaer.de

EVALUATION

Game of geography and travel
For families
Route crossing fewest borders

Comments:

Unusual mechanism
Errors are part of the game
A detour can sometimes be profitable

Compares to:

First game of this kind



TURBO TEAM

DON'T STEP INTO THE DOO-DOO!

5+

The legendary Turbo-Team Tournament is about to begin, the most funny race in the animal kingdom, and where frogs do sit-ups and marathon camels stagger about, there are doo-dos, and you must take care not to tread into one of them because that will slow you down. Each player receives his own race track and chooses his team; all

four animals of a kind are placed at the start. In your turn you may roll the dice 1, 2 or 3 times, per color rolled you move the corresponding animal one step forward. For the first roll you take the white die: If the result is a color dot or the trophy you place the die on the spot on the board. If you roll a doo-doo you must stop and place the doo-doo in



front on one of your animals, this animal is blocked. If you can go on rolling and want to do so you roll the two brown dice. If you roll doo-doo and trophy at the same time, they cancel each other out and are set aside, otherwise the rules for the white die apply. This also goes for the three grey dice if you dare to roll them. When all possible dice are placed on the board and there was no break-off due to a doo-doo, you may move the corresponding animal one step for each color dot on the dice. For a trophy you can either move any animal 2 steps or remove the doo-doo if it is on your board. If you are the first to race your animals over the finish line you win.

Turbo Team provides a very nice version of the „if I could only stop“ mechanism, if you play for safety only you will not win. You need to dare taking calculated risk, but with 2 trophies and 1 red dot from rolls 1 and 2 I would not roll the grey dice!

INFORMATION

PLAYERS
2-4

AGE
5+

TIME
10+

Designer: B. Lach, U. Rapp

Artist: Gabriele Silveira

Title ger.: ident

Price: ca. 10,00 Euro

Publisher: Haba 2010

www.haba.de

EVALUATION

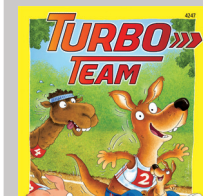
Race game with dice
For children
Roll dice, move animals

Comments:

Standard topic
Very nicely executed topic
Simple rules with Can't stop mechanism - Some risk necessary

Compares to:

All race game with dice, and dice game with multiple rolls on your own risk



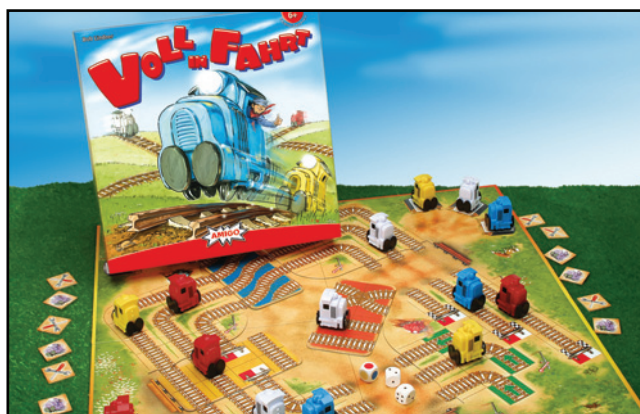
VOLL IN FAHRT

WHICH ENGINE WILL BE CHAMPION?

6+

The engines are shunting for the title of World Shunting Champion! Each player leads a team of four engines and must get three to the finish, that is be the first to have three engines in the barn. This is not as easy as it sounds because three shunting bridges change their positions between track sections and open and close ever changing tracks and

so also change the possibilities to cross track sections. In your turn you roll all dice – first you move the shunting bridge according to the color rolled. Engines on the bridge are moved with the bridge, and if necessary, afterwards turned back into their original direction. The number of dots on the other dice determines the distance an



engine must move. Each track segment is a movement point. If the track is blocked by an engine you must stop your engine and move the other engine the rest of the way. This can lead to chain reactions: you always move the first engine in line until all dice points are used. When an engine ends up on bumper or in the shingles it must go back to the start. If you move your third engine into the barn you win. If you want to try a more tactical game you can try the version with the repair tiles. If you have an accident on bumper or shingles and must take the engine back you receive a repair tile. Instead of rolling the color die you can choose a shunting bridge and give back a repair tile. Voll in Fahrt is fun! You get used to the changes evoked by the shunting bridges fast and if you make clever use of chain reactions you may be able to move more than one of your engines in one turn.

INFORMATION

PLAYERS
2-4

AGE
6+

TIME
45+

Designer: Bob Lindner

Artist: Alexander Jung

Title ger.: ident

Price: ca. 23,00 Euro

Publisher: Amigo 2010

www.amigo-spiele.de

EVALUATION

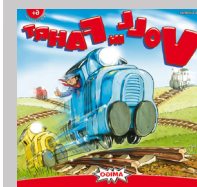
Shunting game
For families
Move and shunt engines

Comments:

Attractive components
Very good family game
Tactical variant included
Trains spatial thinking

Compares to:

All other shunting games,
e.g. Freight Train or Rush
Hour



WACKY WACKY WEST

WHEELING AND DEELING FOR outhouses

9+

Citizen of Schilda and their stupidities are everywhere, even south of Nowhere. At a crossing of the Mayfair & Rossdorf lines with the Turvy Trunk Line! That's where you can find Rossdorf and that's where they found a spring of wacky water that all want to acquire. But unfortunately they also forgot to build some tracks, some roads and a

river bed. You need to build all this things and at the same time defend some special buildings from being torn down. The kind of building you want to defend is determined secretly at the start of the game. There are five buildings of each kind on the board. The nearer to the center of town a building is located the more points you score if you can save



it from being built over.

You receive a number of tiles and in each turn you can place one. A new tile can only be placed on free areas and must be placed adjacent to a spot with a worker on it and adjacent to a tile of the same kind. After placing the tile you relocate the worker to this tile. If a building is totally covered it is considered to be torn down. But mind the outhouses! You can only tear those down if you win the voting. If nobody can place another tile the game ends and all players add the points for their remaining buildings. If you the highest score you win the game. 20 years old, game of the Year 1991, and still as good as if it won the price yesterday – Klaus Teuber is a genius for perennial favorites. It's simply fun to cover buildings you do not want to save as destructively as possible and to vote against tearing down an outhouse because that so nicely blocks an opponent. But he has a vote, too!

INFORMATION

PLAYERS
2-4

AGE
10+

TIME
45+

Designer: Klaus Teuber

Artist: Christ McCloughlin

Title ger.: Drunter & Drüber

Price: ca. 30,00 Euro

Publisher: Mayfair 2010

www.mayfairgames.com

EVALUATION

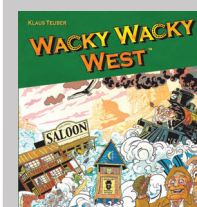
Bluff and placement game
For families
Build over others' buildings

Comments:

New edition of Drunter & Drüber
German Game of the Year 1991
Topic changed to a Wild West one
Still one of the best bluff games ever

Compares to:

Still the only game of that kind



WELT DER WUNDER

DAS GROSSE WISSENSPIEL

10+

The cards in the knowledge game are sorted by color, players receive a marker piece and 3 joker pieces per player or team. In turn all players have an action phase. First, they spin the arrow to determine knowledge or action. The active player tries to solve the task posed to him or answer the question asked by his left neighbor, the acting

game master. If you are successful you advance your marker. If you reach or pass your start/finish line again first, you win the game. The actions cards are sorted into the categories "Learning and Memory", "Invent and Communicate", "Assess and Assign" and "Recognize and Understand".

To solve a knowledge question



you can either answer yourself or ask for assistance. Your assistant is determined with the spinner. When your assistance answers correctly you both move your markers. The tasks posed by action cards cannot be handed on to another player. The cards "Learning and Memory" can show figures or definitions, you must either put together the shape as in Tangram or remember and repeat the definitions. For "Invent and Communicate" you must explain definition by storytelling or pantomime, in "Assess and Assign" an open round is played by all, events must be sorted chronologically to the correct dates, and for "Recognize and Understand" you just solve a task, it could be an optic puzzle.

Welt der Wunder is a beautiful game using standard mechanisms; it is interesting due to the TV series and the attractive mix of questions and tasks, it is a must-have for fans of such games. It works best with players of similar age or interests or families with older children.

INFORMATION

PLAYERS
2-6

AGE
10+

TIME
60+

Designer: Uwe Schirmmacher

Artist: D. Schindler Creations

Title ger.: ident

Price: ca. 35,00 Euro

Publisher: Schmidt Spiele 2010

www.schmidtspiele.de

EVALUATION

Quiz Game
For families
Answer questions, solve tasks

Comments:

Standard mechanisms
Good mix of questions
Interesting due to TV series relation
Best with players of similar age

Compares to:

All other quiz games with mixed tasks and questions



WORTISSIMO

ARE YOU QUICK ENOUGH?

6+

Wortissimo is a very fast letter placement and word forming game for 2 clever minds; each player wants to achieve the highest score within a maximum of 4 minutes. Each player chooses his individual time, up to 4 minutes, and takes all letter cubes of his color. Then in the first phase players alternate to put one cube into the grid, there are vowel

cubes and consonant cubes. You start and stop the timer for each letter, quickly, to save time. A * on a cube is a joker, it can represent any of the letters. When the grid is complete, the remaining time starts to run for both players. They note down any word of 2, 3 and 4 letters that they can find horizontally, vertically or diagonally in a straight line on

their side of the grid, direction of reading can be forward or backwards. Take care! You cannot change direction in your word. If you think that you have found all possible words you stop the timer and receive bonus points for the time that you have left.

For correct words you score 1 point per letter in the word, there are the usual rules for correct words, e.g. no names, and you receive points only once for words with a double meaning, e.g. page. But you can score words in a word like team and tea. If you score the highest total, you win.

Wortissimo is a nice game, the fun is in the placing of the cubes, I cannot use all of mine and must watch carefully what I give to my opponent – if I take the O he gets the E – maybe it's better to place the cube the other way round? Q, X and Y, by the way, have been left out, which makes for a much better and better playable game.



INFORMATION

PLAYERS
2

AGE
6+

TIME
4+

Designer: not stated

Artist: not stated

Title ger.: ident

Price: ca. 19,00 Euro

Publisher: Noris Spiele 2010

www.noris-spiele.de

EVALUATION

Word forming game
For families
Place letters, make up words

Comments:

2 play simultaneously
Bonus for fast play
Without the nasty letters Q, X and Y
Planning necessary when placing cubes

Compares to:

Boggle, Scrabble and other games to form words



BARBIE MEMORY

Publisher: Ravensburger



4↑



The most famous doll in the whole wide world finally appears in her very own game of memory! All fans of the blonde evergreen find 36 images on 72 cards – Barbie the rock star, Barbie the race car driver, Barbie the stewardess, Barbie the sports girl, Barbie the ballet dancer or Barbie the bride. As a special goodie the cards are printed on silver foil. 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 2-8 players, ages 4 and up

DER BLITZGESCHWITTE WÖRTER-DETEKTIV

Publisher: Noris Spiele

Designer: Michael Rüttinger

6↑



Players in this educational game embody detectives, who must overcome many obstacles on a word-rallye. Only if you can distinguish between different types of words you will be able to reach the finish. 110 cards comprise 20 track cards, which are laid out including start and finish, and 90 word cards featuring substantives, adjectives and verbs. You roll the die and move. If you reach an obstacle spot you must draw the bottom card and identify the type of word. If you answer correctly, you may move on. The first player to reach the finish wins.

Educational game for 2-4 players, ages 8 and up

JUNGLE SPEED ERWEITERUNG

Publisher: Asmodee

Designer: Thomas Vuarchex, Pierrick Yakovenko



7↑



80 cards show similar symbols in different colours. You have a stack of face-down cards and players take turns to turn up the top card of the stack. If two identical symbols are visible, both players with the symbol on their stack grab the totem as soon as possible. When a card "all take hold" appears, all players try to get the totem. The player who successfully takes hold of it always places his stack under the totem. If you turn up your last card, you win. If you already know all the tricks and all the cards you can play, this expansion features 80 new cards and new challenges. The expansion can only be used together with the base game.

Reaction game for 2-15 players, ages 7 and up

KNOPF MAU MAU

Publisher: Ravensburger

Designer: Heinz Meister

3↑



The buttons join each other in pairs, either of the same color or the same shape. One white button is used for the bracelet; all others go into the bag. All players in turn draw buttons from the bag until they have five. One button is placed in the middle of the table. In your turn you may discard a button of the same shape or the same color as the middle button. The old button is taken out of the game. If you cannot discard a button you draw one. White Lucky Buttons can be placed anytime. If you are the first to discard all buttons you win the bracelet to wear. If you win it twice you win the game.

Discarding game for 2-4 players, ages 3-6

LUPUS IN TABULA

Publisher: dV Giochi

Designer: Domenico Di Giorgio



8↑



Werewolves have invaded the small village of Tabula. You receive a secret card that assigns you the role of werewolf or human being. Depending on your role you try to eliminate werewolves or turn human beings into werewolves. One player is the game master and directs the players. During the "night phase" all humans close their eyes. The werewolves secretly choose a victim. During the "day phase" players use the special abilities of some characters to find and eliminate the werewolves. Dead victims stay in play as ghosts without speaking. The winner is the faction that manages to defeat the other faction.

A card game for 9-25 players, ages 8 and up

MIT FELIX DURCH DEUTSCHLAND

Publisher: Die Spiegelburg

Designer: Kai Haferkamp

6↑



Felix travels through Germany. He must plan his route carefully, because he wants to visit many sights. You show the card of your destination and its picture on the board and play a kilometer card. Then you measure the distance. If the distance is lower than the kilometers you played, you set the card aside for a victory point. If there are other destinations en route, you can set them aside as well. Another player who has cards for destinations on that route can set them aside, too. When Felix is back in Münster and one player has played all his cards, the player with most cards wins.

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

RATZ FATZ ICH UND DU

Publisher: Haba

Designer: Hajo Bücken



3↑



Based on the mechanism of Ratz Fatz this box holds picture cards and human figurines, topic of the game is: You and I, who am I, what do I like, what not? Who are you, what do you like, what not? 11 stories, poems and riddles name images that should be spotted on the table and quickly grabbed. In play children learn to spot, recognize and understand differences and similarities. According to the age of the target group an adult must direct the game and read or tell the stories. Stand-alone game within the Ratz Fatz series.

Educational game for 1-6 players, ages 3-12

THE SETTLERS OF CATAN SEAFARERS

Publisher: Kosmos

Designer: Klaus Teuber



The Settlers of Catan Seafarers is an expansion for the Game of the Year 1995, offering 16 different scenarios using components from the basic game. At sea roads turn into shipping lanes and ships, and wool and wood are necessary to build ships. Rules for the different scenarios always demand a specific selection of components and provide different victory conditions. This expansion needs the basic game for play; the German edition has also been re-launched with new graphics to celebrate the 15-year jubilee of the basic game. There is also an extension with material for a 5th and 6th player.

Expansion for the game for 3-6 players, ages 10 and up

TOP TRUMPS SPECIALS STAR WARS

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: Specials Star Wars Rise of the Bounty Hunters

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

HUGO KASTNER RECOMMENDS

TWIXT

Strategic classic à la Alex Randolph



Dear Reader! The game „Twixt“ has an incredibly lively history, the game has been published by five companies within the last fifty years, most recently in 1998 in a very attractive edition by the traditional company Kosmos. That it had enough quality to ensure a long live in the gaming community this creation of Alex Randolph already showed at the hour of its birth at the cult publishing house of 3M, especially with friends of the logic head-to-head confrontation. Edi Fülleemann has composed an excellent, well illustrated introduction of 24 pages to the game for the at the moment most recent Kosmos edition, which makes it possible also for the totally uninitiated to explore the depths of Twixt to their full combinatory extent. Still, in this Randolph classic, that even made it to the selection for the very first German Game of the Year Award, nothing much goes without practice and experience. One more reason among many to find your way into the Games Museum at Leopoldsdorf to enjoy dratted, darned, dodgy games of Twixt. Website: www.spielen.at

„Red and White“ are the colors reflected in the light of my lamp in an encounter with the game of Twixt in its Kosmos edition upon which this review is based. The colors are those of the components, pillars and bridges, which are placed by both opponents with aggression and far-sight in distances of a Chess Knight's move into the holes of a square board. Red and white are also the colors of the harmonious cover illustration of the box showing TWIXT in bright colors over a schematic, brooding, player's head. The head is that of Alex Randolph, the ingenious and versatile game designer Alex Randolph. The aim of the game can be explained in one sentence: Build a continuous connection in your own color from one side of the board to the opposite side. But the fiendish difficulties start immediately in the first try to do so. As the connection cannot cross each other and

the Knight's move (one step straight ahead, one step sideways) is hard to visualize over several moves, dead ends and meandering are pre-programmed. But are not exactly those mental quandaries the enticements that provide the lure of the game? How did Chess World Champion Emanuel Lasker express this in his groundbreaking opus „Brettspiele der Völker (Scherl, 1931)?“... it is the leap into the unknown dark that attracts and enchants the mind. As it is not honest to bid on mathematical certainties it goes against a versatile mind to repeat for the 1001st time something that has already been proven, that has already been demonstrated a thousand times, to incorrectly win the reputation of creative thinking! In „Twixt“ you will quickly reach your logical boundaries, far earlier than you will reach the boundaries of the 24x24 board, despite the fact, that, as stated in the five-language rules book, four basic rules and two special rules are sufficient to play. The rest is creative accomplishment. The better you get the more clearly you will comprehend the famous chess motto: The threat is stronger than its implementation!

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



TIP #59

Designer: Alex Randolph

Price: ca. 25,00 Euro

Jahr: 1962 / 1998(Kosmos)

Publisher: 3M Bookshelf Games

www.kosmos.de

PLAYERS

2

AGE

10+

TIME

30+



Strategy/Tactics

Info

Chance

As you can immediately see when looking at the beautiful Kosmos edition with its 24-pages booklet and 40 Twixt problems – chockablock full with strategy tips, example moves and model games – Twixt is a purely strategic-tactical game for two. All the same, Alex Randolph has managed to transfer a certain “ease of thinking” onto to board..

Hugos EXPERTTIP

It is adamant that you play several game back to back, this is the only way to feel your way into the individual and unusual bridge building in this Randolph classic. Do not forget: The “cake” rule avoids the opening advantage of the starting player, that is a deciding fact in so many strategy games. If you play against a much weaker player you should give him the advantage to place the first (or even a second) pillar into the middle of the board (Handicap rule).

Hugos FLASHLIGHT

Twixt is a classic in the art of strategy games. It was published first in 1962 at 3m, a company with cult status today, and enjoyed editions at Avalon Hill, at Schmidt Spiele, at Klee and finally in 1998 at Kosmos, all in new outfits. This long success story without doubt is the best proof for the ingenuity of the German-American optional Venetian Alex Randolph! Unforgotten!

PREVIEW:

MEDINA

Three-dimensional city construction on desert sands

IMPRESSUM

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

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

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

NAVEGADOR

