

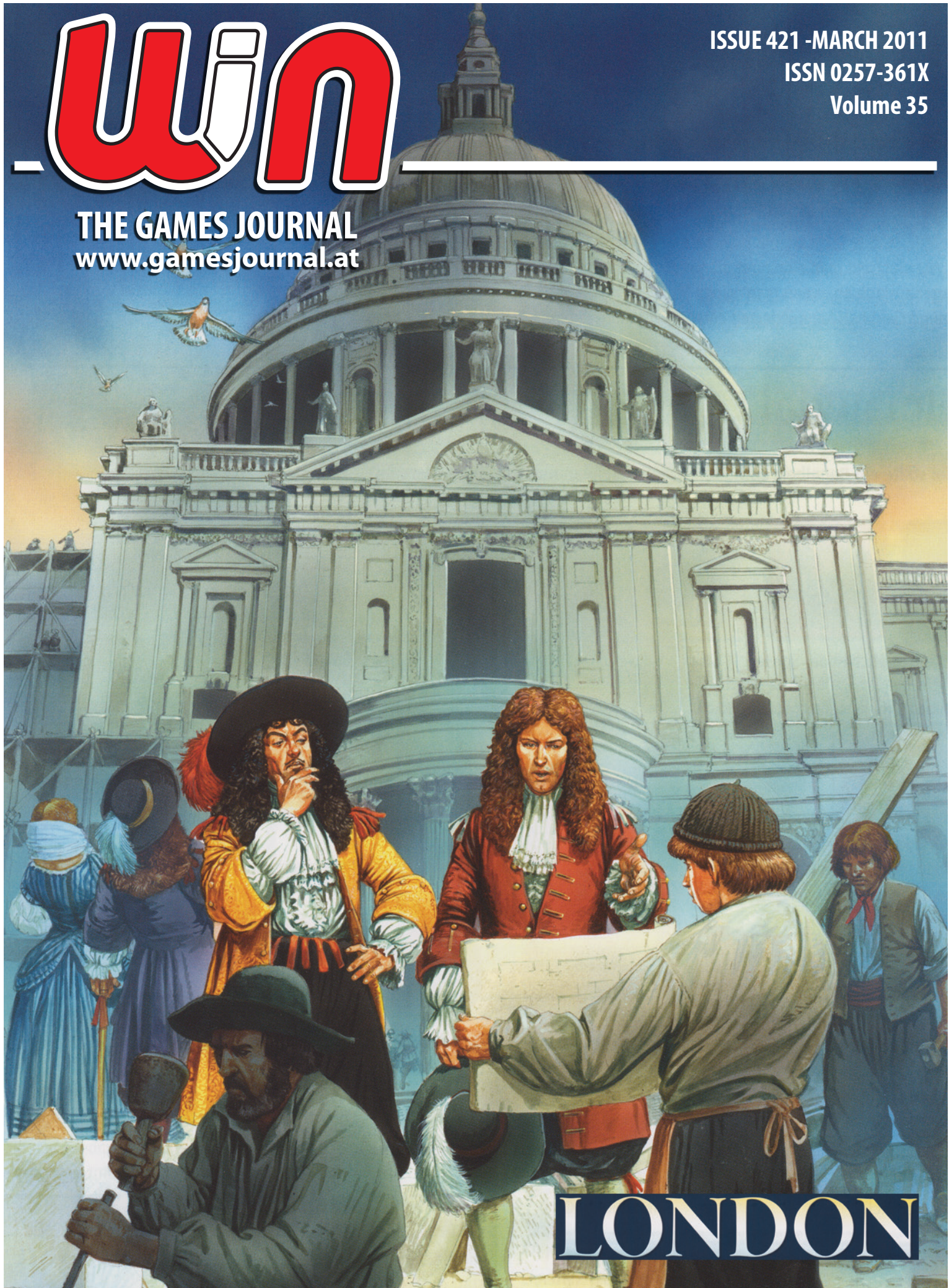
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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

EDITOR-IN-CHIEF DAGMAR DE CASSAN REPORTS FROM CANNES

FESTIVAL DES JEUX 2011

The event for all gamers in France

We had a lovely time last year at Cannes and so again this year we travelled to the south of France to attend the Festival des Jeux at Cannes. It was again a lovely experience presenting us with lots of new games, lots of new publishers and many



many new faces.

A in Essen and Vienna on the eve of the Festival the award winners of this year were presented, the As d'Or was awarded in three different categories: **As d'Or Prix du Jury** was won by **7 Wonders**, by Antoine Bauza at Repos, the **As d'Or** for children's games was awarded to **SOS Octopus** (Krakenalarm) by Oliver Igelhaut, in Franke published by Filosofia, and the main award, the **As d'Or 2011** was won by **Skull & Roses**. This bluffing- and bidding game by Hervé Marly is published by



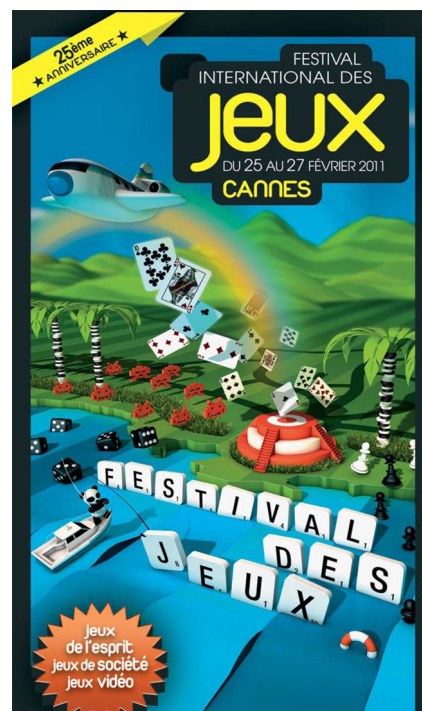
Editions Lui-Même and was presented in Nuremberg by Asmodee. Also nominated for the award were **Cyclades** by Bruno Cathala and Ludovic Maublanc at Editions du Matagot, **Fresco** by Marco Ruskowski and Marcel Süsselbeck at Queen Games,



Quirkle by Susan McKinley Ross at Iello, **Razzo Raketo** by Steffen Bogen at Selecta Spiele, **Troyes** by Sébastien Dujardin, Xavier Georges and Alain Orban at Pearl Games and **Water Lily** by Dominique Ehrhard at GameWorks.

Guest of Honor this year was Richard Garfield, the designer of Magic The Gathering, RoboRally and other well-known games. Iello did present – as in Nuremberg – his latest creation, **King of Tokyo**, and all fans of the game could already acquire two promo cards. This game definitely was the highlight of the festival – all games at the booth were – so we were told – pre-ordered and if your name was not on the list you got now game. We were fortunate to have the chance to talk with Mr. Garfield about his ideas and his games.

Somehow Cannes gives the impression of being Essen in miniature, there was a colorful mix of game publishers, distributors, shops, designer tables and also toy manufacturers like Playmobil, lots of role playing and tabletops and very big area with video and computer games. Among all that we noticed many small publishers showing the same games as in 2010, sometimes in a new edition of better quality or in another version or already produced.

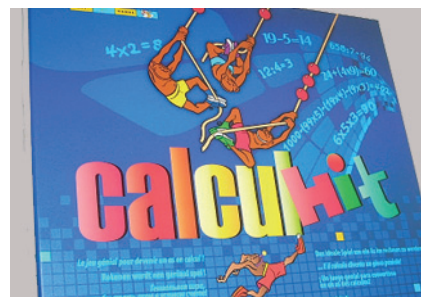


2012, L'Odyssée Familiale is a game that is in different stages of development by the two designers Alexandra Prohaczka and Elodie Piget since 2002, 2-6 players, ages 9 and up are supposed to put together a family of 8 members and so discover the world, cultures and inhabitants of all continents.



Art of Games

Art of Games is a design and production studio for all kinds of games on order, this year they showed **Avalam** and **Calculhit** by Vincent Sellenne, a calculation game for 2-6 players, that can be played on the



PC, too, using the CD Rom that comes with it.



Asmodee

Of special interest for us was – besides the program that is intended also for the German speaking regions and was

presented at Nuremberg – those games that are published by Asmodée France. Especially attractive and eye-catching was **Miss Kipik**, a dexterity game for 2-4 players, you must fish out the little insects from the net without attracting the



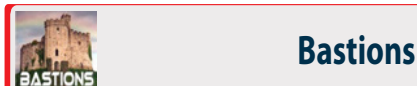
attention of the spider. As a distribution partner for M6 Interaction Asmodée acts for the Game **Geronimo Stilton Le Jeu**, for 2-6 players, ages 7 and up, based on the books and tv-shows. The Club 2% game that is published in Austria by Piatnik and in Germany by Jumbo was a big attraction under the name of **Logikville**. A new edition of the cult game **Evo** by Philippe Keyaerts has been announced!



The eye-catcher at the booth was a large rollup announcing **Korsar** by Reiner Knizia for 2-6 or 8 players, ages 8 and up, a new edition of the game. In cooperation and with and distributed by Blackrock Editions **Fief, le Retour** was announced, a game on the rivalries among small fiefdoms in medieval times, for 3-6 players, ages 13



and up, by Philipp Mouchebeuf, a revised edition of the game that was published by Eurogames and International Team as Fief and by Eurogames as Fief 2. Furthermore, Asynchron will publish the French edition of Angriff 3 Fall Weiß, **Conflict of Heroes Le Prix de l'honneur**.

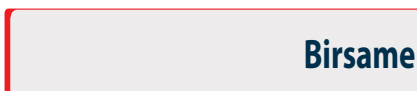


Bastions

A game of strategy and positions with a medieval topic, **Bastions**, was presented by Cyril Billard, for 2-4 players, the set-



up of the playing pieces reminds one of Stratego and Chess, as in Stratego the values of the pieces are secret – you play cards within the range of the red number under the base of the figure, the card value x combat value of the figure (black number under the base of the figure) yields the effective combat value of the piece, the use of a card is paid with a reduction of points on the scale.



Frédéric Chaine showed the 5th version of the prototype for **Birsame!**, a game that is

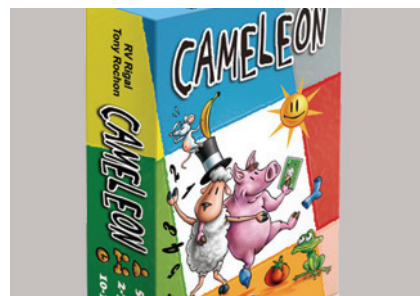


similar to Monopoly as regards to the layout, the game relates to all continents and you were invited to discuss further development of the game with the designer.



Most of the games shown at the booth are published in cooperation with other companies, so – as already announced at Nuremberg – the game called **Kairn** together with Le Scorpion Masque and – a new announcement – **Fief** together with Asynchron Games. The centre of attention at the booth at Cannes was **Garçon de**

Luxe, a re-edition of **Garçon**, already published in 2007, a game on waiters and correct service for 2-10 players, ages 7 and up, by Alain Ollier. **Cameleon** by Hervé



Rigal is a card game for 2-7 players, ages 5 and up, cards are turned up. If you want the top card, you cover it, name three elements and take the card, if you are correct. If you have three cards with the same elements that are shown on your target card you win the round.



A car racing game with cards called **Racing**, was offered by Cesare Mainardi; 2-4 players, ages 10 and up, are the



manager of a racing team and have to grapple with hiring drivers, constructing the card and winning of some races.



Again, as in Cannes and Essen 2010, Emmanuel Arnould showed his bicycle race game **Bisikie** for 1-4 player, ages 5



and up, and **Roadzters** with the same mechanism, both based on the Z-Ball.

Christoffel & Lavachery

The designer team Dominique Christoffel und Vincent Lavachery had announced



four games all in all, visible at their table were only two: **Ha!Ha!Ha!** is a game for 2-4 players, ages 10 and up, stories are told, if you laugh you lose!. **Western Story The Game** is a movement game through the Wild West, 4-8 players, ages 14 and up, play in two teams, you lead a character with special abilities, the star spaces are event spaces, you should use the dice results according to the best possibilities and use them in various ways. The games only announced were **Jet-Set** for 4-12 players, ages 16 and up, on naughty suggestions and **Mutants** for 3-6 players, ages 12 and up, a SciFi game on awful creatures and sneaky opponents.



CielBox Editions

A game with a Wild West topic, by Jean Marc Sarrauste, was the center of the presentation at the booth, **Western**, for



3-10 players, ages 7 and up. Eye-catcher was the round die, otherwise you play cards, attack with cards and defend yourself with cards, maybe with the dancer or a cake.



Clere

Coachazard, le Jeu de Je are two psychological games on questions and answers



on personal development and the living-together as a couple, designed Bernard Sananes, the cards with questions and answers are combined in four stages.



Cocktail Games

In addition to the games that were published last autumn Cocktail games presented three spring novelties: **Chazz** by Loic Lamy, 4-8 players, ages 6 and up, are chats that defend their space using the mechanism of Musical Chairs, you can even conquer two chairs! **L'Atelier des Chefs** by Cyril Blondel is aimed at 2-6 players, ages 8 and up, you assist the



chef and must throw, catch, regard or sort the kitchen implements and must keep an eye on the egg timer. **Dweebies** by Tim Roediger are characters on cards, 2-6 players, ages and 8 up, are supposed to catch them by placing identical cards at both ends of a display. Furthermore, there is a new edition of **Hanabi**, a game by Antoine Bauza for 2-54 players, ages 8 and up, you create flower bouquets or fireworks either in a cooperative or competitive mode.



Comité International des Jeux Mathématiques

Mathisto is a game on the history of mathematics comprising 189 questions for 3-6 players, ages 9 and up, you can



play it in the manner of Happy Families or as a quiz game, each card offers comprehensive information on the mathematician featured.



Contre-Temps

Frédéric Hadrzynski had brought his game **Contre-Temps**, 2-4 players, ages 12



and up are charged with restoring time to order, they must enter the space-time-continuum to sort all inventions into the correct chronological order.



Créateur

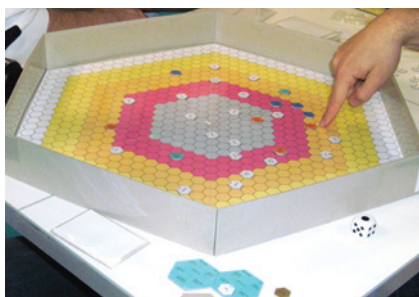
The game on show was a game on the topic of cinema, one of the three games shown at the festival featuring the topic



of film, not really surprising in a city that holds a famous annual film festival. **cinéQUI** by Patrick Cailleau for 2-4 players is a quiz game featuring about 900 films and 400 actors and actresses, four films are named to find three actors.

Créations Antoine Kramer

Antoine Kramer presented three prototypes in the area reserved for designers: **Le Nuit de Chasseurs** for 1-5 players, one



of them is the bad guy and chases humans, the humans must escape, the helicopter saves people. In **Vesuvio** 2-4 players must find volcano stones, the higher you climb the more valuable those stones become. You steal stones from each other; if you reach the top you take a picture and cause the eruption of the volcano. **Gardez la ligne** for 2-6 players is a game on railway strikes, you place picket lines to influence the events.

Créations Guy Jeandel

Beautiful games made from beautiful wood, all abstract puzzles, and among them a new release for 2011: **Coincidix**, a placement puzzle, you must use the dots on the tiles of different shape to cover the dots on the board in the 36 different puzzles, tiles of the same color must not



touch each other.

At the booth we met designer Serge Meier, who reported two new games: **Clowns Party** is published by Winning

Moves. Société Lansay will publish **Pilomino**, a domino variant with discs that are stacked; you need to be the first to get rid of your discs without toppling the stack.



Créateurs Design

Le Bouffon du Roi – Court Jester, a character from books and films and now also



featured in a game of the same name, **Le Bouffon du Roi le Jeu**, for 2-8 players, ages 8 and up, a game in which you must play your cards cleverly and avoid the traps laid out by other players on the board to avoid wearing the fool's cap at the end of the game.



Crise-Crash

Crise-Crash by Franck Moutot and Audrey Cassard was presented in 2010 as a preview and is now produced, 2-6 players, ages 8 and up want to earn as



much money as possible.



Days of Wonder

The French publisher showed – as it did at Nuremberg – the Spring novelty **Cargo Noir** by Serge Laget and, of course, the continuing success **Smallworld** and the quiz game **Fictionnaire**, already announced in late 2010.



didacto.com Didacto

Didacto is a big online-distributor and showed a wide selection of titles from



Haba and Smart.



DJ Games

This booth held a tournament of **GTP Compet'**, which is a version of Katamino, you must fill areas or copy geometrical



shapes. They also offered **Kataboom 3D**, a version of Katamino, in which you are asked to build up into the 3rd dimension, designed for 1-4 players, ages 3 and up, it was a gift for journalists from **Gagne ton Papa**.



Dujardin TF1

As in Nuremberg the company, now part of TF1 presented the card discarding game **Watai** as well as **L'Autoroute** and **Super 1000 Bornes** électronique, an

electronic version of 1000 km.



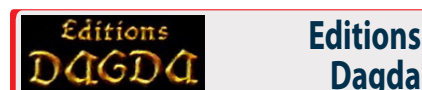
The Spanish/French publisher mainly brings French editions of Fantasy Flight



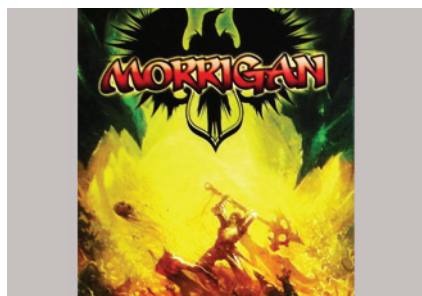
Games, supplemented by games from other companies fitting into the range



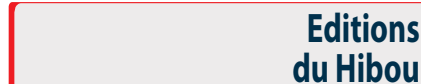
– for instance **Mystérami**, the French edition of Mike Fitzgerald's Mystery Rummy.



On a joint boot with Oscar de Curbans the publisher showed **Morrigan**, a card game for 3-5 players with a topic of a kidnapped



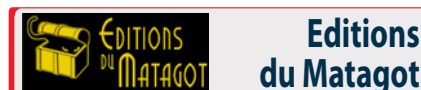
princess whose kidnapper only wants to fight the most courageous hero, heroes have one year to prove themselves worthy.



The narrative word game Carabistouille by Véronique Houbaert and Bernard



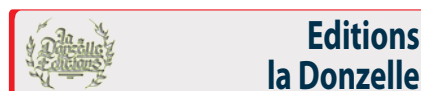
Ralet for 2-6 players, ages 8 and up, is giving a new edition under the name of **Nonsense**, players must tell a story with a given topic and given words.



Again on show where the new releases **Felinia**, **Sun Tzu** and **Agent Double** as already announced at Essen and Nuremberg, accompanied by a new



role playing game, **Te Deum pour un Massacre**, and two expansions for **Dice Town** and **Cyclades**. New is also **Expédition Altiplano V2** by Christian Martinez, two expeditions vie for artifacts in the Cordilleras.



Sporz is presented in an elegant grey-



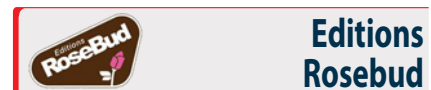
green cylinder-shaped tin, and on closer look it reveals itself as a space variant of the werewolves topic. **Sporz Original Outbreak** by Raphael Donzel for 7-20 players, ages 10 and up, they must identify the aliens in shop. The game was changed in details, there is no open discussion and accusation but secret voting with the possibility to abstain.



At this booth, of course, the center of attention was the winner of the As d'Or, **Skull & Roses** by Hervé Marly, a bluff game on cards placed and cards to turn



up. This was supplemented by a lovely book from Philippe des Pallières, a birth day edition on the occasion of 10 years of Lui-même, **Joyeux Anniversaire!**, 10 games for do-it-yourself cut-and paste, complete with cake recipes.



Smart Memory is the name of the new release for 2011 at Éditions Rosebud, a somewhat different memory game in



three levels of difficulty, for players ages 5, 7 or 9 and up, respectively, the topic is always animals, the pairs of pictures only differ in small details.



OCTOVERSO

Envie de Jouer

The company presented a word placement game called **Octoverso** by Laurence Alsac for 2 players, using a stock



of double-sided letters one can use either the starting letters or the ending letters of the word in the rack and slide in the letters to make up a new word. Aim of the game is to get rid of your letters. Already shown at Nuremberg, **Octoverso junior** ist angekündigt.

Factor Mundi

Factor Mundi

Besides role playing games and **Celtic Puzzle Cube** a prototype of **Discovering Ireland** was shown, a travelling game



announced for September on the topic of Ireland. In the **Cup Cake Puzzle** aim of the game is to find the Royal Cake.

Filosofia

Filosofia



The most attention at the booth was of course given to **S.O.S. Octopus**, winner of the As d'Or Enfant, in Germany published as **Kraken-Alarm** at Kosmos. Also on show was **Le Secret de Monte Cristo**, the German version will be published by eggertspiele.

fragames

Fragames

In the „Off“ lounge for designers Roberto Frago presented a further development of **Squad Seven**, once published by Jum-



bo in Germany, the prototype of **Squad Seven 2 Le Spectre d'Imhotek**, this version comes with a NERF gun!

Funforge

Funforge

FunForge showed **Isla Dorada**, already presented at Essen, a joint design by Bruno Faidutti, Andrea Angiolino, Alan R.



Moon and Pier Giorgio Paglia. Each of the 3-6 players, ages 8 and up, must optimize his cards to make sure that the joint expedition takes the direction he wants it to take.

Galopia

Galopia

Nadine Dagleris presented **Galopia**, a movement game with a horse topic. On three intersecting circular tracks you move your marker by rolling dice and answering questions, depending on



the level the colors of the squares either represent the topics of the questions or the difficulty level of the questions, there are two different sets of questions.

Gigamic

Gigamic

Besides the program presented at Nuremberg there were a few more titles, some new ones and some French editions of games already published elsewhere: **Bazar Bizarre** by Jacques Zeimet for



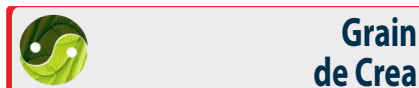
2-8 players, ages 6 and up, is a game of reaction where you either must grab the object of the correct color or the object of the missing color. French editions are **Loch Ness**, Volle Fahrt voraus als **Les p'tites Locos**, Die Sieben Siegel as **Les 7 Sceaux**, Kissenschlacht as **Polochons** and Husch Husch kleine Hexe as **Turluturdu**.

Goliath

Goliath

Besides the new releases already on show at Nuremberg the booth prominently featured the huge success of 2010, Kackel-Dackel, in its French edition **Toutou Rista**.





**Grain
de Crea**

A company specializing in wooden furniture and deco objects presented its first game: **Pontu**, an abstract placement



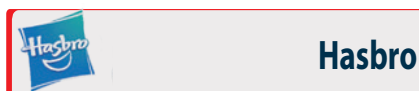
game for 2 players Nicolas Delclite. The board consists of rows of alternating cylinders and cubes, the 3 markers move from cylinder to cylinder over cubes. Cubes you moved over are removed, when all three markers can no longer move you have lost.

Grand Prix Expert Expert Simulation F1

Andre Bonnet did bring a car racing game called **Grand Prix Expert**, the novel



idea is to play a complete season, the individual race tracks are represented by abstract tables.



Hasbro

Besides their standard program, which



is similar to that available in Germany and Austria, they presented **Cranium Récréadoo** on a huge area, a version of Cranium for 2-4 players, ages 4 and up, the activities match the age of the target group, they need to identify numbers or dance.



Hazgaard

Alien Menace by Pascal Bernard & P.O. Barome, for 2 players, ages 8 and up, was



already shown at Nuremberg, cards recreate the atmosphere of a video game. Also on show, of course, were **Timeline** and **Intrigo**.



Hurrican

Dr. Shark by Antoine Bauza and Bruno Cathala has been announced, you are a Secret Agent and guest of a party. You must fish proves for the guilt of the host out of his swimming pool, that is, feel for



objects in a bag according to shape and texture.



Iello

The Nuremberg releases were presented again, but this time - as already mentioned - with lots of attention for **King of Tokyo**, designer Richard Garfield was the Guest of Honour at the Festival - you fight for dominance in Tokyo by turning



dice results into actions. Other releases are: **Biblios** by Steve Finn, the new edition of Skripts & Scribes, 2-4 players from ages 8 and up are monks and must collect the best and biggest library. **Le Roi des Nains** (The Dwarf King) by Bruno Faidutti for 3-5 players, ages 10 and up, is a trick taking card game based on a traditional French game called Barbu. **Croal** is a game on jumping frogs by Igor Polouchine for 2-4 players, ages 5 and up, that was first published in 1999. This program is supplemented by French editions of **Pergamon**, **The Resistance** and **Ninjato** and also a role playing game called **Les Ombres d'Esteren**.



Ilopeli

A new game from a new publisher, Ilopeli, distributed by Blackrock Editions, **Jurassik** by Charles Chevallier for 2-4 players, ages 5 and up. Players take cards



from a display to enlarge their dinosaur skeleton and by this make cards available to other players. **Sherlock** by Arnaud Urbon for 1-5 players, ages 5 and up, has been announced, you must find the accomplice or Moriarty.



Ippo Ludo

This company showed a travelling game called **PictuRally** by Pierre André Dewitte for 2-10 players, ages 10 and up, on the topic of going on holiday, featuring very pretty picture cards and character cards for the players including special hobbies.

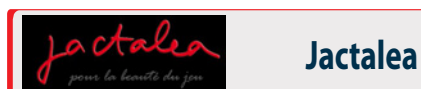


J'accuse Citoyen

J'accuse citoyen was presented as a prototype, an interactive game on Justice and



Jurisdiction for all citizens, by François Bourlet for 2-7 players, ages 13 and up.

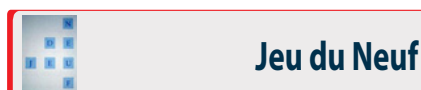


Jactalea

After Essen now shown at Cannes: **Splits** by Francesco Rotta. 2 players, ages 8 and



up, split one of their stacks any way they want and move one part until it reaches an obstacle. If you cannot move you lose.



Jeu du Neuf

Möise "Benzo" Benjamin has come all the way from Guadeloupe and brought his game **Jeu du Neuf**. 2-4 players each have their own rows of 9 letters, 9 numbers and 9 pictures. These rows must be filled by exchanging tiles from your own stock with tiles from the general stock.



Jeux Elide

Jeux Elide

BandiPunto by Gael Vacher has already been on show in 2010, meanwhile the



company has a new name. It is a dice game with a gangster topic, you collect sets of five. **PokerPunto** is announced.



Jeux Robin Dahu

Au Revoir Les Fonctionnaires is a one-man stage show and the basis for a board game of the same name, a satirical and

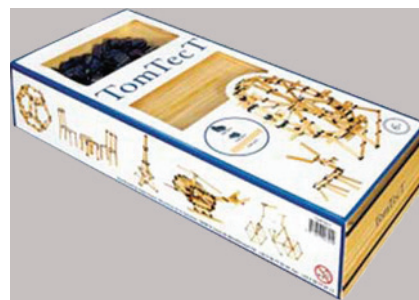


also partly historical and paedagogical glance at officials and public offices from medieval times till today, a game of answers and questions by David Harboudin.

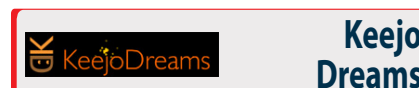
TomTect

Kapla

Die building blocks are well-known and the models you can construct with them are very beautiful, this year Tom van der



Bruggen presented **TomTect** at the booth of A vous de Jouer, a further development of Kapla with connecting clips.

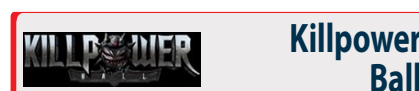


Keejo Dreams

Already shown in 2010 and this year produced and intensively advertised:



Assassin X by Jens Virol for 2-5 players, ages 10 and up, one player is the murderer and must be identified.



Killpower Ball

Killpower Ball, a game on futuristic sports by Sylvain Mayet, each player trains



a team of 7 warriors with magical powers.



Kiludik

The name of the company is completely overshadowed by the name of the game. **Sexopolitan** is a game on a very explicit topic, you must be the first to collect 69



points; there are character and actions card, you play 3 cards and draw 3 cards, some cards need other cards for playing.

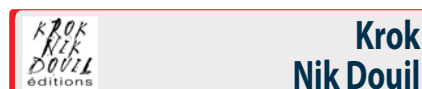


Kinigame

Antoine Riot again, as in 2010, presented his game **au tableau**, an educational



game on school and pupils.



Krok Nik Douil

Regents, already announced at Essen, now has been given a definite release date of April 2011, and – as already announced



in the Nuremberg report – the company gives glimpses at **Caribbean Sea** and **Frouth!!** for the second half of 2011, probably for release at Essen.



The publisher, formerly only distributor for the role playing magazine *Jeu de Rôle*,

this was the second show at Cannes, they showed the games already announced at Essen, now produced and available: **Cité** by Guillaume Besançon, 3-4 players, ages 10 and up are tasked with developing a city, you collect resources and can swap them with other players. **Sandwich** was designed by Maeva da Silva, Descamp Christine and Christophe Raimbault for 3-6 players, ages 6 and up, a card game where you must put together sandwiches. You grab cards from the middle and make up 3 sandwiches with 3 cards each. **Deluges** by Guillaume Besançon for 3-4 players, ages 12 and up, takes us back to the time after the last big Ice Age, you must develop your civilization before the big flood arrives, you collect and allocate resources and share them with other players.

Le Parcours du Scarabée

Jocelyn Cage presented **Le Parcours du Scarabee**, a movement game with an unusual topic. 1-2 players, ages 8 and up,



or 2 teams embody scarabs and try to get their dung heaps across the finish line. These dung heaps are represented by two dice, the path to the finish is changed by animals you meet and must bring into their proper habitat.



Announced in the program, not located by me in the halls, satirical game under this label are supposed to have been

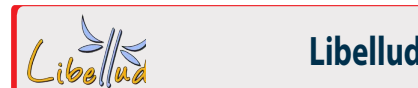
supplemented by **Enigmes Absurdes** by Franz Lejeune, a somewhat different game on questions and answers.

LES EDITIONS STRATEGES Les Editions Stratèges

A publisher of educational games offers beautiful and simple means for



teaching and learning on basic topics of daily teaching, **Calculus**, **Hexagonias**, **Trigaxial** etc.

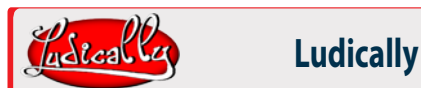


Libellud

Prominently featured was the expansion for **Dixit** already shown at Nuremberg, **Dixit Odyssey**, but you could also get a



first glimpse on the new release planned for summer. In Cannes the game by Barbara Turquier and Emmanuelle Piard was announced as **Et Toque**. You are a chef and have 12 ingredients and a topic, e.g. „A dish for survival“ and must list at least for of your ingredients with connecting words, then the lists are scored in analogy to **Dixit**.

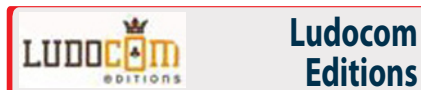


Ludically

Christophe Boelinger showed his complete program that he also presented



at Nuremberg - **Earth Reborn**, Sarena, Rap & Rhyme and Castles.

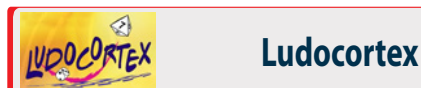


Ludocom Editions

Three new games could be found at the booth: **Baby Boom** for 2-4 players, ages 7 and up, by Max Valembois is not a game on lots of babies, but on exploding dice bombs, which you can use to protect your own positions on the modular



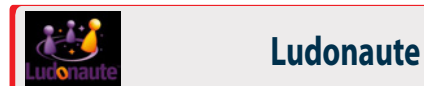
board and destroy opposing ones. **Le Roi de Bio** by Serge Comba is a game on card combinations based on biological agriculture, for 2-4 players, ages 7 and up. **Donjons & Pigeons** by Laurent Escoffier is a game on wild and tamed falcons and doves and the highest dove cote.



Ludocortex



A distributor to start with, Ludocortex presented their own game at Essen and now at Cannes: **Trollland** by Bruno Cathala for 2-4 player, ages 14 and up, is a satirical game on immigration politics and clan chiefs who want to cast out all immigrants from clan territory.

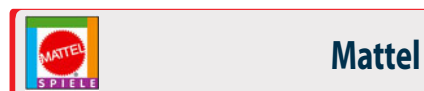


Ludonaute

Besides Offrandes, the game that was presented at Essen, now **Yggdrasil** by Cedric Lefebvre is produced, a complex

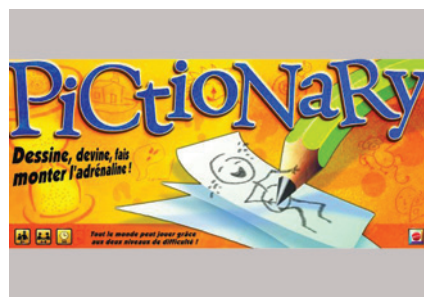


cooperative game for 1-6 players, ages 13 and up, who embody a Northern god and must try to avoid Ragnarök.

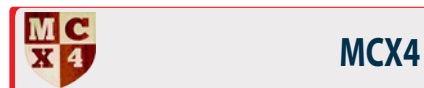


Mattel

A big booth, presenting the standard program by Mattel, was prominently



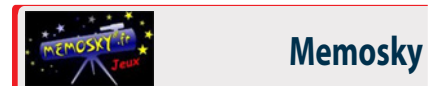
featuring Pictionary or UNO.



MCX4



The company presented a chess version of the same name **MCX4** featuring special pieces. There are the usual 16 chess pieces, 6 of them have a basis of the opposing color and are „pieces of the Queen“ – 1 Knight, 1 Rook and 3 pawns, you play in 2 teams with 2 players each.

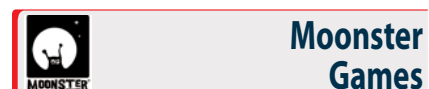


Memosky

As in 2010, the company presented games on the topic of the starry night sky,



this year especially **Memosky**, a memory version of the topic.

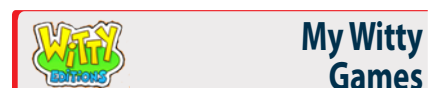


Moonster Games

The expansion **Kamakor** for the card game **Gosu** was shown, and also a party game by Christophe Hermier called **Fame Us**, announced for summer. For autumn



Moonster Games announced **Texas Zombies**, a party game with a horror topic by Ryo Kawakami and **Yabunonaka**, a game of bluff and deduction by Jun Sasaki.

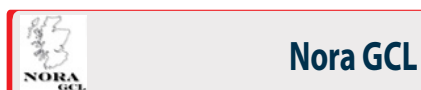


My Witty Games

A company with an inventive business idea – if you want the game you invest the price and when the financing is complete the game is produced. Shown at Cannes as a huge prototype was **Witty Chronos** by Guillaume Aubrin, 3-8 players are



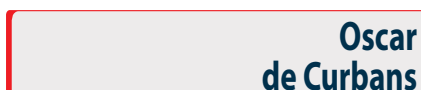
supposed to make 100 points as quickly as they can by placing sand timers on cards for points. If you are alone on a card when the timer runs out you receive the card. Also still in the stage of being financed are **Witty Bananas** by Loïc Lamy, **Witty Zibi** by Jean Michel Urien, **Barbecue** by Xavier Lardy and **Witty Totems** by Dominique Ehrhard. **Witty Pong** is already produced, it brings the essence of a game of ping-pong into play, designed by Antoine Bauza and Bruno Cathala for 2-8 players, ages 8 and up.



The newcomer from Spain showed **Gran Forseti** by Oscar Cuadrado Mendoz, a game of strategy on the topics of politics



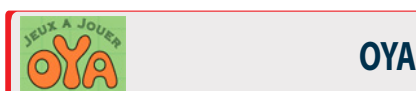
and interpretation, for 6 players who have different task and must form alliances and assess opinions to complete the tasks. Also on show was **Aesir Vs Vanir**, a game on Scandinavian mythology in a mixture of construction, strategy and role play. **Nora Innkaupt** by Oscar Cuadrado Mendoz is designed for 2-3 players and a game of negotiations featuring task cards which you should implement or avoid.



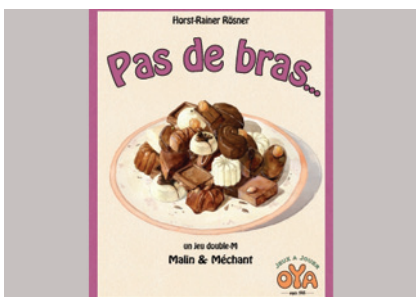
At the joint booth with Dagda Oscar de Curbans showed his game **Jarjais**, a card game with a historical basis for 2-4 players, ages 10 and up, a game of bluff, diplomacy, nasty tricks and deduction featuring Marie Antoinette and a treasure



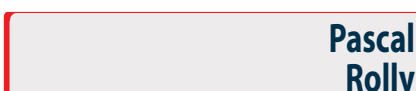
of 1000 gold coins.



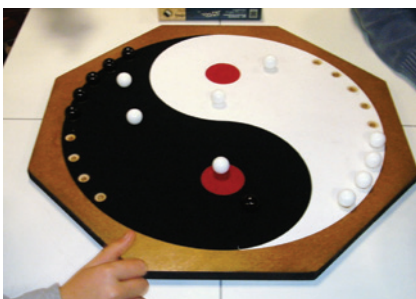
The game distributor presented a game under his own label, **Pas de Bras** by Horst-Reiner Rösner for 3-6 players, ages 8



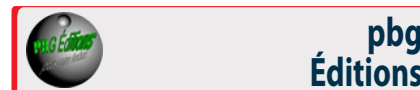
and up, a new edition of Nicht die Bohne!, published by Amigo, the beans have been replaced by chocolate. You place cards and take cards, at the end you win with the lowest score.



Already present at Cannes in 2010 with **Le Cadran de Kaplan**, Pascal Rolly this year showed **Billebang** for 2 players, on



a board showing the design of the Ying & Yang symbol you must snip marbles into position.



Designer Jean-Noël de Casanove presented his card game called **P.B.G. – Président Balayeur Général**, a game on company hierarchies. You play a trick taking game,



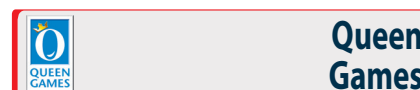
then you check the tricks you did make for cards of a higher or lower position than your own. If you have more of the lower ones you are demoted automatically, but advancing happens not due to cards, but by implementing the demotions.



In a vividly pink box the word game **Point Final** is presented, designed by Julien Percot for 2-10 players, ages 10 and up. Your goal is to get rid of your cards first.



The game features letter cards, action cards and joker cards. In your turn you place a card and must – when challenged – be able to name a word starting with the letters placed so far.



The company presentation featured a selection of game, some of them in English language, and was dominated by Fresko, which was nominated for As d'Or.



rallyman.fr Rallyman

After the first presentation in 2011, Rallyman now showed their produced game at Cannes, **rallyman**, the car racing



game by Jean-Christophe Bouvier. 1-4 players, ages 9 and up, put together a track and race their cars with the help of dice for speed.

Repos Productions

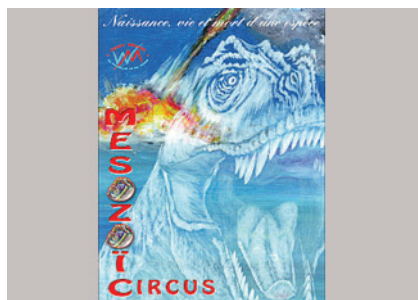
Prominently featured was **7 Wonders**, nominated for d'Or, and winner of the award As d'Or du Jury. In addition to this Repos showed **Le Donjon de Naheul-**



beuk, a cooperative adventure game for 3-6 players, ages 10 and up, by Antoine Bauza and Ludovic Maublanc, supplemented by a relaunch of the game classic **Pit**, for 3-8 players, ages 7 and up.

RICHESSSES DU MONDE Richesses du Monde

As in the last year the company presented **Richesses du Monde**, also available in German language as *Ruhm & Reichtum*. Furthermore, they showed **Mesozoic Circus**, also designed by Chris Packis. 42 cards featuring animals from the Mesozoic era show red dots in different places, animals must be sorted in the order of the food chain, the strongest shows a red dot



in the perforation, chain moves are possible. **La Polka des Mandibules** is the version for children.

Sandra Moreira Editions

For the first time at Cannes, Sandra and Pascal Moreira did bring three new games and an expansion to the festival. The eye-catcher of the program was **Coupez!**, a game on the topic of film for 2 or more



players, ages 14 and up, on a board like a theatre you advance your marker until you reach the stage. **Pioch' à Mots** is a placement game with letter cards, longer words score more points, words from letters of the same color score a bonus. **Cheptel** is a card game on cattle herds, you should be the first to assemble a herd of 10 cows, calves and bulls of the same color. **Cheptel L'Extension** introduces new neighbors and new possibilities.

SENET Senet

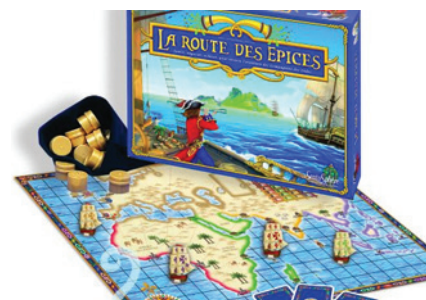
The publisher from Belgium specializes



in replicas of ancient games and did not show a new game, but his range of four games: **Senet**, **Ur**, **Pachisi/Chauapar** and **Duodecim Scripta**.

SentoSphere Sentosphere

In addition to the standard game within the aroma games, **La Route des Epices**,



the new range of creative games, **Aquarellum**, **Patarev** and lots more was shown.

Silence, Moteur, Action! Le Jeu du Cinéma

The third game on the topic of film and cinema shown at the Festival des Jeux, this one is called **Silence, Moteur, Action! Le Jeu du Cinéma**. In this game you are a



film producer and must make a successful film, produce it, finance it, ensure post production and organize distribution.

SIT DOWN! Sit Down!



A Belgian publisher showed its game at the booth of Plato, the games journal, still a prototype, by Henry Kermarrec called **Wiraqocha**: A game of conquest for 2-4 players, set in Victorian times, a new form of energy must be exported, preset values are modified by dice.

Sofilou-Creations.com

Sofilou Creations

Philippe Riffet had brought a prototype, **Tohu Bohu**. You should be the first to reach a total of 12 and move your



die along a display of cards. Your die is also moved by these cards. On some of the cards the value of the die can be enhanced, but it can also be lowered.

Sylvain Colin

In the designer area Sylvain Colin showed the prototype of his game **Mystique**, a game for two players, each player has 25 pieces in order to win four elements, in a short game you can reduce this to winning only two elements.

TACTIC

Tactic

Tactic France showed **Mölky**, an outdoor game that was also shown at Nuremberg,



and also **Trivoli**, a game made up from three rotating levels, in which pictures must be completed by turning the levels.



Tigacti

Gaëtan Rousselet and Christine Ogier did present a geography game called **Tigacti** – yet another game of questions cards on destination, but the question



is the position of the destination on the map, you mark the position and then measurement is taken! You win if you collect the fewest penalty kilometers.



Visa-jeux

Jean-Luc Chevalier presented games already shown in 2010 – for instance **Le mot plus court** or **Objective Zero**, but also showed some new games, some of them in cooperation with other companies. For me the most interesting and funny was



game featuring triangles with colored dots, you place those dots correctly, only the dots must correspond, not the complete edges, and you try to form as big an area as you can manage.



Winning Moves France

L'oeuf ou la Poule? – The age-old question – what was first – the hen or the egg? has now been made into a game, 2-4 players, ages 10 and up, must collect one card each from 6 categories, always on



what was first – pantyhose for men or for women? **Clown's Party** by Serge Meier – he introduced himself and told about his games – is a search and recognition game for 2-6 players, ages 6 and up, you must find the correct image among similar ones.

Winza

Salim Berghiche showed a puzzle on positions called namens **Kavaloo**, topic of

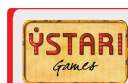


the game is the arranging of horse heads.



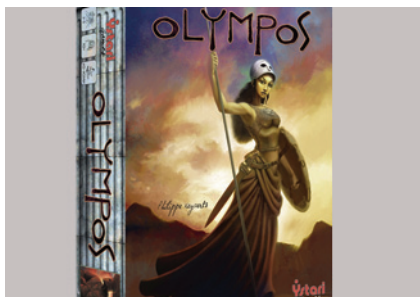
Week End Games

Michel Lalet and Laurent Levi showed the new Nuremberg release **Abalone Offboard** and had brought a new game called **TriYang** by Eric Meillet, a placement



**Ystari
Games**

Of course, the company showed the new game for 2011, again with a Y in its name, **Olympos** by Philippe Keyaerts for 3-5 players, ages 10 and up, Players act

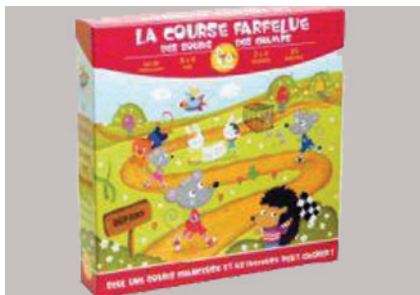


according to their position on a time line and piety can bring a reward from one of the nine gods in the game. A surprise release was not a game, but the first edition of the **Ystari Magazine!**



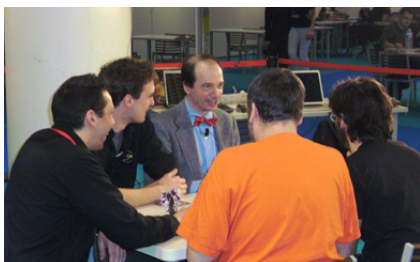
**Zoé Yatéka
Créations**

La course farfelue des souris des champs – The crazy Race of Mice is a dice game for 2-4 players, ages 5 and up, mice



have a secret goal, cats want to catch mice and dogs chase away cats and score a bonus for the mice, already shown in 2010 and now finished.

This ends our tour around the hall, and would like to thank Madame Seul and her team for their help and assistance and look forward to Cannes in 2012, the sun, the flowers and the games.



Michel Lalet and Laurent Levi present **OFFBOARD**, the colorful Abalone with a new twist. Both designers will present the game at the Games Fair in Vienna!



Guest of Honor Richard Garfield, famous **MAGIC** and **ROBO RALLY**, presents his new game **KING OF TOKYO**, for the first time available at Cannes at the Festival des Jeux!

CITY DEVELOPMENT WITH CARDS

LONDON

Don't forget the population!

London by Martin Wallace was published by Treefrog Games 2010 on the occasion of the Spiel at Essen and was sold out on the second day of the Fair. Three members of our group, too, bought the game that sold like mad immediately after a trial game. If you want to have London, you must wait for the new edition announced for end of March 2011.

Starting with the Big Fire in the 17th Century the tale of London's development is told in the shape of a card game. In a box in the "Brass" size you find 110 cards and on top of that quite a handful of components – card board tiles, wooden pieces, plastic chips and a board showing a map of London, subdivided into boroughs. The Chips represent money – just as in „Brass“, black wooden cubes and disc symbolize so called poverty points, those will cost you points in the final scoring and might even hinder you to win, just as in real life: fast-growing towns attract many new inhabitants who hope for work and affluence and finally end up in the

badly paid underprivileged classes living in poverty. Each player is well advised not only to build monuments, palaces or shop, but also to install facilities for services to the population like public transport, street lamps or a sewage system. The card board markers, last but not least, represent victory points, loans, subway station (here is the touch of railway flair which is a must for Wallace) and markers for the boroughs in the 4 player colors.

You can take out a loan any time, they only need to be paid back at the end of game albeit with rather heavy interest; if you cannot pay you lose substantial amounts of victory points.

The composition of the game is exceedingly well done and fits the topic – it shows the genesis of the metropolis as we know her today; the chronology is embodied by three stacks of cards that must be played in sequence; the re-living of an epoch has been designed – as in Brass, this is the 3rd mentioning of this game where the topic was the development of industries in the northwest

of England around Manchester – nearly flawlessly, and yet London has completely different game mechanics:

After drawing a card at the start of his turn a player has a choice of 4 different possibilities to act:

Christoph Proksch

London is an interesting card game for rather experienced players despite being easily accessible for newcomers. The topic has been implemented very placatively, the game makes you want to play again and is also very good with two or three players, offering all in all a rather low level of complexity.

1.) Build in the town – you place any number of cards from your hand face up on the table in your so-called building display, either next to cards already there or on top of cards already there – but you pay for placement of a card by discarding another card of this color into the display on the board, in some cases

Continued on page 26



Guest of Honor **Tom van den Bruggen**, inventor of the Kapla blocks, in front of one of his master pieces. During the award ceremony for As d'Or he danced with a Kapla tower!



The most famous French games collector, **Francois Haffner** from Lyon, simply had to be at the Festival des Jeux, His website offers lots of information: <http://jeuxsoc.fr>



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

The World Cultural Heritage of Board and Card games.

Unfortunately we have not yet reached the stage that we can talk about Cultural Heritage, despite games being one of the oldest cultural achievements of early mankind – but the visit to the „Festival des Jeux“ in Cannes, France, has shown again how varied Europe's Game Culture is and how it reflects the local culture. Essen is different from Cannes! For your up-to-date information we have accumulated a report on 97 companies or designers presenting their games at the festival. We hope that many of those games will reach the German language market and look forward to the „Jeux de l'Annee 2011“, „Skull & Roses“, a game of bluff and betting with a very special flavor.

This issue also introduces a new stage of WIN for all readers, a **WINxxxL** edition including a Goodie, in March this is the **Ö-Deck for Agricola**. Supplies are limited! If you are interested, please check our website for more information.

In case you like our **WIN**: Please take out a subscription, we have established a Paypal account, so payment of 6 Euros for a one-year subscription is easy and safe.

An edition is made available free for all only after two months, see <http://www.spielejournal.at>

This English PDF edition of **WIN** 421 March 2011 is the last free promotion issue and available for free download, please check <http://www.gamesjournal.at>

And we do more than publish a Journal: We are the Foundation Spielen in Österreich. Visit our web-site. Get hold of the new Games Companion 2011 featuring 726 games! <http://www.gamescompanion.at>

PASTURES, WARES OR CASTLES

THE CASTLES OF BURGUNDY

An outstanding game of developments



Over the last years the series of alea games in the big box has unfortunately not been expanded every year. In 2011 we can be happy about a new addition to the series. If the Castles of Burgundy come up the series, which features quite a lot of notable games, will be the purpose of this review.

The designer of the game is Stefan Feld, not an unknown quantity anymore, he has designed the latest "big" alea games, too.

Players assume the roles of princes in the valley of the Loire and try to develop the most magnificent estate by trade, economy and buildings. Not really an original new topic, but alea has never been famous for the uniqueness or originality of its topics.

The game is played in 5 phases with 5 rounds each. The players are active in turn and make their move. The sequence of play changes during the course of the game, but more on that later (see ships).

A move of a player comprises rolling the dice

and taking two actions.

Each player rolls the two dice of his color and the starting player also rolls a white die. On the board 5 warehouses are pictured, each showing one possible result of a die roll. A commodity is placed onto the warehouse determined by the result of the white die.

The two colored dice are needed to implement the two actions, one die corresponds to one action.

You have choice of four different actions:

Take a hexagon tile off the board.

On the board six displays with each up to four hexagons in it are available, in correspondence with the number of players. As are the warehouses, these displays, too, are assigned to the results of dice rolls. For an action you can take a tile from the display corresponding to the result of one of your dice and place it into your personal stock. In your stock you can never have more than four tiles; if you take a fifth tile you must dis-

card one of those already in stock.

Place a hexagon in your own estate.

The tiles from your own stock can be placed in your estate. Each player has his own board on the table showing his personal estate consisting of 37 hexagon spaces. Each of these hex spaces have different colors and are marked with dice results, too. On such a space you can only place a tile of the same color, and it needs an action with a die showing the result that is also depicted on the hex space on the board. A further restriction for placement is that you can only place tiles on spaces next to already filled spaces, at the beginning each player has only one occupied space.

The hexagon tiles are available in six different colors with different functions. Those functions only come into play when the tile is placed on the estate, tiles in your personal stock have no effects whatsoever. Most of the tiles have once-only effects that are



activated when placing a tile, but there are exceptions to this rule.

Here comes a short list of the different sorts of tiles with their corresponding colors in brackets:

Knowledge (yellow): Knowledge brings permanent advantages or victory points at the end of the game.

Ship (blue): Ships change the sequence of play and allow you to collect all commodity

Markus Wawra

So many choices to shape your estate, so many ways to set about it! Since Agricola no game has caused such a feeling of "I want to do so much and may do so little" than this game, simply commendable.

tiles in a warehouse. The more ships a player owns the earlier in the round he has his turn. Animals (light green): There are four different kinds of animals – cow, chicken, sheep and pig. Each tile shows 2 to 4 animals of a kind. A player immediately scores points corresponding to the number of animals on the pasture and of the kind that was just placed. A pasture is an area of connected light green tiles on the estate.

Castle (dark green): Castles allow an immediate additional action with any dice result.

Mine (grey): At the end of a 5-round phase players receive one silverling each for each on their own mines.

Buildings (brown): There are eight different buildings with different functions, which need not be listed in detail here, basically they all give you additional actions.

After all tiles have been placed players must check if one area of a color has been completed. A color area consists of one to eight connected spaces of one color in your estate. An area is completed when all spaces are filled. For a completed area you score victory points, the earlier an area is completed

and the bigger the area is the more points you score for it. If the tile was not only the last tile of an area but the last tile of this color (meaning, that all spaces of this color in the estate of a player are now filled) you score more additional points – but only if you have been quick enough, because only the first two players doing so score the bonus points.

Sell commodities

The commodity tiles too come in six different varieties, each variety again corresponds to a result of a die roll. Using the action of a die with the corresponding result you can sell all commodity tiles of one kind. This earns you between two and four victory points depending on the number of players and one silverling regardless of the number of sold tiles.

Take worker tiles

This action is independent from the result of a die roll, you use any die for it. If you take the action you receive two worker tiles. These worker tiles can be used anytime to rise or lower the result of the action dice by 1.

In addition to the two normal action you can buy a tile from the black warehouse for the price of two silverlings. This black warehouse is supplied like all the other warehouse displays with hexagon tiles of all colors, but is not marked with a die result. If you buy a tile from this warehouse, you chose one and place it into your stock as you do in the action Take a hexagon tile off the board.

Between phases all displays, including the black warehouse, are stocked again, after all tiles remaining from the previous phase are taken out of the game. This is not the case for the commodity warehouses, goods there accumulate in each round until the warehouses are emptied by the players.

After the last phase a final scoring takes

Continued on page 27



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

TARGET GROUPS

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

Children:

Games for children and 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 color 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

Colors in the Bar

Empty boxes: This feature is not present or minimal

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

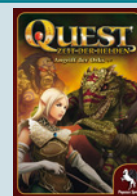
Two colored boxes: This feature is present and important in the game

Three colored boxes: This feature dominates

JUST LOOK AT HIM! THERE HE STANDS

QUEST ANGRIF DER ORKS

With His Nasty Orkish Hands!



How many Orcs are hiding behind the bush? Which escape route did the thief take – to the left through that back alley or to the right and out of the town? Shall we go to the tavern first or rather straight to the Temple of Pinki-Panki-Punki? And, of course: where is that elephant? Anyone involved in a role playing game will have asked those and similar questions time and again. Early games of that particular genre, e. g. "Dungeons and Dragons" (TSR Inc., later on Wizards of the Coast) since 1974 or "Dark World" (Schmidt Spiele, 1984), left it all to the creativity and enthusiasm of the players, in most cases especially to the Games Master, whether they used miniature figures or (mostly self designed) game equipment (only think of letters or treasure maps on fake parchment) to enhance the fantastic atmosphere of a game. Along came hybrid forms that combined role playing games and board games, for example "DungeonQuest" (Alga/Schmidt Spiele, 1985) or HeroQuest (MB, 1989). Here, board gaming elements became more common in contrast to dice-rolling tables or bestiaries, key parts with pen-&-paper-role playing games. If a player was still required to perform the part of a Games Master, as for example in HeroQuest, that Games Master was provided with a whole armada of gaming aids (for example treasure cards, monster

statistics cards, heroes and monsters miniature figures, even plastic parts representing doors or furniture). All those were an integral part of the basic game. The possibility to design new or sequel adventures for the game(s) was there from the beginning and stayed intact especially when official support for that product line by Milton Bradley ended in around 1994. Approximately the same approach was taken by the producers from Aventuria ("Dark World. Boardgame", 1992) and, quite recently, with Dungeons & Dragons' "Castle Ravenloft" (2010) to gain ground in this branch of games based in fantasy worlds. These were rather side steps, though, because pen-&-paper-role playing games remained their main field of products – always in new and advanced editions, accompanied by minor or major alterations to the games' basic systems.

"Quest – Zeit der Helden" (basic game & five-part adventure "Attack of the Orcs"), designed and written by Alexander Dotor and André Wiesler at Pegasus games publishing company, is another hybrid between rôle-playing game and other fantasy games. Inside the relatively small box is not only everything you need for playing the basic quest, but an additional option of designing your own adventures – to some extent.

Playing these adventures begins similar

to playing in traditional pen-&-paper-role playing games – a Games Master explains the settings of the game, the player characters decide (amongst themselves) what to do, the Games Master tells about the next steps, asks questions, poses a riddle or asks them to do some tests and so forth. In the basic quest "Attack of the Orcs" players may choose to lead either an Elf-Rangeress, a Dwarf-Warrior, a Lizardman-Shaman or a human Mage through this adventure. There exists a promotional giveaway, which was available at the Spielefest 2010 or is available still on the internet at www.pegasus.de/1986.html under the title "Dein Weg ins Abenteuer" ("Your Path Into the Adventure", German only), containing a beginners' one-stage adventure and two hero-characters: a magically gifted Catman (looks rather like a lion) and a female Barbarian Warrior. There was also a Christmas 2010 special, also still available on the internet at <http://www.boardgamegeek.com/boardgameexpansion/89503/quest-zeit-der-helden-der-weihnachtsmann> (rather bad printing quality, though; German only) enabling a surprise appearance of Father Christmas.

In order to decide who is winning a combat or who passes a skill test (or similar tests), you get to roll ten-sided dice (D10). The system of dice rolling is rather simplistic – add the characters' current points in the appropriate skill to the dice result and compare with the Games Master's either fixed number (skill tests) or in case of a fight the added points and dice of the character's opponent. Players' characters win, when there is a tie or they got a higher result. In addition, in most cases a die result of "0" (zero) means an automatic loss and a "9" (nine) facing up means an automatic success at whatever test you were taking.

More differences to customary role playing games are mainly to be found in the additional equipment of "Quest – Zeit der Helden". Character sheets as well as sheets for the Games Master are made from laminated cardboard. Notes, e. g. changes of skill points or tasks completed by the characters, are to be jotted down and can be removed easily (simply rub over them) after the adventure is done. However, if you wish to preserve the new statistics, for example to lead the same character into another quest, demands recording them in some other, more stable way. Items (weapons, potions, other equipment etc.) and spells are available as cards,



comparable to HeroQuest, Descent (Fantasy Flight Games) or to the Dungeons & Dragons Boardgame – saves time and labour in contrast to writing down their specifics onto your character sheet (traditional system).

Character pieces, mainly used to clarify positions during combats, are provided as cardboard prints – alas, to be fair, made without any luxury at all.

Furthermore, the basic game contains a map of the Island of Krok where the adventure takes place, so everybody knows at least approximately where they are.

Location cards are very helpful not only to the Games Master – (s)he puts them in front

Martina, Martin & Marcus

Summary / Short Cuts: Easily to learn Fantasy game, suitable for beginners as well as for experienced rôle game players of the old school pen & paper genre.

of the players, and they may decide, for example, to inspect the Chapel, rummage through the merchant's offers or march to Ye Olde Tower. The Games Master then looks up the chosen place in the Quest booklet and tells the heroes what they encounter there. Does anybody still remember those Game

Books, e.g. "The Warlock of Firetop Mountain" by Steve Jackson and Ian Livingstone, published in 1982? The "Quest" quest booklet is quite similar to those, but even less complicated. The Games Master should find anything here that is necessary to advance the game – but does not have to tell the players everything. From time to time the Games Master, instructed by the quest booklet, ticks off boxes on his (or her) sheet so that later on in the game it should be easy to recall where the characters already had been, or which decision they had made. These notes have an influence on the adventure, may allow a surprise monster attack or, at the end of the game, may bring an additional reward for the heroes – speaking in very general terms. Designing your own adventures for future gaming sessions is not so easy, despite a detailed instruction in the rules booklet. On the other hand, it is not as difficult as it was with traditional pen-&-paper role playing games, where the publishers' business success depends mainly on selling additional adventure booklets, playing aids and the like. Pegasus have their own internet homepage, including a forum site and download section, for "Quest – Zeit der Helden". For example, you

will find an emended, more suitable version of the first main opponent there (episode 1 of "Attack of the Orcs") and by now at least one additional quest booklet.

This game seems to be suited well even for beginners, the rules booklet is easy to read and follows a logical path, although a better index (and, as so often before, a better proof-reading service) would have been desirable. Game play is explained step by step, starting to play while studying the booklet is an option recommended by the designers. Although this was practicable, we rather recommend to peruse the rules booklet in advance and start with the promotional game "Dein Weg ins Abenteuer", mentioned above, before trying to embark on "Attack of the Orcs". Apart from that, "Quest – Zeit der Helden" is a fast and entertaining game, the game's system seems promising and could be a lure into the world of fantasy gaming, even to those who have shied away from customary pen-&-paper-role playing games due to the extensive use of tables, rather complicated rules and incalculable additions and alterations.

A sequel, "The Dark Cult", is announced to be released in August 2011.

wn Martina und Martin Lhotzky
Marcus Steinwender



QUEST ANGRIF DER ORKS

Designer: Alexander Dotor, André Wiesler

Artist: Hans-Georg Schneider, Sascha Rost

Title ger.: ident

Price: ca. 21 Euro

Publisher: Pegasus 2010

www.pegasus.de

EVALUATION

Fantasy role playing game

With friends

Tell story, roll the dice

PLAYERS
2-5

AGE
10+

TIME
100+

Comments:

Nice components - Interesting introduction to the genre
Designing of personal adventures is possible
Support by material on the web

Compares to:

Pen&Paper role playing games

My rating:



FIGHTING IN THE DARK

SHADOW HUNTERS

But Who is Who?



Dark and dire creatures like werewolves and vampires walk abroad. They fight each other since a long time ago and this fight goes on till today. In the middle of this conflict humans are caught between a rock and a hard place, they are also victims of this war, too. All three parties follow their own goals to survive!

But before you can set about reaching these goals you must make a few minor preparations. The six locations are distributed randomly to the openings provided for them in the board. Player cards are separated according to their back sides, the stacks are shuffled separately and placed on their intended locations. Players choose a color representing them in the game and receive a figurine and a marker of this color, the figurine is set in the middle of the board and the marker is placed on the lowest level of the damage scale.

The most interesting feature and the core of this game is the fact that nobody knows with which of the three factions the other players are affiliated, as the character cards are assigned to the players randomly and secretly. The character cards are divided into the factions of werewolves, vampires and humans. The number of humans that will participate in the fight is determined by the number of players involved in a particular game. In the case of four people playing there are only two werewolves and two vampires, but no humans, when five are playing there is one human involved and in the case of six people playing two of them will be assigned to the human faction in the game. Each kind of character cards is shuffled separately and dealt according to the number of players, the surplus character cards are set aside without being looked at.

The character card you receive is secret, you can look at it any time, but the other players must never be able to see what character you impersonate. To get acquainted with your character you should read your character

Isabella Schranz

A challenging and ever-changing game where you can never predict who is in the game.

card very carefully, because characters, too, have their own private goals to pursue and special abilities which can be of advantage in the fight. Now all that is needed for starting the fight is to choose a starting player.

You are the active player when it is your turn to implement one of your possible actions. All possible actions must be implemented in the order in which they are listed. First, the active player rolls the dice to move his figu-



rine. Second, he implements the instructions of the locations that he has reached with his figurine and, finally, he can – if he wants to do so – begin an attack against another player. This last action is available to players from the start of the second round in the game. After those three possible actions the turn ends and play goes to the next player. For a game of six there is a special rule that a green oracle card is dealt to each player. Each player must look at this card and read its text very carefully before handing the card to his left neighbor. This left neighbor now must implement the instructions listed on the card and then discard the card to the oracle card discard pile.

Let's take a closer look on these possible actions: To be able to move your figurine you must roll the dice, so you take them and roll them. You add the results on both dice; the result determines the location where you must move your figurine to. An exception to that rule happens when you are already there: In this case you must roll again, because you must change locations in every turn. Should the result of the roll be 7, you can choose any location for placement of your figurine, but of course not the one where you already are.

The second action is implementation of instructions given by the location: All instructions of the new location must be implemented. It must be mentioned, that damage plays a big role in those instructions. Should you be forced to take damage you must move your damage marker one level up on the damage scale. Please note that each character card shows a special individual value for the amount of damage your character can take before it must drop out of the game. The value is given on the card but to save you the trouble to always having to check for the value the damage scale is marked with letters corresponding to the characters to mark the level of damage your character can take.

It must be mentioned here that the instructions of the respective locations can be implemented in a way that best furthers your intention. As you will try by all means to achieve your own goal and to weaken the other players without damaging yourself by doing so you will implement the instructions of the location to your own advantage. All in all there are six locations where players can travel to, each of those locations offer different possibilities to a player to influence the game. Cards are available from three of those six locations; in case of the draw pile being empty you simply shuffle the discard pile for use as the new draw pile

If you roll a two or a three, your figurine will

be placed in Oxanas Hut. This location is of the utmost importance to find out who in the current game is a friend/affiliate of a player and who is an enemy/opponent. Because at the start of the game, if you are for instance a vampire, you do not know, who the other vampire is with whom you should cooperate; this can be found out with the help of the oracle cards. If you have reached Oxana's Hut, you draw a green card, read its instructions, memorize them and hand it to another player. The card does not designate a player; it is your decision who you give the card to. The recipient of the card also carefully reads the instructions and checks whether the text relates to his given character. If the instructions are valid ones for his character he must implement the instructions without giving away anything. When the instructions do not relate to his character he must simply announce "nothing happens" to demonstrate that the oracle card does not relate to his character. Then the oracle card is handed back face-down to the active player, who discards it to the pile. As you know the instructions on the card you might be able to get a clue from this if you have found friend or foe or if the information remains ambiguous or has given you no clue at all.

When the result of the dice roll is a four or a five, you move your figurine to the Fountain of Wisdom. At this location the active player may draw a face-down card from one of the three stacks and then implement the instructions on the card. The red and blue card stacks feature two different kinds of cards. One kind of card is an event card, if you draw such a card you must implement a "you must" action immediately, an action without "must" you can implement or relinquish the action. When used, the card is discarded to its proper pile.

The other kind of card offers „equipment“ cards, these cards are laid out in front of their owners. These cards can always be used and can be used from the moment when they are acquired. The equipment cards must be used while a player owns this card. Which kind of card you are dealing with you can check by the "must" phrase in the instructions. If the card features an instruction using the word "can" a player can choose whether he wants to use the card or not. There is no limit for the number of equipment cards you can own, you can have any number that you like and can decide at any point in the game to discard cards that you no longer have any need for. Due to the rising number of equipment cards their effects are getting bigger to, because the effects are cumulative, the values of the cards are simply added. But it can happen as well that effects of cards cancel each other out. So simply choose one of the three

cards on offer at that location.

In case that you did roll a six you pay a visit to the chapel. This location gives you the top blue card from the stacks and you must follow the instructions on the card.

If you roll an eight, your move takes you to the cemetery, this location gives you the top red card from the stack.

With a dice result of nine you end your move in the Witch's Tree. There the active player chooses another player – he can also choose himself – and implements the action of the Witch's Tree for this player. The action offers him a choice: Either you deal out a damage of two to another player – which probably you will not do to yourself, but against someone else. Or you can heal one damage point and adjust your marker on the scale accordingly, this you will of course use to protect yourself, especially to avoid dropping out of the game.

A value of 10 for the dice roll takes you to the Stone Circle. This location allows the active player to steal an equipment card from another player. You just take the card and place it in front of yourself. Of course it is self-evident that you should only take a card that

Continued on page 25

SHADOW HUNTERS

Designer: Yasutaka Ikeda

Artist: Y. Wan, G. Grossholz, M. Kienzle

Title ger.: Jäger der Nacht

Price: ca. 27 Euro

Publisher: Z-Man 2009

www.kosmos.de

EVALUATION

PLAYERS
3-8

Cooperative deduction game
With friends
Roll dice, use location cards

AGE
10+

Comments:

Different characters involved depending on number of players - Attractive details on the task cards
Good for larger groups
You must play without errors

TIME
90+

Compares to:

Shadow Hunters, The Werewolves of Miller's Hollow

Alternate Publisher/Edition:
Jäger der Nacht, Kosmos

My rating:



CLIMBING IN THE KARAKORUM

K2

Who makes it to the peak in winter?

10+



K2 is Earth's the second highest mountain with 8611 meters and is considered to be its most difficult mountain. Therefore he has been given sobriquets like "savage mountain" or "Mountain of Mountains". He is not part of the Himalayas, but part of Karakorum, the name K2 means second peak in Karakorum. Since 1892 climbers have tried to climb K2, but they only managed to reach the peak in 1954.

Monika Dillingerova: This game keeps exactly what the title promises; a fight for each meter that you climb, waiting for good weather and a bitter fight for breath.

The box contains well-made components allowing you to play 4 versions of the game. "You can choose the easier or more difficult side of the double-sided board and can choose the weather – winter or summer – for each side. Oh, I nearly forgot, when you play the family version, your climbers do not die due to lack of breath, they are simply put back down the mountain again, where it is much easier to take breath, and this for the

loss of a few victory points, only ... But this we surely do not want to play!" This was my introduction to my first game of K2, followed by a quick look at the rules and then a very fast start of the game.

The first very nice aspect of the game was the speed with which the rules were explained, and the second nice thing is that you can acquaint families with the game that quickly, too.

And now let's take the time to take a closer look at the game: Each player begins with two climbers in the base camp. You try to climb to the peak with both of them. The mountain itself offers several different paths to the peak that cross each other several times. You can choose again and again which way you want to take. Of course there are spots that are easier to reach and some that take demand all you have to give. This is depicted on the board by circular spots. These spots are marked with their accessibility – the number in a yellow circle – and the demand for breath/oxygen – the number in a

red or blue circle. In the rules of the game the oxygen demand is called "Acclimatization", but since one of my fellow players told his climber "breathe, do breathe, please, there is more than enough oxygen" I have stopped to use the word acclimatization.

Climbing ropes connect the spots to form paths so that it is easily discernible where you can go on climbing. The accessibility of a spot is given by a number, 1, 2 or 3 – the board only shows numbers 2 and 3 – the value of 1 is taken as a basic move and was not marked specially, but this has proven itself to be a handicap for beginners, they often forget to count the 1 in a longer climb. Oxygen demand can be a number between 1 and 2. The 1 can happen in a negative = red or positive = blue sense, The 2 is always marked with a red circle.

Players receive a deck of cards with movement cards and breathing cards. The breathing cards allow them to draw breath. Each player has his own little board where he marks his status of acclimatization = the



well-being of his lungs of his climbers. Both climbers start with a value of 1. At the foot of the mountain you draw breath easily and the lung of the climbers easily adapts to the climate. So the base camp and the lower spots are marked with a blue 1. A bit higher up the spots are neutral and even further up the read 1es begin to appear and near the peak you can even find red 2s. With each drawing of breath, each blue or red number the status of the lungs is adjusted on the board. All cards of a player are shuffled and form his draw pile. For the start of the game he draws three cards from the pile.

The weather too, has its influence on the well-being and the movements of the climbers. As we know it from reality, you can have beautiful weather on the peak and a little bit further down you can have a heavy snow storm. Or the bad weather can be on the peak only or

Monika Dillingerova

K2 offers a grandiose mixture of breathing and climbing with your men and minor skulduggery towards other climbers. An easy and a hard version offer additional challenges.

on all of the mountain ... For marking the weather influence the game features little weather boards showing the weather forecast for three days. There are always two of these boards visible and thus you know the weather for the next 3 to 5 days. The big board itself is showing four different areas: beneath 6000 meters, between 6000 and 7000 meters, between 7000 and 8000 meters and above 8000 meters. Weather and room for climbers on a spot are connected to the borders between those areas.

In each new round a player always draws 3 cards and has 6 cards to choose from when playing 3 cards. Players decide simultaneously which three of their six cards they want to play, which saves a lot of down-time. Then each player announces the total value of all movement points on all three cards. If there is a climber who wants to be very fast he takes penalty for this in the shape of a risk marker. Risk markers come in values of 0, 1 and 2 and this value must be deducted either from card values or from the lung values of a climber. As the risk markers are always visible when you chose your three cards to play, this risk is calculable. Now each player must assign each of the three cards to one of his climbers and this climber can use the card, but need not do so. The cards that were played form a discard pile. All climbers start with one piece of equipment, each of them has a tent. It is possible that both climbers of a player take shelter in the same tent. Taking shelter in a tent reduces the lack of oxygen in the current round by the value of 1. It is important to know that players play their cards in turn and

so can block each other on the mountain. This you must take into account when choosing your cards because the higher you climb the fewer climbers can be in the same spot. Points are scored for heights reached. These are marked with the climber's peg – two additional markers for each player which mark the maximum height reached by a climber. If a climber dies from lack of oxygen the marker drops to ground level, otherwise the marker stays in place even when the climber goes down the mountain.

A complete game lasts for 18 days (rounds) and you win with the highest total from your two climber's pegs.

Monika Dillingerová: In this game of K2 you must survive 18 days on the mountain and – if possible – reach the peak. In the course of the game some dirty tricks, for instance in the shape of blocking the path, are allowed and can sometimes win the game. But all actions must be well-balanced because the climbers should survive the 18th day if possible. If it is better to race to the peak quickly with one climber and then start the second one from the base camp is a question which remains unanswered as this is closely dependant on the strategies of the other players in each separate game.

wn Monika.Dillingerova@spielen.at

K2

Designer: Adam Kaluza

Artist: Jarek Nocoń

Title ger.: ident

Price: ca. 33 Euro

Publisher: Rebel Centrum Gier 2010

www.wydawnictwo.rebel.pl

EVALUATION

Placement and position game
For families
Place cards, block paths

Comments:

Also good with friends or experts, depending on the version
Topic very nicely implemented
You freeze, breathe and climb with your markers
Also challenging in the solo version

Compares to:

Basically all race game taking into account several facts influencing the running of the race

My rating:



PLAYERS

1-5

AGE

10+

TIME

60+



SHADOW ... Continued from page 23

enhanced the desirable effects of your own cards and not diminish them.

After your visit to one of these locations has been made and the results have been resolved you can start the last action in your turn, to start an attack. An attack can only be directed at a player who is present in the same region with you. A region is a location which is connected to another location by a spider net. The active player chooses a victim and then rolls both dice. You look at the result of both dice and subtract the lower value from the higher value, the difference is the damage the victim has to take. So it is absolutely possibility that no damage is inflicted, when the dice show the same result, the victim has survived the attack without any damage. An attack is strengthened or weakened by using equipment cards, their effects cannot be avoided. Only when no damage is inflicted the equipment cards do not have any effects, either.

If due to an attack or an event happening at one of the locations the damage points are used up – the marker on the damage scale has reached the letter of your character – you must quit the game. You must reveal your character card and remove your figurine and your marker from the board. Should you have equipment cards on display they go to the player who has defeated you, this player can choose one and only one of these cards. Should you be the one who defeated more than one player at the same time you can all the same only choose one equipment cards.

The game ends as soon as one player has achieved his personal goal on his character card. In this case he reveals his character card and shows it to all other players. This immediately ends the game. The winner is the player who achieved his task. Furthermore, when a vampire wins, all vampires have won. The same goes for the werewolves, if one of them wins, all of them win, even if one or more of them had to quit the game before.

Jäger der Nacht / Shadow Hunters is a very good game which implements the topic of werewolves against vampires very convincingly. The element of uncertainty makes the game very challenging, because you never are really sure with which faction a player is affiliated. You must slowly and painstakingly try to find out whom you can trust, with whom you can cooperate and who you should fight. The game is an excellent mixture of cooperative play and individual play, only by combining both of those elements you can reach your goal, Jäger der Nacht / Shadow Hunters is a fantastic game for large groups with the advantage of a very acceptable time it takes to play.

wn Isabella.Schranz@spielen.at

LONDON *Continued from page 16*

you have to pay money for building, too.

2.) Govern the city – you can activate face-up cards in your display and use their abilities (bonuses depicted by text or symbols), which earns you money and victory points or lowers your score of poverty points (some cards offer other additional advantages), usually the card is turned over after it has been used so that a card normally can only be activated once. In some cases the activation must be paid for with money or by discarding a card from your hand.

3.) Buy land – you use money to buy a district of the town and place your marker on it – this earns you victory points (different amounts, depending on the borough) and several new cards for your hand, and your poverty score is lowered, too. In each district only one marker can be placed and the buying of boroughs must always start at the center, and you can only buy adjacent districts. Bridge symbols on the river turn boroughs on the other side of the Thames into neighboring districts.

4.) Draw 3 new cards for your hand, this is all you can do in this 4th choice, which is selected rarely and when then only near the end of the game.

If you have more than 9 cards in hand at the end of the action you did choose you must discard the surplus to the card display on the board – this is not the discard pile! – only when the 10 spaces of this display are filled and more cards need to be added you clear out the top row of the two rows and put those cards on the discard pile – the cards in the lower row are moved up. Yes, just as in St. Petersburg, of which London sometimes brings to mind.

The game ends when the last card is drawn from the draw pile, the active player takes his turn and then each player has one more turn. There is no possibility to “pass” in this game, in each turn you must take one card and choose and implement an action. But each player can choose anytime if he takes the building card from the face-down draw pile or from the open display on the board – this, for instance, is a possibility to acquire the necessary second blue card which I need to pay for building a blue card if I did choose „building” (as already mentioned, you must pay for a building by discarding a card of the same color). By the way, there are four colors of buildings: brown for financial buildings, blue for social and science affiliation and pink for political use. Gray is the color reserved for the poor, paupers, which are rather useless unless you can use them for lower job (for instance, in jail) or discard them as payment for the activation of some buildings.

After a somewhat complex final scoring (you should carefully do it step by step) the winner is the player with the highest total of victory points.

Now let me describe the core elements of

the game, the building cards, in detail: Each card has a name (Stock Exchange, Merchants Guild, St. Paul's Cathedral, Docks, British Museum, Nelson's Column, Street lighting, Underground, even Buckingham Palace and many, many more), an illustration (very prettily done by Mike Atkinson) and – with very few exceptions – a three-part stone plinth; this plinth is necessary for using the cards for a building. In addition to that some of them show text above or below the illustration which gives you certain bonuses, income or activities in the game.

The stylized plinth in its left part shows if and what it costs to activate this card in the action “govern the town”, this cost can be money or discarding a card. The middle part of the plinth shows symbols for the result of the activation: A round mark with number and Pounds symbol for money, numbers in a hexagon for victory points or cubes for poverty points – white cubes if the card reduces your amount of poverty points, which is good, and black cubes if the card rises your poverty points, which of course is rather bad. An eventual text beneath the pictures explains additional functions of the card or bonuses that are activated in the „govern the town” action. For instance, “Omnibus” earns you money for each district you own.

And, finally, the right part of the plinth on the card tells you if you need to turn the card over after activating and using it or not; if not, you can activate it again later. If a card shows text above the pictures, this is an ability that can be used from the moment the card is played, without separate activation. If the picture shows a symbol for victory points, this card earns you victory points at the end of the game, they are scored for all those cards, regardless if they are face-up or face-down. Remaining cards in your hand do not earn you victory points, but poverty points at the end of the game.

At some points in the game you should try to keep the amount of cards in your hand as low as possible, as they rise the values of your poverty score: At the end of the action “govern the town”, when activation has been done and you have received all money, victory points and possibly bonuses poverty is determined: The card stacks in your display are counted. Each card is a stack, regardless

whether face-up or face-down and also regardless of the number of cards in the stack, 1 card is a stack! To this number the number of your cards in hand is added, the total is the number of black cubes (poverty markers) that you must take, albeit reduced by the number of districts you own.

An example: I have 6 stacks in my display and 3 cards on hand, the resulting total is 9. I do own 4 boroughs, so I can deduct those and must take 5 poverty cubes at the end of the actions “govern in town”. The more poverty points I have at the end of the game the more victory points I lose, and the amount rises non-linear!! A table at the edge of the board shows the numbers. For 1 or 2 poverty points, I lose 1 victory points, but 10 poverty points do already cost me 15 victory points. Fortunately, the opportunities to get rid of poverty points become more frequent during the course of the game.

The allure of London is centered in the fact that you must keep making decisions, sometimes rather hard and difficult ones: Do I discard a building with many victory points to pay for a building which reduces poverty? Or do I choose a card that earns me lots of money? Do I buy another borough before they are all gone? Oh, to do so I would need to take out another loan. But will I earn enough money during the rest of the game to be able to pay back the loan? I do need money urgently, so I should govern my town, but, what a pity, that I hold so many cards – those ratted poverty points – can I reduce them, if I build first, but how do I pay for the pink card, let's hope that another player discards a pink card into the display before it is my turn

In reality, each player plays on his own and only for himself, there are very few direct means for interaction, but all the same there is no „long waiting until it is my turn again”, unless you have one of those puzzlers in the game who manage to destroy the most simple game. Indirectly you are busy all the time, with planning what would be your best move, and if one player chooses “governing”, then normally all players assist in scoring. The duration of the game is 90 to 120 minutes, only the first games may take a little longer. Basically, London makes do with a few simple actions, but offers many different strategies to win, so far none of us has managed a fool-



proof strategy for winning the game. At the start 4-5 stacks are sensible for governing, but you cannot do much without taking out loans, as good cards often also cost money when being displayed and of course you will want to buy boroughs, which results in safe victory points, fast access to many cards and thus fast extension of your town which in turn results in a higher income

In the further course of the game most displays hold between 7 and 9 cards, more stacks rise poverty levels far too high; some players have tried to display only cards which are not turned over after activation so that they could save on building actions and therefore get money more often for the governing action, but this results in much too much poverty. A certain amount of chance of course comes into play by the drawing of cards, mitigated by the possibility to choose from up to 10 cards in the open display on the board.

I like London, it is a good game which you want to play again and again, even if it maybe is not THE top game. It is diversified and entertaining and features very well done graphics and components. The card texts are in English, and the rules are attractive, clear and without any gaps and come in German, English and French.

Christoph.Proksch@spielen.at

LONDON

Designer: Martin Wallace

Artist: M. Atkinson, P. Dennis, S. Jonnerland

Title ger.: ident

Price: ca. 35 Euro - again available March 2011

Publisher: Treefrog Games 2010

www.treefroggames.com

EVALUATION

Card game
With friends
Several interacting mechanisms

PLAYERS
3-4

AGE
13+

TIME
120+

Comments:

Good rules in three languages
Plays very smoothly
Very attractive and well done simulation of London's development

Compares to:

St. Petersburg, San Juan

My rating:



THE CASTLES OF BURGUNDY

place: Money, workers, unsold commodities and some of the hexagon knowledge tiles score points for you and the winner after this is the player with the highest total of points.

Conclusion

The Castles of Burgundy offer a plethora of possibilities to the players. If possible you want to to all and everything, take everything, build everything and if possible before your nasty fellow players who might take away something or snatch the coveted bonus points away because they built the last tile of the color just before it is your turn. Especially at the start of a phase, when the displays are still full, decisions are hard to take and have far-reaching consequences. Near to the end of a phase there is not much left in the displays and you are sometimes glad to be able to do anything useful. It cannot hurt in such a situation to have done a little planning beforehand so that you have a few options left. The dice in this moment can be rather irritating because they narrow the possible selection of actions drastically. All in all the chance factor is pretty contained. As there are 50 dice results per player in the game you can assume that the distribution of the numbers will pretty much even out. And in addition to that, you can change the result by using worker tiles.

To be honest, I love that kind of game. The many options allow you to try out many different strategies, which is supported by the different kinds of estates, which have been added to the game for experienced players and they offer very varying starting positions; this enhances the attraction for playing again. After the handful of games I did play it seems to me that the balancing seems very well done – no strategy seems to be a dominant one, it is always important to keep an eye on your opponents and react tactically and cleverly.

The many opportunities of course are fraught with the danger of fiddling about, the duration of the game is very much depended on the players and can easily stray on the long side.

Some small criticism must be directed at the graphics, light green and yellow are hard to distinguish. Apart from this, the components are very nice and of good quality, and, again typically for alea, you find mainly well-done cardboard tiles in the box.

„An extraordinary game of developments on pastures, goods and dice“, we are told by the subtitle of the game on the box. I would not call it a classic development game, as it lacks the opportunities and possibilities to use actions to acquire permanent advantages – this only is possible in a very limited way from the knowledge tiles, but the rest of the slogan is okay. The Castles of Burgundy did not invent board games anew, but it offers a few new ideas which I have not seen

Continued from page 19

THE CASTLES OF BURGUNDY

Designer: Stefan Feld

Artist: Julien Delval, Harald Lieske

Title ger.: The Castles of Burgundy

Price: ca. 35 Euro

Publisher: alea / Ravensburger 2011

www.aleaspiele.de

EVALUATION

Game of acquisition/placement
For experts
Collect and place tiles

PLAYERS
2-4

AGE
12+

TIME
90+

Comments:

Interesting mix of mechanisms
Small chance element in rolling dice
Many strategies to try
Good components
Rules easily understood

Compares to:

Agricola, Macao

Alternate Publisher/Edition:

Die Burgen von Burgund, alea / Ravensburger

My rating:



in exactly this form. The good old classic die is nicely integrated into the game without giving troubles.

To players who like it a bit on the complex side and who are not deterred by some 10 pages of easily understood rules I can recommend The Castles of Burgundy with a clear conscience.

wn Markus.Wawra@spielen.at

Picture of prototype at Essen



win^{XXL}

New from March 2011

Since many years the Games Museum publishes not only journals and other publications, but also Goodies for popular games, which we hand out for free in Essen and Vienna. The most popular of these goodies so far has been the Terry Pratchett Disc World Scenario for „The Settlers of Catan“.

Each week we still receive inquiries from all over the world for these goodies. Up to now we have asked for a stamped self-addressed envelope, because the Goody itself is a gift of the Games Museum.

After lots of inquiries and suggestions from friends we now want to make it easier for all interested gamers to be able to acquire those goodies easily and worldwide: We offer a combination of one issue of **WIN The Games Journal** and one **Goodie** for the price of 5 Euros for postage and packing.

Therefore, starting with March 2011, each month there will be such a **WIN^{XXL}** edition, which comprises the password for this month and a certain goodie from stock.

Therefore each **WIN^{XXL}** is only available while stock for its Goodie lasts. Orders are filled in first come first served order. When the goodie is no longer in stock the respective **WIN^{XXL}** issue will no longer be offered. Check www.gamesjournal.at
WIN^{XXL} 421 starts with the **Ö-Deck for Agricola!** Who does not own one?

WIN The Games Journal is available as usual as a PDF edition for the cost of 6 Euros for 12 months.



The Game in WIN by designer **Herbert Laszlo** and artist **Roman Heinzinger**

DEGENFECHTEN

Produced in cooperation with the Austrian Games Museum

A challenging game of tactics for 2 players, ages 12 and up

Game components

Three cards for each player resulting in a total of 6 cards which 3 pairs showing the same picture on two cards (see included card sheet).

Game idea

Imagine that you face each other holding rapiers: In the art of fencing there is a counter action against each action that you can take and so renders the action useless and scores a hit for the opponent. Your task is to guess which action your opponent plans and to play the corresponding action card.

Preparation of the game

Both players receive a set of three cards, one each for thrust, parry and feint. FINTE = FEINT and PARADE = PARRY and STOSS = THRUST

Game play

This game offers two levels of play:

1. "Puzzling":

Both players keep their cards hidden, take up one card each and reveal them simultaneously:

The pictures on the cards show who wins:

- In case of thrust against parry parry wins.
- In case of thrust and feint thrust wins.
- In case of parry and feint feint wins.

If both cards show the same picture you play again.

2. Rapier Duel:

You can also play this game according to the rules of the International Fencing Organization. The winner is the player who has achieved five hits first, meaning who has one five times in a puzzling encounter.

This offers a special feature which makes the game even more challenging: When the cards Feint and Feint or Parry and Parry encounter each other, no hit is scored, But when Thrust encounters Thrust this is scored as a double hit, both fencers score a hit.

It is understood that the fencer profits most from such a double hit who currently has already scored more hit, that is nearer to the fifth hit. Can he or she take advantage of this or must he fear that the opponent will play the Parry card? To guess correctly provides an additional challenge in the Rapier Duel for five hits.

Aim of the Game

The first player to score 5 hits is the winner.

In Memoriam Dr. Herbert Laszlo - Journalist and Game Designer in Vienna - 16. 4. 1940 - 4. 8. 2009

4 MONKEYS

ONLY THE CLEVEREST MONKEY IS CHECKED!

Players are monkeys in a research laboratory, the researchers want to select the cleverest monkey and send it to Mars. The researchers project colored images onto a screen and the monkeys must reproduce those combinations quickly. In the role of these monkeys you use cards to make up the combos.

Each player has 40 cards, they

are shuffled and placed between him and his right-hand neighbor. All combo tiles are shuffled and stacked green side up, you make number of players +2 stacks, all play simultaneously. Each player can either take a combo tile or "burn" one his cards by turning it over to the orange side and draw cards. If you take a tile you put down the necessary cards on the



table and put the tile on top of them, then you draw from your own stack or from your neighbor. You may bluff or cheat! The timer or a player, who has laid out all 10 combos, end the round. If now someone has double combos, they are all set aside. Then all players add the points of their combos. If you have the highest total you are the cleverest monkey and your combos are checked: All must have the necessary cards and all cards in the combo must be necessary to form the combo. If a Combo is not correct you check again for cleverest monkey and then check the combos of that player. After three rounds the player with the highest score wins.

4 Monkey is an unusual reaction game with an interesting scoring system, you can get away with really cheeky bluffs – placing one card in a combo needing 5 cards – as long as you are not the cleverest monkey. There are easier rules for a family version of the game.

INFORMATION

PLAYERS
2-4

AGE
8+

TIME
30+

Designer: Toni Serradesanferm

Artist: Bascu

Title ger.: ident

Price: ca. 20 Euro

Publisher: Homoludicus/Ghenos 10

www ghenosgames.com

EVALUATION

Language: uk de it pt

Rules: uk de it pt

In-game use of language: no

Comments:

Reaction game with cards

Unusual scoring

Obvious cheating is possible

Family version included

Compares to:

First game with this mechanism



4TUNE

MARBLES ON TOWERS

8+

Aim of the game in 4Tune is to collect as many pieces as possible. At the start 54 pieces are placed on a 6 x 6 board, 1 and 2 pieces alternately. Each player starts with 7 pieces and 3 or 2 marbles of one color. The remaining pieces are "bank" and administered by one of the players. In your turn you roll the die and may place the number of pieces

rolled. You try to place them in a way that creates the maximum possible number of towers with 4 pieces. When all pieces are placed you now can allocate the pieces in towers of 4, one piece each on adjacent towers or free spaces. For each allocated tower of 4 you receive one piece from the bank. When you create new towers of 4 when allocating a



tower of 4, this new tower is also allocated and earns you another piece from the bank. When a tower of 5 is created in the allocation phase you receive a piece from the bank, keep the 5th piece, and allocate 4 pieces to adjacent spaces. When placing pieces after rolling the die you must not create towers of 5. After allocating all towers you must place your marbles on towers, which are now reserved for you. In your next turn you must take off the marbles and place at least one piece each of those towers. If you roll less points than you have marbles on towers you choose the ones you want to use, the others remain reserved. If you allocate a tower of 4 next to a reserved tower you give the piece to the owner of the tower. When the bank is out of pieces the player with most pieces wins. A fascinating set of mechanisms creates a clever game for the family, with an attractive mix of chance in rolling the die and planning.

INFORMATION

PLAYERS
2-4

AGE
8+

TIME
30+

Designer: non stated

Artist: non stated

Title ger.: Zaunkönig

Price: ca. 98 Euro

Publisher: Intellego 2011

www intellego-holzspiele.de

EVALUATION

Language: uk de fr

Rules: uk de fr

In-game use of language: no

Comments:

Abstract placement game

Very attractive design

Interesting rules

Die introduces a chance element

Compares to:

Basically all placement games with redistribution of pieces



A LA CARTE DESSERT

SPICE DICE OR ROCK`N ROLL MOPS

8+

Hobby chefs to the kitchen! You choose a dish for your pan; each dish needs another combination of spice and cooking temperature. You have three moves in your turn to either season your dish or heat up the stove. In addition to that you can take a coffee break and implement the action of a coffee cup: Take victory points, switch stoves, have

another 3 moves, season again or turn the stove down. Too much heat or too many spices spoil your dish. If you complete three dishes or gain three chef stars or if there are no more dishes available the game ends and your dishes are scored. The expansion features a mixed spice cellar without salt, menu cards, two new kinds of coffee



cups and new "salt" dishes. Menu cards are bonus cards for additional victory points, new coffee cups feature garbage can and spice neutralizers, and the salty dishes need correct amounts of salt, too! And finally, a fifth cook can enter the pancake throwing fray!

And if you think it is easy to now shake out two salt grains from the glass you are wrong! How nice that you now can recycle a dish from the garbage can with one of the coffee cups to maybe still be able to fill the menu card you did choose at the start of the game and score points. But – how nasty – you need a star for some of those cards, but fortunately it does not matter for what dish you acquired the star, it can be perfectly boiled water! The other new variety of coffee cups is very helpful, too, you can remove one grain of spice from the pan to save a dish! All in all more, more spicy and exceedingly excellent cooking fun!

INFORMATION

PLAYERS
2-5

AGE
8+

TIME
45+

Designer: Karl-Heinz Schmiel

Artist: C. Tisch, J. Eeuwijk, H. Eller

Title ger.: ident

Price: ca. 17 Euro

Publisher: Heidelberger 2010

www.heidelbaer.de

EVALUATION

Language: uk de fr nl

Rules: uk de fr nl

In-game use of language: no

Comments:

Dexterity game

Very well working expansion

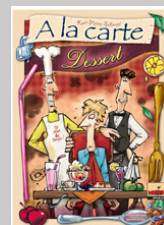
Includes components for a 5th player

No fundamental rule changes

Nice and beautiful family game

Compares to:

Basic game, otherwise still one of a kind!



AETHER

ELEMENTALS ON THE SEARCH FOR AETHER

8+

The ancient Greeks believed that all things are made up from the elements Earth, Air, Water and Fire and that the fifth element of the gods, Aether, was hovering above all. Players use element tiles and elementals to gain control over the 5th element.

You start with a number of elementals of your own color and four element tiles. The Aether

tiles are placed on the pre-set spots on the board. Then certain spots on the board are covered with randomly chosen element tiles. In your turn you must choose one of your element tiles and place it on an empty spot of the board. You can swap elemental tiles beforehand – this is paid for with an elemental – and after placing a tile you can place one



of your own elementals on the tile just placed. Then you finish your turn by drawing an elemental tile. The elemental on the tile is changing into the elemental of this element and has a power equal to the number of tiles its kind in adjacent spaces minus the number of counter-elements in adjacent spaces. Counter elements are Water for Fire, Fire for Earth, Earth for Air and Air for Water. If you control the most power around an Aether tile you control this tile and score its points. In case of a tie the points are split. When the board is completely filled or when the control over all Aether tiles is decided you score for all Aether tiles that you control and all your remaining elementals, even those that you used to pay for swapping tiles. Aether is a very well-made placement game for all the family and an unusual way to use the stone-paper-scissors mechanism, the version offers a rather more tactical game.

INFORMATION

PLAYERS
2-4

AGE
10+

TIME
60+

Designer: Touko Tahkokallio

Artist: Jussi Kurki

Title ger.: ident

Price: ca. 28 Euro

Publisher: Onni Games 2010

www.onnigames.com

EVALUATION

Language: uk de fi

Rules: uk de fi

In-game use of language: no

Comments:

Placement game

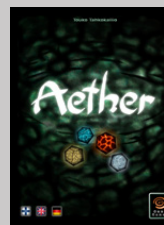
Attractive topic - Nice and simple

implementation of the topic

Unusual use of stone-paper-scissors

Compares to:

Other placement games for majorities and controlled areas, e.g. Carcassonne



ANTVERPIA

HAMBURGUM NEW

Antverpia – An expansion for Hamburgum, the development and resources management game on the upgrading of buildings and ships and on building churches. Players donate construction material and money for building the church and receive donation tiles for prestige. To earn money they produce goods and sell them on the shipping

lanes. The construction materials bought for money are used for donations and to expand buildings and ships. If a church has received five donations it is finished and the player completing it receives bonus prestige.

When all six churches have been finished, un-scored donations are scored, goods and construction materials earn you money



which you can use to buy prestige, and then the player with most prestige wins.

Antverpia not only expands Hamburgum; on the backside of the Antverpia you find a board that offers you the opportunity to play Hamburgum using the rules for Antverpia. In Antverpia donations are sorted according to the rules and there are new rules for the actions on a church spot: If you enter a church you pay a tax of 10 Taler to the bank for each of your own citizens in town. The donation tiles can only be taken in the pre-given order. Some donations must now be paid for with units of goods, as denoted on the donation tile. Churches are not assigned to town districts and tow donation tiles have new values, 3 instead 2 prestige for ships and 2 prestige for each of your own citizens in town.

If you own Hamburgum you should acquire Antverpia, the new rules offer an interesting and rewarding way to play the game.

INFORMATION

PLAYERS
2-5

AGE
12+

TIME
90+

Designer: Mac Gerdts

Artist: Matthias Catrein

Title ger.: ident

Price: ca. 20 Euro

Publisher: PD-Verlag 2010

www.pd-verlag.de

EVALUATION

Language: uk de
Rules: uk de
In-game use of language: some

Comments:

Resource management
A version/expansion for Hamburgum Board, rules and tiles
Back of the board for use with Hamburgum and new rules

Compares to:

Antike, Imperial or Navegador for use of the Rondel, Hamburgum



ARRIALA

CANAL DE GARONNE

The game tells the story building the canal between Grisolles and Valence d'Agén in the times of Louis XI., this canal remained under construction and was finished only in the 19th century. Players are constructors and must use their workers in the best possible way to build the biggest section of the Arriala. You can give instructions,

that means move, all workers, not only your own, but in completed sections of the canal you only score for your own workers, so you should have a majority in such a section. Ties for majorities are decided in favor of the next-biggest number not involved in the tie! You can build locks to create new sections in the canal. Other options are to cultivate

wine or build other structures in the valley.

A round of the game comprises the turns of all players. Each player can spend 5 project points in is turn. 1 PP moves one worker one step forward or allows you to play a card. You must spend 2 PP to move a worker from the canal into the vineyard or to choose a card. 3 PP are the price for entering a new worker at the canal or to set up a riverside construction. 4 PP is the cost for moving a worker from the vineyard to the canal or to build a lock. Prestige or Kudos points are won at the respective canal sections from majorities of your own workers, locks built, riverside constructions built and special structures and majorities in the vineyards. In the version for 2 players a virtual third player comes into the game.

Arriala is quite an interesting little placement game, the mechanism of being able to move other players' workers makes for an unusual tactic element.



INFORMATION

PLAYERS
3-4

AGE
10+

TIME
45+

Designer: Florian Fey

Artist: Paul Filippi

Title ger.: ident

Price: ca. 30 Euro

Publisher: Ludocom 2010

www.ludocom-editions.com

EVALUATION

Language: uk de fr
Rules: uk de fr
In-game use of language: no

Comments:

Position and development game
Unusual topic
You can move opposing workers
Scoring only of your own works

Compares to:

Other worker placement games on majorities



AVVERSO

PUSH RED BY PLACING WHITE



A board made up from 25 hexagons in 5 rows forming a rectangle is empty at the start of the game, 2 sides of the board are marked with a red line for left and right. Each player tries to be the first to connect two opposing sides of the board: If you play with the light pieces you must connect top and bottom of the board and if you play the dark

pieces you must connect the left and right side of the board. When the colors have been assigned you play with the pieces of your opponent. The starting player is the player placing the light pieces to make a connection with the dark pieces. The starting player now puts a first piece on any of the border hexagons. Each player either places



one of his opponent's pieces on an empty border hexagon or places the piece on an occupied border hexagon and pushes all the other pieces in line for one space. A row can only be relocated in a straight line for one hexagon and you must place a piece on a border hexagon to do. The direction in which you must push is given by the new piece. If a row is full from left to right or top to bottom it cannot be relocated, because you cannot push a piece off the board. But only a row of one color only ensures your win!

Place red and push white so that white pieces are connecting top and bottom of the board and red does not profit from the move sounds far easier than it is, especially on the rather small board. Good spacial imagination can help to visualise how the board will look after the move, but the situation changes drastically with each move. Fast rethinking of the situation is essential!

INFORMATION

PLAYERS
2

AGE
10+

TIME
20+

Designer: Henri Morast

Artist: non stated

Title ger.: ident

Price: ca. 27 Euro

Publisher: Gerhards 2010

www.spiel-und-design.eu

EVALUATION

Language: uk de
Rules: uk de
In-game use of language: no

Comments:

Abstract placement games
Elegant and luxurios design
Minimalistic rules
You need to rethink your approach

Compares to:

Other abstract placement games



CITY SKYLINE

LOGICUS FIT FOR CHALLENGE



Logicus Fit for Challenge, that is the title for the series of logical puzzle games published by Huch & friends. The components of this edition are simple, as are the components in all of these games, this time we have a square board, 50 floor pieces and 10 parks. The puzzles on the contrary are not simple at all: Depending on the puzzle selected

you must combine floor levels into skyscrapers according to the parameters and then place the skyscrapers as demanded. Some rows and columns in the puzzle are marked with numbers. These demand the number of buildings that must be visible from this point in direct line of sight in direction of the arrow, higher skyscrapers screen lower ones.



In each row or column there can be only one house of a height, parks can occur in any number. A number in the park demands the number of buildings visible from the park in all directions. Sometimes there is also a demand of how many floors a skyscraper on a certain position must have.

The puzzles are sorted into four different levels of difficulties and for some of them you do not need all of the board. Of course, the solutions are given in the rules booklet, but it is a challenge to find them without assistance. There is always a solution and always a unique solution.

It is of course allowed to lift the board so that you can properly look along a row or column, and do not forget, higher buildings screen lower buildings.

This is a collection of ingenious puzzles, some of them you will solve at first glance, others demand some hard thinking, but all are interesting, all are solvable and offer lots of pleasure.

INFORMATION

PLAYERS
1

AGE
6+

TIME
10+

Designer: Reiner Knizia

Artist: Service3

Title ger.: ident

Price: ca. 20 Euro

Publisher: Huch & friends 2010

www.huchandfriends.de

EVALUATION

Language: uk de fr nl
Rules: uk de fr nl
In-game use of language: no

Comments:

Attractive design of the series
Challenging puzzles
Trains thinking in 3D and spacial imagination

Compares to:

Other logic puzzles with shunting and placement topics



CRANIUM CARDS

CAMEO, CLOODLE OR GNILLEPS



Cranium Cards is the „small“ version of Cranium, only with cards and without board, and obviously in this version of the creative party game the tasks are set by cards. The orange stack gives the stipulations for the terms and the purple stack defines the performance category. Cameo demands a pantomimic explanation of the term without

talking or sounds. Cloodle is explanation by drawing; you draw the term and cannot use letters or symbols. Listofacto is explanation by talking; you describe the term using three facts and can of course not use any part of the word in your explanation. Gnilleps challenges you to spelling the term backwards, if you are the one to do the spelling



you may look at the term while spelling it, your team cannot make notes. Or you are allowed a choice of any of those four performance categories.

Depending on the number of players the opposing team writes down an answer to the orange card – in case of 2-3 players you do this yourself – and hands on this answer to the explaining player of the active team. He draws a card for the performance category, the cards also names the number of points the team scores when guessing the term correctly. When the term is guessed the team of the explainer or you yourself gets the cards. When all 12 purple performance cards have been played the game ends and the winner is the team with most points on its purple cards.

Cranium Cards is a nice mix of funny and challenging tasks and a nice extension to the Cranium line and the range of creative party games, which can even be played by two and three players.

INFORMATION

PLAYERS
2+

AGE
8+

TIME
15+

Designer: non stated

Artist: non stated

Title ger.: Cranium Karten

Price: ca. 6 Euro

Publisher: Hasbro 2010

www.hasbro.de

EVALUATION

Language: uk de
Rules: uk de
In-game use of language: yes

Comments:

Party and quiz game with cards
Card-only edition of Cranium
Handy packaging
Good mix of tasks
Rules included for 2 and 3 players

Compares to:

Cranium Basic game, other such party and quiz games games



DAS GROSSE ABC SPIEL DUDEN

SPIEL DICH SCHLAU!



On occasion of the happy goings on in the Letter Park the letters got dispersed all over the part, players should collect them and be the first to leave the park with a complete set of letters.

You roll the action die for one of five tasks to solve: Writing Parrot – you draw a card, name the letter and follow its contours with a pencil; Word Construction Site –

you draw a picture tile, name the word, turn the tile over and then lay out the word from letters; Letter Mixer – you draw five letters, name them and sort them in alphabetical order; Duck Memo – if you roll a vocal on the blue die you read it out and look for the corresponding duck tile; Puzzle Box – the missing letter must be found. If the result of the roll

shows the blue die you can roll the blue die directly. Otherwise the procedure is: If you solve the task correctly you roll the blue die and move your marker to the next spot showing the corresponding vocal. If no such letter is present between the current location of your marker and the nearest playground you move to this playground and receive a puzzle Part. If you roll the mole you move directly to next playground. The first player to reach the start again can put together his puzzle and wins the game. The book accompanying the game is called „ABC – Mein Mitmachbuch“ and is published by the Duden company.

As all educational games from Haba this one is a well-made mix of simple mechanism, too, attractive, informative and plays with fun! Note also the simple self-control using the complete letter bar and a special version for a game involving players of different knowledge levels!



INFORMATION

PLAYERS
2-4

AGE
5-9

TIME
20+

Designer: Hanna Bachmann

Artist: Barbara Scholz

Title ger.: ident

Price: ca. 20 Euro

Publisher: Haba 2010

www.haba.de

EVALUATION

Language: de
Rules: de
In-game use of language: yes

Comments:

In cooperation with the Duden publishing house

Compares to:

All educational games on letters and reading



DAS GROSSE TIER-RÄTSEL

LEARNING BY PLAYING
SPIELEND NEUES LERNEN

5+

The double-sided game board offers one side with six and one side with 8 areas, the back sides of the animal cards show the solutions for all areas of the board.

You place an animal image behind the closed flaps of the game and your marker on "Start". In your turn you open one flap and all players can, but need not, place a chip on a spot. There can be 2

chips on a spot, but a chip placed later earns you fewer steps. You go on opening flaps until all players have placed their chip or until all flaps are open. Then the picture is scored and you move your marker for a correctly placed chip: 2 steps if your chip either is the only one on the spot or the lower one in the stack. If your chip is the top one in a stack your



marker moves one step forward. If you are the first to get back to start or go over start again then you win the game.

This basic version can be varied in different ways to be a little bit more challenging: You can turn the pictures before placing them behind the flaps for a different view of the animal – you can play with the 6-part-side of the board which makes correct placing of chips more difficult or you can slide in the pattern screen in front of the image, so that only a few parts of the picture are visible, even when all flaps are opened.

The parts of the board are very well explained by pictograms and well explained in the rules, and the tasks fit the age-group very well, for instance is it the animal a mammal or does it lay eggs? The game is an excellent re-use of the mechanism first used in Klappe Auf, not only a very good educational game, but a lovely game for the whole family.

INFORMATION

PLAYERS
2-4

AGE
5+

TIME
30+

Designer: G. Baars, W. Kramer

Artist: Mirjam Fischer

Title ger.: ident

Price: ca. 25 Euro

Publisher: Ravensburger 2011

www.ravensburger.de

EVALUATION

Language: de

Rules: de

In-game use of language: no

Comments:

Game mechanism taken from „Klappe auf“ - Mechanism very nicely adapted
Lots of information
Also a good family game

Compares to:

Klappe auf, guessing games with image recognition, assessing games on animals, e.g. Fauna



DIVE! DIVER! DIE!

DIVE FOR TREASURES WITH DICE

Players are divers diving for treasure, in this game gold and – in case you choose the more difficult version – also for the Jewel of Zakarra. Each player starts the game with a marker, depth marker, a set of card and duration markers. You play four diving expeditions. Aim of the game is to survive each of those dives and to find gold. Each diving ex-

pedition is prepared: You draw an event card, choose one of your cards for the oxygen supply and one card for the maximum duration of the dive, the starting player rolls two 10-sided dice for the amount of gold that can be found. Then each player chooses the depth he wants to dive to, an oxygenator card is turned up and the oxygen supply is adjusted.



In the diving phase you descent one level in each turn, roll the oxygen-dice and adjust the oxygen supply accordingly. When you reach your chosen depth you scavenge at least one time and up to the maximum duration you have chosen – if you scavenge shorter the oxygen supply is adjusted accordingly. When you are done with scavenging for the dive you rise one level per turn until you reach the surface. If you run out of oxygen you go back to the boat without and loot. If you are the only one to finish a dive successfully you earn a bonus of 20 gold. Event cards can be played any time during the dive.

Dive! Diver! Die! describes itself with this title. Die! is the dice and not dying, the oxygen die determines the game and you must always carefully balance the wish to dive deeper for more gold and risking lack of oxygen or go for safety and less gold? A rather well-done simulation of diving for treasures!

INFORMATION

PLAYERS
3-5

AGE
12+

TIME
45+

Designer: Terence, Tham, Ng

Artist: Shawn Yap

Title ger.: ident

Price: ca. 28 Euro

Publisher: Black Dove Games 10

www.blackdovegames.com

EVALUATION

Language: uk

Rules: uk

In-game use of language: yes

Comments:

Dice and card game - The feeling of a dive has been nicely implemented
Publisher from Singapore

Compares to:

Other placement games with dice-regulated limited resource



EYNSTEYN

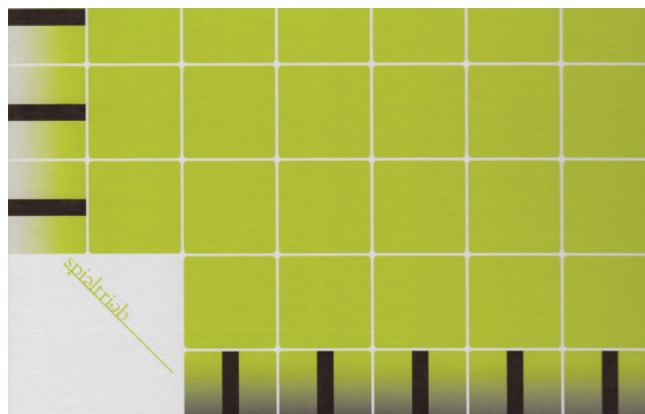
LOOPS AND BENDS TAKE YOU ACROSS



Eynsteyn uses for its mechanism one of the best known basic mechanisms for two-player games, two opposing sides of the board should be connected by an uninterrupted line. In this game the tiles are shuffled face-down and stacked in 5 stacks, the lines are visible. Each player draws a stock of 10 tiles and receives five marker pieces.

The sides you must connect are allocated randomly. Then in phase 1 of the game both player alternate in placing one of their tiles on the board, tiles may touch each other only at corners, not along an edge. This phase 1 is meant to enable you prepare for yourself as many possibilities to use in phase 2. In this phase 2 players draw 8 tiles

each and place one tile per turn. Now tiles can touch each other along the edges, too. You can now also place a marker on a tile to secure this tile. You can also cover tiles already placed with tiles of your own, unless they are secured or not touching other tiles on all sides. This means that tiles at the borders of the board can never be covered, therefore you need not secure them. If you have placed a marker you cannot take it away or relocate it so think carefully about using them. You can only place 4 tiles on top of each other, the fourth tile needs no securing. Branches and loops are possible; parts of a line can be used by both players. If a player needs only one more tile to close his line he must announce this with the word "Eynsteyn", if he does not do so his victory is not valid. Eynsteyn is an excellent example how you can vary well-known game mechanisms to create new and challenging games.



INFORMATION

PLAYERS
2

AGE
8+

TIME
20+

Designer: Till Meyeri

Artist: Anne Petri

Title ger.: ident

Price: ca. 25 Euro

Publisher: Spieltrieb 2010

www.spieltriebgb.de

EVALUATION

Language: de

Rules: de

In-game use of language: no

Comments:

Placement game - Abstract game

New edition, first published 1997

For two players only

Well-known mechanisms, nicely varied

Compares to:

All games for two connect-opposite sides of the board



FIESLING

ELOQUENT, PUNCTUAL – I?



Players are tasked with describing a person with 6 characteristics so that the other players can guess the person. Each player in the game is allocated a number. In each game a minimum of 6 people is described, so if there are fewer players you need to add a person of your choice, write down the name and give it a number. Each player must

be the „describer“ twice in the game, once with his left and once with his right neighbor. Depending on the number of players you play a different number of rounds, a round consists of three turns. Each of these turns is made up from a description and a guessing phase. For the round a number is drawn secretly by the describer, this

person is characterized. In the description phase the describer and his neighbor draw a characteristic and place it at one of the 5 possible position from „not at all“ to „exactly correct“, the other partner can change the position. Then the others guess who was described and position their assessment wheel on position one of the board. After each of the following two description phases you can change your guess and relocate your wheel to position 2 or 3. Then the round is scored: If you guessed correctly you can move your marker 3-1 steps according to the position of your assessment wheel. The describing team scores when at least half of the players (rounded up) guessed the correct person. Used characteristics are taken out of the game at the end of the round.

Funny, interesting, sometimes revealing and a bit dangerous – offended reactions have happened, because the characterized person did not like the assessment at all!



INFORMATION

PLAYERS
3-8

AGE
10+

TIME
45+

Designer: Claude Weber

Artist: Victor Boden

Title ger.: ident

Price: ca. 13 Euro

Publisher: Huch & friends 2011

www.huchandfriends.de

EVALUATION

Language: de

Rules: de

In-game use of language: no

Comments:

Communicative assessment game

Nice mechanism - Works nicely and quick - Works best with a group that

knows each other

Not good for over-sensitive people

Compares to:

Personality, Psychometer and other person-related communication games



GESCHENKE FÜR DEN RADSCHA

FLYING CARPET AND MAGIC LANTERN

8+

The Radscha wants a memento of the tales of Scheherazade and is looking for a Flying Carpet and a Magic Lantern. Players move across the desert on ever-changing paths and look for goods that they can use for exchange at the Carpet Merchants Guild or the Robbers Cave for a carpet or a lantern.

A player's turn consists of move-

ment, placing pieces, actions and reduction of his pieces to 10. The standard move is one step horizontally or vertically. If you relinquish 1-3 pieces you can extend this move to up to 7 steps. You pick up all the pieces on all the squares that you cross in your move. Your move ends immediately if you reach an empty square even - if you have steps



left over – or a special square. At the end of your move you take the same number of your own pieces out of the stock as you have taken pieces – regardless of color – from the board in your move and place them adjacent to either Merchants Oasis or your own pieces. If your move ends on a special square you can do the corresponding action, if you are on the same square with another player you can take a piece from him. Actions are exchanging pieces, exchange 1 pieces of every color for a Magic Lantern or a Flying carpet, hire a Bedouin or a fakir for 3 different pieces or buy a camel. Bedouin, fakir and camel influence your movement and exchange rates. If you have acquired both mementos you use those pieces for movement which are currently the minority on the board.

A pretty family game with some nice tactical possibilities, especially movement by discarding pieces and then placing your pieces is a well-working detail.

INFORMATION

PLAYERS
2-4AGE
8+TIME
40+

Designer: Florian Isensee

Artist: Ulla Janßen, Iris Dahlke

Title ger.: ident

Price: ca. 20 Euro

Publisher: Isensee Spiele 2010

www.isensee-spiele.de

EVALUATION

Language: de

Rules: de

In-game use of language: no

Comments:

Placement and acquisition game

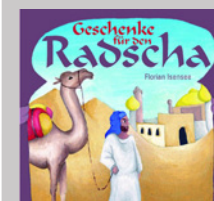
Nice standard topic

Very clear and extensive rules

Starting set up given for a first game

Compares to:

Targui or Nomadi for the topic, new way to move the markers



GIFTTRAP MINI

EDITION BLUE, PINK, ORANGE
AND TABOO



8+

Gifttrap Mini – a miniature edition of Gifttrap in four different varieties, each of the boxes can either be used as an expansion for the Gifttrap game or can be played as a stand-alone version „Gifttrap light“, the boxes can also be combined any way with each other.

Each of the minis has different sets of cards, there are Editions

Blue, Pink, Orange and Black Taboo, which is the edition for adults from ages 16 and up.

The cards are shuffled and 7 cards are dealt to each player, and a first beneficiary is randomly selected. All other players carefully select a card from their hand as a gift for the beneficiary, trying to choose the gift which they believe he will name as the

one he likes best. In a game of three or four players each player gives two gifts. The gifts are placed chosen side up into the envelopes. The recipient lines up the gift next to each other and must take care not to turn over the envelope or the cards, because this would change the gifts. He looks at his gifts and assigns markers for very good (3+), good (+2), acceptable (+1) or no good at all (-1) to the gifts. The donors make themselves known and note their respective scores. When each player has been recipient twice the winner is the player with the highest score. These small minis are themselves an ideal gift, a marvelous game for traveling, entertaining fun and a felicitous transfer of and idea from a board game to a card game. The gifts are creative, ranging from Patience of Job to a visit to Dracula's birthplace. Sometimes one does not want to assign -1 to a gift because you want to keep them all!



INFORMATION

PLAYERS
3-8AGE
8+TIME
15+

Designer: Nick Kellet

Artist: non stated

Title ger.: ident

Price: ca. 10 Euro

Publisher: Heidelberger 2010

www.heidelbaer.de

EVALUATION

Language: uk de

Rules: uk de

In-game use of language: yes

Comments:

Assessment game

Nice transfer of the mechanism from

big to mini - Good as a travelling

game - Works well with any number

of players - Can be combined in any

way

Compares to:

Gifttrap basic game



HEY WAITER!

SERVICE OF A DIFFERENT KIND

Players are waiters and must serve dishes, the first waiter to have served all his dishes wins the game. Each player is given a set of busboy cards and a reference card for the partnership-action in case you play a team game with four players. Then each player receives 7 cards, the rest is stacked for a draw pile. For each player a stack of 12 dishes is

drawn from the bag, each player chooses one stack and places one of his 7 cards underneath it. In your turn you always play two cards. In one card you use the left half for the action you want to take, in the other card the right half for the target of the action. The left half thus determines the action, the other half the color for which the action will be

taken. For instance: You choose one card with "Green" on the left side, meaning all serve. Then you choose a card with "Red dish" on the right side. There for the red dish is served and all players, not you, can serve if they have a red dish on top of their stack. Dish covers do block dishes, busboys can help to serve or solve problems or you can resort dishes and form additional stacks to have a wider selection for serving dishes. A new stack must be placed on one of your cards; when a whole stack is moved or is completely served the card is freed and you can take it back into your hand. The number of cards in your hand plus the number of stacks must always be 7; so more stacks on the table reduce your selection of cards to play. Sounds easy, but offers a surprising lot of tactic, especially in the balance between forming stacks and cards in hand available cards playing.



HINKEL & STEIN

A WEIGHTY BALANCE

8+

An ancient saga tells that in the mist of times disagreements were often decided at the big seesaw in the druidic stone circle. Each contestant brought his own equipment and the druids balanced the different characteristics of the stones with special rules. The seesaw is prepared and the Stone of Destiny is placed. The

stone varieties are randomly assigned; the player of the columns is the first chief. In four sets of five rounds each you must place stones cleverly to collect as many wooden discs as possible. The current chief determines at the start of each round whether the heavier or lighter sight of the seesaw will win and in which order players will position their

stones. At the start of the round 2 discs are laid out. In your turn you then can add 1 or 2 discs or take one disc and thus renounce all further winnings at the end of the round. Then you place a stone, whereby the different varieties have different special abilities: Menhirs – once in a set you can relocate the seesaw to a notch of your choice. Columns – A column is not set aside at the end of a round, once in a set you use both columns simultaneously. Crystals – you can add four discs to the win bonus. Boulders – at the end of a round you can place your smallest boulder next to one already placed and can relocate the Stone of Destiny. Then the win bonus is handed out, all that are on the winning side of the seesaw share the discs, stones used are set aside. At the start of the next set you receive the stones of your right neighbor. Simple and crafty, a good sense for balance at weight is helpful!



INFORMATION

PLAYERS
2-4

AGE
10+

TIME
30+

Designer: Anthony Rubbo

Artist: Jenn Vargas

Title ger.: ident

Price: ca. 15 Euro

Publisher: R & R Games 2010

www.rnrgames.com

EVALUATION

Language: uk de

Rules: uk de

In-game use of language: no

Comments:

Placement game with cards

Standard topic

Topic very nicely implemented

Use of cards must be carefully considered

Compares to:

First game with his combination of mechanisms



INFORMATION

PLAYERS
2-4

AGE
8+

TIME
20+

Designer: Klaus Zoch

Artist: non stated

Title ger.: ident

Price: ca. 45 Euro

Publisher: Chili Spiele 2010

www.chili-spiele.de

EVALUATION

Language: de

Rules: de en

In-game use of language: no

Comments:

Balance game

Very attractive package and components - Components made of Theta

Stone - Best played with four

Rules for two and three available

A sense for structures and

balance is helpful

Compares to:

All balance games



HOCUS POCUS

MAGICAL GEMS FROM THE CAULDRON

8+

The young magicians have congregated around the magical cauldron and try to control its powers. The cauldron produces magical gems and each of the magicians wants to own as many of them as he can collect. You win the magical gems by playing of cards which allow you to take magical gems out of the cauldron or from other play-

ers, therefore your magical gems must be visible all the time. Depending on the number of players you either take the magical mirror cards or the amulet cards out of the game, then each player is given three face-up cards and three face-down cards. The open-faced cards are deemed to be the magical book of a player. In your turn you play any number

of red cards, one after the other, you can play tem from your hand or from your magical book. When you played such a Hocus card all other players, and you too, can play one or several Pocus cards. These are implemented in the order in which they are played. When this is done the Hocus card is implemented if is still present in the middle of the table. If you do not want to play another Hocus card you draw 2 cards up to the limit of 5 cards or you can take a magical gem from the cauldron. The effects of a Hocus card reach from looking at a card in the draw pile to receive cards from stack or other players or get gems yourself or loss of gems or cards for other players. If you have most magical gems when the stack has been used up you win.

This is a challenging little card game with an unusual mechanism, when more tan 2 play little planning is possible, only a very good memory for cards might help.



INFORMATION

PLAYERS
2-6

AGE
8+

TIME
15+

Designer: Elliot Hogg

Artist: Barbara Bongini

Title ger.: ident

Price: ca. 15 Euro

Publisher: Hazgaard / Dust 2010

www.hazgaard.com

EVALUATION

Language: de fr

Rules: de fr

In-game use of language: some

Comments:

Card game

Unusual mechanism - Good card memory can help - Not really playable - A few games necessary to get acquainted with the game

Compares to:

First game with this combination of mechanisms, basically all trick-taking games



KING'S VINEYARD

FROM APPRENTICE TO HEAD VINTNER

8+

The king is looking for a new head vintner for his winery and wants to choose among the apprentices, making three surprise visits at the winery. On occasion of these visit he judges the grapes according to color, sweetness, and length of the vines and dispenses goblets, bottles and barrels as a token of his appreciation. After his last visit the ap-

prentice with the most valuable fits is name head vintner. You hold cards and use them in the phases draw, discard, wilt, harvest, plant, growth and maturing. When the king arrives the display is scored.

First, in a round, all draw cards to hold 6 cards and then you can discard cards, if you want to, but must finish the round with the

remaining cards on hand, no further drawing. Then one segment of a ripe vine wilts, unless you can use a watering can. All completely wilted vines must be harvested. Harvested grapes are set in your personal stock. To plant you place one card with the unripe side showing, for growth you must add a tile showing the leafy side. Grapes can ripen before the vine reaches the maximum length, and must ripen when the maximum is reached. When the king is drawn, the displays are scored at the end of the round: You score for ripe grapes and their colors and also for vines of the same length. Grapes that have been harvested only count in case of a tie, otherwise they are of no value.

King's Vineyard is a very nice family game with a rather unusual topic, a simple set placement game! But keep an eye on the automatic growth and wilting and plan your vines carefully, and keep a watering can handy to avoid loss of a vine!



INFORMATION

PLAYERS
2-4

AGE
8+

TIME
45+

Designer: S. Kharkar, D. Haslam

Artist: Kevin Keele

Title ger.: ident

Price: ca. 25 Euro

Publisher: Mayday Games 2010

www.maydaygames.com

EVALUATION

Language: uk

Rules: uk

In-game use of language: no

Comments:

Tile placement game

Unusual topic

Topic very nicely implemented

Good graphics

Compares to:

Set placement games, Vinhos and Grand Gru or Toscana for topic only



MAMMUT MAMBO

WAKE UP THE NEANDERTHAL IN YOU!

The game comprises, 53 gesture cards and 7 hunting cards. These are well shuffled, dealt evenly to all players and stacked face down. One player is designated clan chief and the time bar is positioned, then you place number of players minus 1 mammoths including the pink one in the middle of the table. Aim of the game is to get rid of your own

cards and dance the Mammoth Mambo without a mistake. Each gesture comes with its call and is once depicted in the cave and once outdoors.

In turn each player turns up a card, all players do this gesture and call and then repeat gestures and calls of all other open cards. For a card showing the cave you do this counter-clockwise, for

outdoors in clockwise direction. When the same gesture is visible twice or more often, you do it silently. When play comes back to the starting player, he turns up another card and places it on top of his first card. After the first turn there are always exactly as many open cards as there are players. If you make a mistake you take all open cards. When a mammoth appears on one of the cards you must grab one of the mammoths in the middle of the table. If do not get one you take all cards. If you grab the pink one you become new chief, can give a card to two players and move the time marker. If you turn up your last card and nobody makes a mistake in this round, you win. If the time marker reaches the finish the winner is the player with the fewest cards. If you want more challenges you can scatter the mammoths about the room. Chaotic, turbulent, challenging, party pure! If you like that kind of game you will have lots of fun!



INFORMATION

PLAYERS
3-6

AGE
10+

TIME
20+

Designer: Roberto Fraga

Artist: Nora Nowatzky

Title ger.: ident

Price: ca. 13 Euro

Publisher: Ravensburger 2011

www.ravensburger.de

EVALUATION

Language: de
Rules: de
In-game use of language: no

Comments:

Party game
Turbulent, funny and loud
Group should be balanced
Needs room

Compares to:

Jungle Speed, Toru for grabbing the mammoth, Snorta, Kakadu and others for imitation and/or correct responses



MEINE 6 ERSTEN SPIELE

LUCK OF DICE AND DEXTERITY

3↑

A pretty yellow tin shaped like a suitcase holds 6 early games for toddlers, featuring wooden components and color dice.

Sonnenschein is aimed at 2-4 players ages 4 and up, the clouds have gathered round the sun and players must remove them. In your turn you roll and may remove a cloud of this color from your segment of the sun.

Torschütze for 2-6 players, ages 3 and up, is a snipping game with a soccer topic. The color dice determine which balls a player can snip into the goal, if you get one in you get the ball. In **Renn-Schnecke** for 2-6 players, ages 3 and up, the snails must be led to the salad as fast as possible, you roll both dice and move on of those snails one spot ahead.



Kinder-„Mensch ärgere dich nicht“ is again designed for 2-4 players, ages 4 and up, you try to get round the board with your three men using the color die. You roll and move to the next spot in the color you roll. In **Schmetterling-Rennen** for 2-6 players, ages 4 and up, the butterflies go from flower to flower. In your turn you roll and move as often as you want, as long as you roll a color that is shown on the next flower. If not, your butterfly does not fly. In **Schwimm, kleiner Pinguin** for 2-6 players, ages 5 and up, you choose one die for the penguin and one for the ice floe, the penguin must reach its target faster than the ice flow reaches its own target. This collection of easy and fast little games is very attractive and just right for the targeted age group. It offers offering first minimal tactical decisions, too, a good introduction to the world of games with rules.

INFORMATION

PLAYERS
2-6

AGE
3+

TIME
10+

Designer: non stated

Artist: non stated

Title ger.: ident

Price: ca. 21 Euro

Publisher: Schmidt Spiele 2010

www.schmidtspiele.de

EVALUATION

Language: de
Rules: de
In-game use of language: no

Comments:

Games collection
Simple mechanisms
Very easy and simple rules
First tactical possibilities
Attractive components

Compares to:

4 erste Spiele and other game collections for toddlers



MONKEY SEE MONKEY DO

**MIME A BOXER
WITH YOUR FINGER IN YOUR EAR!**



The aim of the game in this game is simply to monkey around, in turn everybody must enact something and the others must guess what it might be. All Monkey Do cards and number of players times 2 Monkey See cards are prepared. The active gorilla draws a Monkey See card, tells the other player whether it is an action or a character and enacts

his pantomime with speaking, but he is allowed monkey noises. Who is the first in the audience to grab the power-banana may answer first. The correct answer earns you two Monkey Do cards, one you may keep, the other is awarded to the gorilla. If you are wrong the banana is put back and the other players can try to guess again.



Monkey do cards are posture cards and force players to keep up one or more postures during their next performances. If you cannot keep up one of them you lose the card. These postures are related to head, body, right or left hand or right or left foot. When all Monkey See cards have been played you win with most of the Monkey Do cards. In a version for experienced monkeys banana points come into play, you win them with correct answers, can discard them for drawing certain cards and lose them if nobody guesses correctly. At the end banana points decide a tie in Monkey Do cards.

In an ever harder version you separate the Monkey See cards into two stacks for action and character, the gorilla draws one card each and must enact both. Pure undiluted fun in the right group, to monkey around is the aim of the game. And that works! If you roll around laughing on the floor you might not have wanted to imitate Rolling on the Floor laughing!

INFORMATION

PLAYERS
3-12

AGE
6+

TIME
30+

Designer: 4 designer - 4G

Artist: D. Maiocchi, A. de Martino

Title ger.: ident

Price: ca. 20 Euro

Publisher: Cranio Creations 2010

www.craniocreations.com

EVALUATION

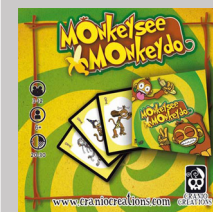
Language: it
Rules: uk it
In-game use of language: no

Comments:

Party game
Not for every player
3 different levels of difficulty
Agility and room necessary

Compares to:

Twister, Tabu Body, You Robot and other pantomime and body twisting games



MONSTA

THREE 2-MONSTA FÜR ONE 7-MONSTA!

8+

Monsters on offer – you collect, exchange or score monster cards. If you are the first to collect 15 points with your laid-out monster groups you win. In each round the active player can score points and auction cards. The game comprises 6 different monsters with values 2 to 7. The higher the value of a monster the more cards of this monster

are there, each point value is assigned to a certain color. The cards are shuffled and each player is dealt 8 cards. At the start of a round the player with the fewest cards in hand receive one bonus card, in case of tie and at the start of the first round all players with the fewest card get one. Then the active player – and only he – can lay down monster

groups, a group is a number of cards equal to the value of the monster. 4 orange card of value 4, e.g., are a group. One card of this laid-out group the player takes for a scoring card, the other cards are discarded. Then he offers one card from the draw pile plus one of his cards in hand. The other players bid for this offer with a number of face-down cards, the number of cards counts, not their value! The active player accepts the highest bid and takes up the cards, the highest bidder gets the auctioned cards and becomes the next active player.

The other bids remain on the table for the next round. To reach or top a score of 15 the active player can only lay out one group.

An unusual card game with simple rules and interesting details: for instance the carrying-over of the bids to the next round and the lack of regular drawing of cards. Quickly learned, quickly played, nice filler game!



INFORMATION

PLAYERS
3-5

AGE
8+

TIME
30+

Designer: Tim Roediger

Artist: Marek Blaha

Title ger.: ident

Price: ca. 8 Euro

Publisher: Amigo 2011

www.amigo-spiele.de

EVALUATION

Language: de
Rules: de
In-game use of language: no

Comments:

Card game
Well-known mechanisms nicely combined - Good family game
Carrying on of bid is an interesting detail

Compares to:

First game in this combination; Rummy for set forming, Bohnanza for part of the set used for scoring



MORD IM AROSA

WHO CAN LISTEN FOR CLUES?

A 3D audio detective game: Wooden pieces are thrown into the skyscraper for victims and clues. First, you throw 2 red victim cubes into the shaft, then each player throws in two cubes one by other. Listen closely and remember which cube might have landed where.

Then the 1st act – searching for the victims – is played: In turn

you lift one floor. If you find a victim it is placed on this floor on the investigation sheet, this level now is a crime scene. If you find clues the owner of each clue must place a cube onto the investigation sheet. The clues are taken from the floor and again thrown in.

If you find only clues you take out all and throw them back in,

plus an additional one of your own. When both victims are found, Act 2 begins.

In Act 2 you can suspect someone or obliterate clues, you name your choice. If you suspect you name the suspect(s) and open a floor. Each suspect with a clue on that floor places one clue on the sheet, the floor clues are thrown back in. For each suspect without a clue the investigator throws in one of his own. You can obliterate your own clues by opening a floor, counting your own clues and taking off this amount of clues from this floor on the sheet. The clues are thrown in again. 10 clues of a player on the sheet or a player without clues in stock end the game.

Clues are converted to suspect points. With most of those you are the culprit, with the fewest you win the game.

Absolutely unusual and new, challenging, witty and nail-bitingly difficult – it is very hard to remember which clue might have ended up where even if you are able to discern them.



INFORMATION

PLAYERS
2-6

AGE
10+

TIME
45+

Designer: Alessandro Zucchini

Artist: T. Schweiger, O. Richtberg

Title ger.: ident

Price: ca. 25 Euro

Publisher: Zoch 2010

www.zoch-verlag.com

EVALUATION

Language: de
Rules: uk de fr it
In-game use of language: no

Comments:

Game of detection
Super components
New use for listening mechanisms
Gets harder with more players
Felicitous new concept

Compares to:

Zapp Zerapp and other listening games for the basic mechanism, altogether first game of its kind



OCTOVERSO

8 LETTERS FOR AN OCTO



Octo is a new word placement game with very clever details. The wooden blocks show the same letter on both sides and are notched at the bottom so that they can be easily set on the rack of the holder unit.

This holder unit consists of a base and the rack, the rack carries the letters and can be turned 180 degrees. Each player begins

the game with 11 letter tiles and 1 Joker tile. To start the game each player forms a word of four letters and places it on the rack, in alphabetical order, for instance HAND and RAIL. Now the rack shows HANDRAIL on one side of the rack and LIARDNAH on the other side of the rack.

In turn players now form a word from their own letters in stock

and with at least two letters from the left or right side of the rack. To make it easier you can turn the rack so that you can see the existing word in reading orientation. You slide in the necessary letters, for instance CARD for CARDHAND. Your opponent must pick up the letters that fall off the rack. If you form a valid 8-letter word you have created an Octo and can put one of your letters back into the bag.

As each player sees the stock of the other player, player A can name an Octo that player B has overlooked in his letters and put a letter back for this, too. B plays the word he originally wanted to play and the Octo named by A cannot be used again in the game.

You could also make UNHANDRA and your opponent would have to take I and L. The joker can replace any letter, each word can only be used once.

A smashing and well-working new idea for a word placement game with lots of possibilities!



INFORMATION

PLAYERS
2+

AGE
10+

TIME
45+

Designer: Laurence Alsac

Artist: First Avenue Comm.

Title ger.: ident

Price: ca. 40 Euro

Publisher: Envie de Joueur 2010

www.octoverso.com

EVALUATION

Language: fr
Rules: uk fr
In-game use of language: yes

Comments:

Word placement
Fascinating mechanism
Interesting possibilities
Elegant components
Simple rules

Compares to:

Basically all word placement games, absolutely new in details



PAPAYOO

AVOID PAYOO AND PAPAYOO!



In this card game – a fairly new genre at games from Gigamic – there are neither Kings nor Queens nor Jacks, but there is a fifth color named Payoo and a special dice. Aim of the game is not to collect the highest score but to win with the fewest points. The game comprises 40 cards in the usual suits for card games – Hearts, Diamonds, Spades and

Clubs – with card values 1 to 10 in each suit plus 20 Payoo cards of values 1 to 20. One of the four Sevens in the game is turning into the Papayoo card for the round and has a value of 40 points. All other cards in the four suits have no value. The cards are dealt to players according to the rules and all players can then – again according to the rules in



dependence of the number of players – hand a certain number of cards to their left neighbor. The die is rolled to determine the suit of the Papayoo card.

Then a trick-taking game is played: If you do not have the color that was led you play any color. The trick is taken by the highest card in the color led; if nobody plays this color the trick is one by the player who led the trick. At the end of the round each player adds the value of the Payoo cards in his tricks. After a pre-set number of rounds the player with the lowest total score wins the game.

Sounds easy, or? But the dilemma already starts with the handing-on of cards. Do I hand on all cards of a suit to be sure to get rid of Payoo cards? And what if I am then handed 1 single card of that suit? Should I take a trick of low value to keep enough low cards for later? A nice card game for the whole family, and even specialists will have fun with it.

INFORMATION

PLAYERS
3-8

AGE
7+

TIME
30+

Designer: non stated

Artist: Design France

Title ger.: ident

Price: ca. 13 Euro

Publisher: Gigamic 2010

www.gigamic.com

EVALUATION

Language: uk de fr nl es
Rules: 24 languages
In-game use of language: no

Comments:

Card game
Attractive design - Packed in a tin
Well-known mechanisms nicely varied

Compares to:
Other trick-taking card games



PENNY ARCADE

WHO WILL WIN THE WATCH?



Players are embodying the characters Tycho and Gabe from the comic called Penny Arcade and re-enact the epic and continuing fight for the Pac-Man watch. For this purpose each of the players holds his own deck with different amounts of the same kinds of cards: Gabe holds 32 Attack cards, 21 Hijinks cards and 6 Stuff cards, Tycho holds 25 Attack

cards, 27 Hijinks cards and 7 Stuff cards. This is supplemented with a character card for each player with information on starting lives, strength, intellect and his special ability. Hijinks are assistance cards for the attack cards, they help the player using them or hinder the opponent. Stuff cards introduce allies or objects into the game.



Each player starts the game with a number of cards corresponding to his intellect. Players alternate their turns, in your turn you can discard any number of cards from your hand, then you discard all cards from your „used“ stack and draw cards. Then you can implement any amount of actions that you like, each card which demands strength or intellect for its use, reduces the values of the player for the next action.

For an action you play a card or activate a card already played. Attack cards and some Hijinks cards take effect immediately when used. An attack card can be blocked by the opponent. If you cannot block it, you take damage accordingly.

If you are familiar with the comic you will like the game. Basically it is a standard card game for two with using cards for the purpose of their effects, the idea to link the number of cards to the intellect of the character is a witty detail.

INFORMATION

PLAYERS
2

AGE
13+

TIME
30+

Designer: J. Hata, C. Konieczka

Artist: Navaro, Krahulik, Holkins

Title ger.: ident

Price: ca. 25 Euro

Publisher: Fantasy Flight 2010

www.fantasyflightgames.com

EVALUATION

Language: uk
Rules: uk
In-game use of language: yes

Comments:

Card game
Based on a web comic of the same name
Graphics from the comic
Only for fans of the genre

Compares to:
All card games with direct comparison of cards and use of additional cards



PSYCHOMETER

DON'T KEEP BACK ON YOUR OPINION!

16+

Psychometer offers a challenging mix of assessment game and simple personality test. Each player has a set of voting cards. The starting player draws the top psychometer card from the stack for a target card and then draws two more card which he places to the left and right of the target card, properly aligned, so that the arrow on each of those

two cards points to a characteristic on the target card. This can result in an interesting choice between patient and megalomaniac, because the starting player now chooses one of these characteristics and reads it to the other players. All players including the starting player himself now assess the starting player as regards to the characteristic of

his choice. Players use their voting cards, the higher the value of the card the more one believes the characteristic to be true for the assessed player. The values of the used voting cards are added and then chips are allocated to players according to the vote, using a table. Psychometer rewards courageous extreme assessment and voting and therefore should not be taken too seriously. Who first reaches the pre-set number of chips wins the game. The rules provide another table for use with a group of players who know each other well. As the starting player assesses himself his choice of the characteristics that must be assessed limits the result a little bit.

However, Psychometer is a cute combination of well-known mechanisms, the characteristics are wittily chosen and borderline voting is demanded and rewarded – therefore – as the rules state – don't take the results too seriously.



INFORMATION

PLAYERS
3-5

AGE
16+

TIME
45+

Designer: Uwe Rosenberg

Artist: Fahrenbach, Bilz, Eller

Title ger.: ident

Price: ca. 9 Euro

Publisher: Heidelberger 2010

www.heidelbaer.de

EVALUATION

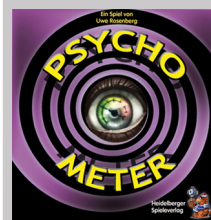
Language: de
Rules: de
In-game use of language: yes

Comments:

Assessment game
Standard topic
Handy package
Good use of the material
Extreme assessments are rewarded

Compares to:

Other assessment games,
e.g. Personality, Fiesling



SIEBEN UNTER VERDACHT

THE USUAL SUSPECTS



Murder has been done, seven notorious gangsters have been arrested. It is now your task to convict the culprits, because there could be two, three, four or five culprits. You have the choice to play with 2-5 players and a witness = game master or to play with 1-5 players and use the internal control system of the game for a witness.

Several confrontations are enacted, the witness names the number of culprits among the suspects. The game master in the role of witness takes the top card from stack, this is the solution for the case. Then he turns up the next card from the confrontation card stack and places next to it as many witness clue markers as there are correspond-

ing culprits on the solution card and the turned-up confrontation card. Players hold 7 suspect cards. Now the players draw three confrontation cards and choose one of them. The witness again places witness clue markers next to it.

When the players think they know the culprits they place the corresponding suspect cards. The witness agrees or disagrees. In case of a wrong solution you score 2 penalty points, otherwise each confrontation card that was used scores 1 point. After a number of rounds the player with the lowest score wins, players alternate in being witnesses. In a game without a witness the confrontation cards are placed on the solution card, through the holes in the card you see the number of witness clue hints = number of corresponding suspects.

Already the third crime game at Gmeiner, again good, again different, this time rather abstract, a felicitous exercise in logic thinking that works well as a solitaire game.



INFORMATION

PLAYERS
1-5

AGE
12+

TIME
15+

Designer: Reiner Knizia

Artist: Lutz Eberle

Title ger.: ident

Price: ca. 14 Euro

Publisher: Gmeiner Verlag 2010

www.gmeiner-verlag.de

EVALUATION

Language: de
Rules: de
In-game use of language: no

Comments:

Deduction game - Very abstract game despite the detective topic
Very good solitaire game
Good training for logical thinking

Compares to:

Mastermind and other logic games



SPACE HULK

DEATH ANGEL



A cooperative card game in the setting of the Warhammer 40.000 universe, players embody Space Marines of the Blood Angels unit and are charged to cleanse a Space Hulk from the invasion of extraterrestrial symbionts, all players win or lose together.

Starting from a location card, players move around a display

of cards which was prepared by exactly following instructions in the rules. Aim of the game for the Space Marines is to reach the last location card in the display and to implement the victory condition on that card or erase all symbionts in the formation and both signal stacks at the last location. When all Space Marines die earlier than that all have lost



together. Space Marines cannot leave their formation – if a Marine dies the formation must be shifted to close the gap. Movement is executed within the formation, advancing moves the formation to a new location.

You play several rounds and each of the rounds consists of phases following each other: Choice of action with action card – there are support, attack and movement + activating, implementing of action in ascending order of numbers on the cards chosen, attack of each symbiont swarm on each marine with which it is in combat, event, drawn and implement by the active player of the lowest action card, he alone decides on all instinct reactions. Then the symbols on the card are implemented one after the other, they make new symbionts appear or move symbionts already present.

Drastic and unambiguous, there is not one peaceful moment in this cooperation, this is a game only for fans of the genre and the Warhammer universe, compact with copious rules.

INFORMATION

PLAYERS
1-6

AGE
13+

TIME
60+

Designer: Corey Konieczka

Artist: Bradford Rigney

Title ger.: Todesengel

Price: ca. 20 Euro

Publisher: Heidelbergberger 2010

www.hds-fantasy.com

EVALUATION

Language: de
Rules: uk de fr
In-game use of language: yes

Comments:

SciFi card game
Set in the Warhammer 40K universe
Only for fans of the genre
Cooperative but aggressive game
Two rules, for 1-3 and for 4-6 players

Compares to:

Other SciFi adventure games in the Warhammer 40K universe



SUNBLOCK

NO GARBAGE CAN NEAR THE DECKCHAIR

6+

Summer, sun, beach – deckchairs, garbage cans and the struggle for the best spots; who does not know this? First of all the game is put together, there is a symmetrical setup made up from a central big sunshade, four deckchairs and four garbage cans. The die is customized with five colored tiles and one image tile for the sunscreen. In your

turn you roll the die: For a result of yellow, red or black you take a sunshade in the color rolled and put it on the beach. If there is no shade of this color you take any shade. When you roll the image for the big sunshade you must relocate the big shade to another spot on the beach, he needs a free space of four squares. If you roll brown you must relo-

cate your own deckchair, but not directly next to another deckchair. Deckchairs may only touch each other across a corner. For orange you must relocate a garbage can, if then deckchairs are on adjacent squares they must be immediately relocated. In your turn you may steady the board, may turn it or lift it. If you topple something or cannot find a free spot to execute the roll of your turn you must drop out of the game. The last player in the game is the winner.

As in all other Lego games the rules make some suggestions for variants of the game: You can construct the sunshades with poles of different length or you can relocate any sunshade if you roll the sunshade image or you can introduce the crab into the game, if you roll orange you can place the crab into the water, adjacent deck chairs must be moved.

Again a typical Lego game, pretty, quick, and offering simple rules and lots of fun!



INFORMATION

PLAYERS
2-4

AGE
6+

TIME
15+

Designer: non stated

Artist: non stated

Title ger.: ident

Price: ca. 10 Euro

Publisher: Lego 2011

www.lego.com/legogames

EVALUATION

Language: uk de fr nl it
Rules: uk de fr nl it
In-game use of language: no

Comments:

Dexterity game
Nice topic
Well implemented using lego pieces
Variants listet - Simple rules
Also a good family game

Compares to:

Banana Balance and other dexterity games



THE CLUB

DJ SET

16+

Guests are looking for partners in the Club and players try to score for ideal couples. The board is set out and 25 dancers are randomly distributed on it – each dancer has a secret characteristic noted on the back of the tile – this can be a well-filled wallet or a baby or an illness or a wedding ring. On the front each dancer shows four characteristics – sex, musical

taste, looks and mood.

You draw 3 tiles from the bag, look at both sides and move them into board from one side. This relocates other dancers, maybe even moves them off the board and out of the game. If this results in the formation of a couple you may take it off and score it. The more concordances there are in a couple the higher



the score. The hidden characteristics can result in loss of points, for instance if both guests still live at Hotel Mama. The Bouncer removes a dancer. If the Rock Star is completely surrounded by dancers, he and four dancers are taken off the board, you score two couples and earn the Rock Star bonus. The Creep blocks dancers. When the last dancer has been pushed into the board the game ends and the player with the highest score wins.

The DJ set introduces the musical deck, in the turn of the starting player the DJ plays a new song – the rules on this card are valid till the next move of the starting player. In a game for two you can play The Club: King and Queen of Clubs, astonishingly similar to chess.

The Club stays a cute and satirical game, also with the DJ Set, and you need to survey the board closely to join the right dancers. And when the Creeps blocks the Rock Star ask the Bouncer for help!

INFORMATION

PLAYERS
2-4

AGE
16+

TIME
60+

Designer: Jussi Autio

Artist: Antti Löytöjoja

Title ger.: ident

Price: ca. 20 Euro

Publisher: Tuonela 2010

www.tuonela productions.com

EVALUATION

Language: uk

Rules: uk

In-game use of language: no

Comments:

Placement and acquisition game

Not a family game topic

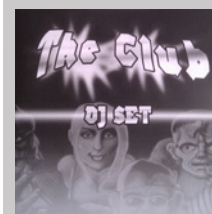
Implemented with a satirical touch

Spacial planning needed - Rules

given for a tactical game of 2 players

Compares to:

Carcassonne, Café International



THE PRINCESS' BALL

A BRIDE FOR PRINCE GOLDLOCKE

4+

Prince Goldlocke is looking for his real bride among six princesses. The ballroom is put together and is given a mirror for a dance floor. The princesses in their lovely pink overdresses are placed on the holes of the board, the entry to the ball room is left empty. The candle tiles are laid out and the prince is waiting on the blue carpet. You roll the

dice and must find the princess wearing this dress. You choose a princess and place the prince in front of her. Then you place the princess on the dance floor and spin her slowly. This causes her overdress to lift and you can see the dress of the princess in the mirror – the more slowly she turns the better you can see it. If the dress shows the pattern de-



termined by the die you receive a crown marker. If the prince has asked the wrong princess to dance you must turn over one of the candle tiles. In any case you must place the princess onto the spot where the prince does not stand. If you spin the princess too fast or somehow wrong so that she tumbles, your turn ends and nothing else happens.

When the last candle is turned over, the player with the most crowns wins the game. If before that a player wins his fourth crown, this player immediately wins the game. For an easier version of the game you can put back the princess on her former place or you might want to play a cooperative version where all players together must win 10 crown markers to win the game. I think this is the prettiest and most enchanting version of a memory game that I ever have encountered, simply beautiful! And on top of that a very good training for hand-eye-coordination.

INFORMATION

PLAYERS
2-6

AGE
4+

TIME
15+

Designer: Basler, Bouguerra

Artist: Antje Flad

Title ger.: Ball der Prinzessin

Price: ca. 26 Euro

Publisher: Haba 2011

www.haba.de

EVALUATION

Language: uk de fr nl es it

Rules: uk de fr nl es it

In-game use of language: no

Comments:

Memory game

Simple memory mechanism

Fantastic design - Variants given

Good training for hand-eye-coordination

Compares to:

First game with these components, all memo games for the mechanism



TIEN ZI QUE

MAHJONGG FOR TWO



Mahjongg in a pocket-size edition and for two players only – an attractive and enticing idea in a small box, easy to carry along and nice for playing on the road. You play four rounds; then the player with the highest score wins. A round starts with drawing of the first card and ends with announcing “mahjongg”. During a round each player has one ac-

tion in his turn until one of them has laid out five groups. Each player starts with 5 cards, the rest is draw pile. In your turn you must either draw a card and discard a card, draw a card and place a set or draw a card from the discard pile and place a set. A set made up with a card from the draw pile is called pong and is made of three cards, either three

of the same kind or three umber cards in a sequence. A set made up with a card from the discard pile is called chow. If you have placed a set, you take one card from the set for scoring purposes and discard the other two cards. Your opponent can now take one of these just discarded cards for a set. The TZQ card is a joker, a set cannot contain two TZQ cards and a discarded TZQ card cannot be picked up for a set. Sounds easy, but is not easy at all, because the trick is in choosing the cards for scoring – you must be able to make up scoring combination with cards retained for scoring – for instance five cards of the same color or five name cards (direction or dragon) or three TZQ cards or a row of numbers. And furthermore, only the player who announced “mahjongg” does score. So planning ahead is essential as is the choice of set to lay out, because must contribute to a scoring combination.



INFORMATION

PLAYERS
2

AGE
8+

TIME
20+

Designer: Ta-Te Wu

Artist: Ta-Te Wu

Title ger.: ident

Price: ca. 9 Euro

Publisher: Z-Man Games 2010

www.zmangames.com

EVALUATION

Language: uk
Rules: uk
In-game use of language: no

Comments:

Set collecting card game
Based on Mahjongg
Only playable for Two
Very attractive design
Unusual scoring mechanism

Compares to:

Mahjongg, Rummy



TOLEDO 1085

CITY OF THREE CULTURES

In 1085 King Alfons VI took the town of Toledo back from the Moors, and Toledo became the city of the peaceful coexistence of the three big monotheistic religions, Christianity, Judaism and Islam. Players are noblemen in Toledo and want to be the one who supports best the three religion and the growth of the diverse matters of influence

in the city.

You acquire cards in auctions which you place to form the areas of influence in the city. If you have collected at least 10 prestige points in all of the four areas or have placed all three religions in one of the areas you end the game, the winner is the player with the highest score from card values and bonuses.

The cards represent personalities, trade action and other characteristics of life in Toledo, are usually affiliated with a certain religion and a certain area of influence and have a fixed value of prestige points. There are cards for science, economy, culture and religion, the nobleman cards are joker cards. AN auction comprises receiving money (the same amount in each round!), prepare cards for auction – first open ones that are deemed to come from the king, then face-down ones from the players. Then you bid card by card first for the king's cards and then for players' cards. At the end of the auction you give back left-over money to the bank. Cards that you received are placed in your city display.

A basically simple set collection game, which stands out due the auction mechanism: You get a fixed income per round, so there are the same chances for all, and there is no change, and you only know part of the offer at the start of the auction!



INFORMATION

PLAYERS
2-4

AGE
12+

TIME
45+

Designer: J. Jesús Domínguez Cruz

Artist: Bravo, Corredra, Sanz

Title ger.: ident

Price: ca. 25 Euro

Publisher: Ulisses / Truant 2010

www.ulisses-spiele.de

EVALUATION

Language: de fr es
Rules: de fr es
In-game use of language: no

Comments:

Card game / historical background
Mechanisms basically simple
Unusual auction mechanism with only partly known offers
Very attractive design

Compares to:

Other set collection games



TOTAL RUMBLE

WRESTLING WITH CARDS



In this fast card game for large groups of players you embody a wrestler and aspire to become a Wrestling Superstar. To do so you must of course defeat all of your opponents in direct contest all against all and for this use the best tactics and techniques. If if necessary you must even throw a ladder or a chair to win! Players are dealt three cards and

then choose a character card or the can decide to have the characters randomly allocated too. Normally play goes in clockwise direction, but this can change during the game. If you play a card you draw a card unless the card just played says otherwise. You may play any allowed card – and what currently is allowed depends on the card that the



player immediately before you has just played. If he played a number card you can play a number card of the same or a higher value or a negative number. If you have to take damage due to a card all must discard or take cards to make a card hand of three. This happens when you cannot answer a number card with a correct number card – you decide on a number card for the damage you take. If this damage is higher than the maximum damage value of the character you drop out of the game. You can play special cards instead of number cards. Special abilities of the character can be used one and then again when the discard pile has become the draw pile. Objects are played onto the table to control and use them. The last player in the game wins.

Total Rumble is a very fast game with a standard card-on-card mechanism which was very attractively varied here for all players who like wrestling and will like Total Rumble.

INFORMATION

PLAYERS
2-12

AGE
8+

TIME
20+

Designer: Óscar Arévalo Robles

Artist: Óscar Arévalo Robles

Title ger.: ident

Price: ca. 12 Euro

Publisher: Gen X 2010

www.genxgames.es

EVALUATION

Language: uk es

Rules: uk es

In-game use of language: yes

Comments:

Card game

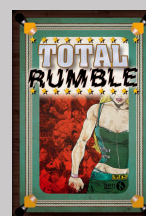
Rare sports topic - Simple rules

Fast game - Basic UNO mechanism

cleverly adapted

Compares to:

UNO and other games with a „play correct card on card“ mechanism



TRIVIAL PURSUIT

MASTER EDITION



16+

A re-launch for a classic in a smashing new design, a classic that is synonym for an entire genre of games – the Trivial Pursuit Master Edition has arrived, it succeeds the the Genus edition. The design of the package is clear and elegant and the box holds nearly 3000 entirely new questions and a new gimmick for the game, the timer!

The basic rules of the game still apply: In your turn you roll the die and advance your mover the number of steps rolled. After your question has been read out to you the timer is started. If you answer correctly and the timer is still running you have another move. Of course you receive a wedge if your mover happens to stand on an appropriate square



and if you did answer correctly. If you give a wrong answer or if the timer runs out before you manage to answer, your turn ends and it is the next player's turn. As usual you must fill your mover with six wedges in the six different colors of the categories and then move to the middle of the board. In the middle region you must answer the so called master question, a question from a category chosen by your fellow players. If you answer this question correctly, too, you have won the game.

In case you would like to try out the so called speed version of the game, you can do so by giving a wedge to a player for each correctly answered question, so that with a bit of luck the game can be won in 7 rounds if you manage to end on a different category each time.

Trivial Pursuit Master Edition is a loving and painstaking revision of an all-time favorite, well-don, attractive and with the timer for a modern touch.

INFORMATION

PLAYERS
2+

AGE
16+

TIME
90+

Designer: non stated

Artist: non stated

Title ger.: ident

Price: ca. 35 Euro

Publisher: Hasbro 2010

www.hasbro.de

EVALUATION

Language: uk de

Rules: uk de

In-game use of language: yes

Comments:

Trivia and quiz game

Absolutely fantastic new design

Time is a nice new detail

Timer accelerates the game

Compares to:

All versions of Trivial Pursuit and other Trivia games



WITCHCRAFT

SEARCH FOR THE EVIL WITCH

The Academy for Magic has a problem with a witch and must locate the witch. Players collect information to contribute to the solving of the case. In the day phase you play actions, in the night phase the game is scored. Possible actions during the day phase are: Take 2 character cards from the display and exchange if for an information disc or use

a data card from the display. If you take character cards one is placed face-up on the table, this character is a suspect for being the witch. Cards in this color are rumor cards and turn into negative points for the player who later takes control of this color. With a data card you can turn over and so annul two rumor cards regardless of their location. When



all cards have been used the night phase begins: You guess and note down who might embody which character and score for correct guesses. Information discs are transformed into pints and the rumor cards change into negative suspicion points for the character of this color. In the introductory game now the player with most points win the game. In the standard game you play two days and two nights. A data card annuls one rumor card, in the first night you guess characters and transform information discs into points and rumor cards into suspicion points, but only temporarily because the characters are not revealed. This happens in the second night, and a different scoring system is used. The game was produced in a very limited edition for Essen 2010. The rules are somewhat complex and need careful reading. Despite the topic Witchcraft is a game on scoring points for cards displayed and chips acquired.

INFORMATION

PLAYERS
3-5

AGE
10+

TIME
45+

Designer: Muneyuki Yokouchi

Artist: Akaie

Title ger.: ident

Price: ca. 18 Euro

Publisher: Japon Brand 2010

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

EVALUATION

Language: jp
Rules: uk de jp
In-game use of language: no

Comments:

Card placement / set forming game
Very detailed rules
Rules need time to get familiar with
For fans of japanese games

Compares to:

Other card games with forming displays for scoring points



WIZARD EXTREME

SEALS FOR TRICKS YOU ANNOUNCED

10+

Announcing tricks in a new way! You receive 15 cards and must announce the number of tricks that you will take with these cards. New? No, but here you must also announce the color in which you will take the tricks. The Red Magician Suit is the only trump color in the game. The starting player announces his tricks first and takes the corresponding seals. When

seals of a color are already gone you take them from other players and give them a white joker seal instead. One player in the round can play "Black Magician" and try to hinder players, but nobody must choose the Black Magician. It is also allowed to take no seals and thus announce that you will not take a trick.

Then all tricks are played, red

is always trump. For a trick announced and taken you discard the corresponding seal. If you take an unannounced trick you take a black penalty seal. If you take a trick with red you can either discard a red seal or a seal in the trick color. White seals can be discarded for any trick. When all tricks are played each remaining seal scores -2, each joker -4 and each black seal -3. Being Black Magician is always worth -4 points, each black seal for another player improves this by one, so that he can achieve zero as his best result.

After a number of rounds equal to the number of players the winner is the player with the fewest negative points.

With this wizard topic this re-edition of Die Sieben Siegel still is a wonderful trick-taking game, joker and penalty seals make it especially challenging and the Black Magician is an interesting alternative of you have a not-so-good hand of cards.



INFORMATION

PLAYERS
3-5

AGE
10+

TIME
45+

Designer: Stefan Dorra

Artist: Franz Vohwinkel

Title ger.: ident

Price: ca. 8 Euro

Publisher: Amigo 2010

www.amigo-spiele.de

EVALUATION

Language: de
Rules: de
In-game use of language: no

Comments:

Trick-taking card game
New edition of Die Sieben Siegel
New topic fits the mechanism very well - Very attractive design
Simple rules

Compares to:

Canyon, Mü and other games with predicting the number of tricks taken



BENJAMIN BLÜMCHEN MEMO

Publisher: Schmidt Spiele

3↑



Since many years now the jolly elephant in blue trousers and a red jacket with a red hat is one of the most permanent characters in nurseries – in this nice and colorful memo game Benjamin and his best friends can be found on 24 cards, 12 pairs show them against backgrounds in different colors. 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.

Memo game for 2-4 players, ages 3 and up

DICEWORDSDesigner: Graham Lipscomb
Publisher: Graham's Games

8↑



Each player has three rolls to form the word with the best possible score. You set aside dice after each roll and can reroll dice set aside previously. You can announce your word anytime. The value of a word is equal to the sum of its letter values times the number of letters in the word. So a long word with rare letters can yield a high score. The values of the letters correspond to their occurrence in the German language. For a tactical game you can use the table of letter distribution on the dice.

A game of dice/words for 1 or more players, ages 8 and up

DUCKOMENTA MEMO

Publisher: Pegasus

8↑



A game full of allegations and play on words: The Duckomenta exhibitions are dedicated to the heritage of duck culture. The memo – presented by interDuck – offers a chronological journey through the ages proving that the ducks once were among us and have influenced our destiny. 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 fantastic, funny and satirical adaption of well-known portraits or sayings à la Duck!

A game of memory for 2-4 players, ages 8 and up

DUTCH BLITZ

Publisher: Dutch Blitz Game

8↑



A card game based on Ligretto – each player has 40 cards featuring a symbol from the Amish culture. 10 of these cards form an open stack, 3 are laid out open-face, the rest is held in your hand. All play simultaneously: 1es directly on the table, then all other cards in number sequence and the same color, from your hand and from the 3-card display. The display is immediately replenished with cards from the 10-stack. If this stack is finished, you call Blitz and end the round. Your own cards in the middle score you 1 point each, cards remaining in the 10-stack -2. The first to reach 75 points wins the game.

Card placement game, for 2-4 players ages 8 and up

FLEET 1715 SOLODesigner: Stephan Riedel
Publisher: Clicker Spiele

10↑



A scenario with its info cards is prepared and you try to deduce the type of ship, its cargo, the location and the water level where the ship can be found. In the solitaire game you hold all info cards, otherwise you have a task card and look for information by asking other players for an info card. After each round one card is revealed from the draw pile. When a player has the solution he notes it down and continues to discard cards. When all have found the solution, the stack of notes is turned over and the winner is the player with the first correct solution in the stack.

A game of deduction for 1-5 players, ages 10 and up

LABYRINTHDesigner: Max J. Kobbert
Publisher: Ravensburger

7↑



A labyrinth with dead ends and paths ending at walls, not stable and not permanent but permanently changing because path tiles are pushed into the grid and push other tiles along. Each player tries to make a path to the items depicted on his cards. You push one tile into a row or column, thereby pushing another tile out at the end. Then you may move your pawn along the paths as far as you can or want. If you reach the item on your current card you discard this card. The first player to discard all cards wins the game. Jubilee edition 25 Years Labyrinth in a tin, including a variant with event cards.

A game of positions for 2-4 players, ages 7 and up

RORY'S STORY CUBES ACTIONSDesigner: Rory O'Connor
Publisher: The Creativity Hub/Hutter Trade

6↑



9 dice, each with 6 different and unique images, so the pretty little box offers 54 different images to play with. How to play? You roll the dice and then tell a story using all dice in any sequence you want, but using all 9 images for the story. You can play alone, or play in a group, all tell a story and then you vote on the best one, or you start the story and each player continues it using one image. In analogy to Story Cubes, the dice show moments and actions and can be combined with Story cubes or used alone.

Narrative game for 1 or more players, ages 6 and up

THE SETTLERS OF CATAN CITIES & KNIGHTSDesigner: Klaus Teuber
Publisher: Kosmos

Catan is threatened by Barbarians while players rival to expand a city to a metropolis using wares for new development cards. When the barbarians are not defeated, they pillage a city belonging to the player who supplied the fewest knights for the defense. This expansion for Settlers of Catan transfers many elements from the card game to the board game. As all other expansions, Cities & Knights can only be played together with the basic game. To complete the series, the German edition has been re-launched for the 15-Year-Jubilee of the basic game. There is also an extension with material for a 5th and 6th player.

Expansion for 3-6 players, ages 10 and up

TOP TRUMPS SPECIALS

Publisher: Winning Moves

8↑



HARRY POTTER HEILIGTÜMER DES TODES
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. Themenset: Harry Potter Heiligtümer des Todes Teil 1

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

HUGO KASTNER RECOMMENDS

TOP RACE

Strategic Bets & Clever Wins

Dear Reader! „Top Race“ has been running on a really long track since the time when its life span started with the rather crude race-game prequel „Niki Laudas Formel 1“, published in the year of 1980, which after all managed to be selected for the nomination list for the German „Game of the Year“ – „Spiel des Jahres“. The Austrian Double World Champion was one of the few people who managed to lend their name to a board game in these early beginnings of a newly flowering „Games Era“, and this from a man who „did not want to keep driving in circles“, as he remarked rather dryly in the parting interview at the end of his first career. Well, Lauda has his celebrated comeback, just as did the race game dedicated to him. This uniform driving in circles obviously also did not appeal to designer Wolfgang Kramer either, and therefore the highly decorated games designer further developed his fantastic racing idea, at first in the middle of the Nineties to a game featuring an interesting double race-bet mechanism and finally for a completely revised and redesigned new edition in 2008 to a tactically demanding racing event with pit stops and stock market actions. As a bonus, Kramer, the Grand Master of Board Games, included four highly diverse race tracks. Whatever track you will want to follow, a pit stop at the Austrian Games Museum in Leopoldsdorf is a necessity and simply belongs to a real „Top Race“! Website: www.spielen.at

In the light of a race spectator's lamp a circular track including four chicanes must be mastered, and this with up to 6 Formula 1 racing cards, which are directed by the so called „speed“ cards. These speed cards show the colors of the cars which must be moved forward the number of steps noted on the cards. Three special cards among these speed cards allow short busts for certain race cards, but their use can also result in a malfunction, entirely according to the intentions of the driver. Each racing stable = player starts the game with 200.000 Dollars and the

aim of the game is to substantially enhance this amount during three races as much as possible. To allow you to use the randomly drawn steering cards in an optimal „racing plan“ you need cards of a certain color, which can be auctioned for at the start of the game. In this phase of the game you need to read your hand of cards correctly and make the best possible use of the auction. In any case, nobody is entirely left without a race car, because the last of the six cards is taken over for the paltry sum of 30.000 Dollars by the player who has up to now not managed to acquire a car. The race itself always results in „must move“ situations, as all cars of the colors featured on the currently played speed card must be moved. Three times during a race, whenever a „yellow betting line“ is crossed, players place bets on the winning car. This demands an educated guess on the card supply of the other players and on their intentions („Strategic Bets“), as you can make an incredible amount of money in the pay-out with correctly placed bets on win, place and show! Up to the 3rd place you make money, all positions behind 3rd place lose you money. And the earlier you can make an educated guess on the final winner of the game („Clever Wins“) the higher the pay-out will be, as in real life. Another source of money that should not be neglected, are the bonuses that are paid out for your own car(s). In an ideal situation one Top Race can yield 200.00 \$ victory money, 150.000 \$ for second

TIP #62

Designer: Wolfgang Kramer

Price: ca. 40 Euro

Jahr: 1996 (First edition) - 2008

Publisher: ASS - Pegasus

www.pegasus.de

PLAYERS

2-6

AGE

8+

TIME

45+

● Strategy/Tactic ● Info± ● Chance

„Top Race“, in its version from 1996 that is the basis for this article, is an exceedingly well-made mixture of tactical considerations, surprising use of steering control cards and a not insignificant amount of luck. All this is well-balanced and makes an excellent family game of this racing event.

Hugos EXPERTTIP

Even if you own the version of the game featured in this article you should not miss out on the new edition. It makes Top Race even more diversified and a bit more tactical. A real professional's race, at that!

Hugos FLASHLIGHT

Notwithstanding the few rules each race is enormous fun, and that goes for any number of players. In case of a 2-player game each player knows the cards of his opponent which results in a highly tactical scissors-paper-stone effect. With a complete cast luck is a considerable factor which again and again topples the events in the race and overturns the hopes of every singly player. A top race in any case!

PREVIEW:**JUNTA**

Power Struggle, Military Coup and Corruption

place and 180.000 \$ winnings from betting. The races are run and at the end the successful winner can compare himself to Niki Lauda or to any other of the great Formula 1 drivers of our time, may his name be Schumacher, Vettel, Massa or Alonso.

Comments to: Hugo.Kastner@spielen.atHomepage: www.hugo-kastner.at**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) English Edition Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 19

