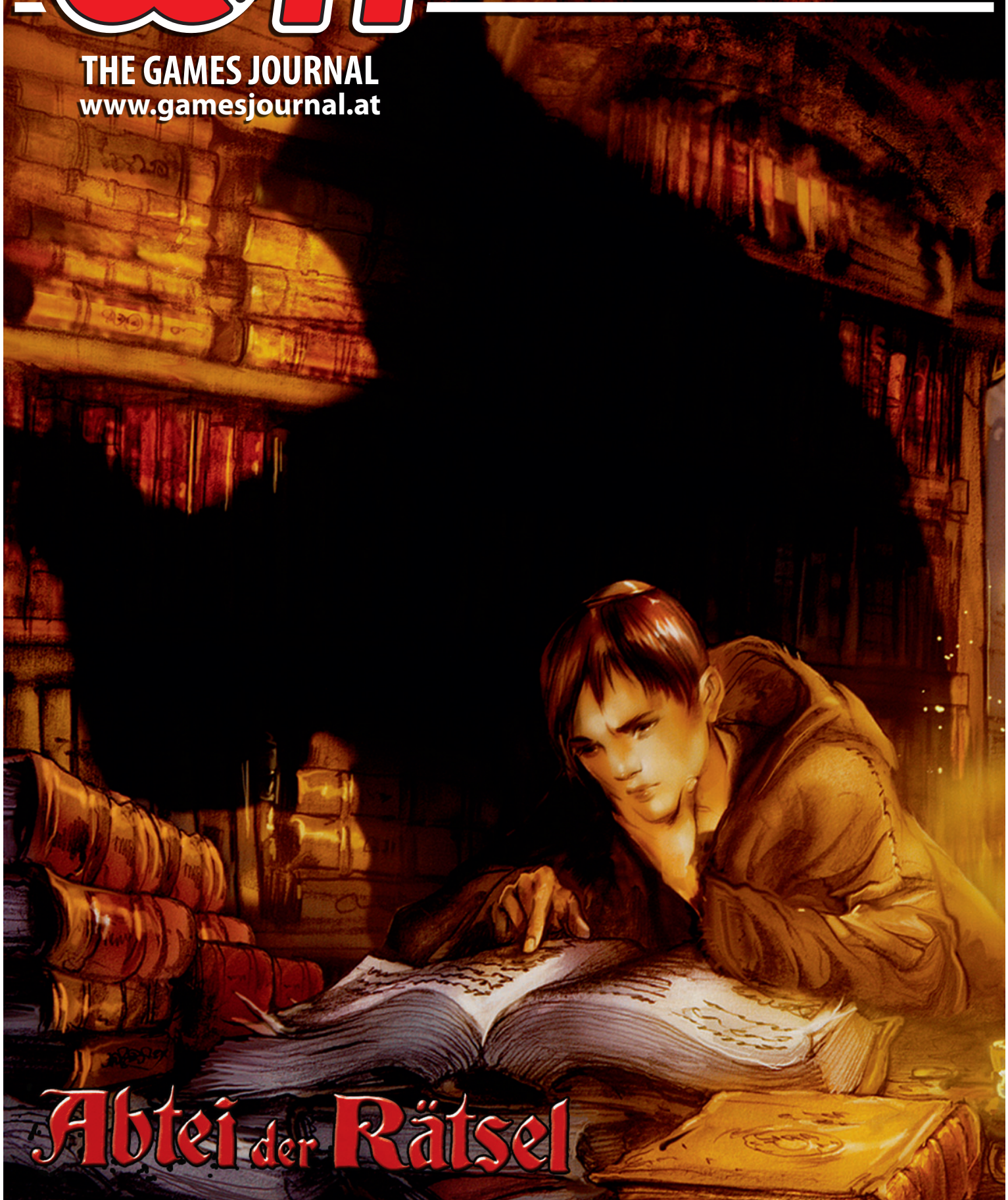


# win

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## Abtei der Rätsel

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 58 GAMES



REPORT: DAGMAR DE CASSAN - FOTOS: MONIKA DILLINGEROVA

# PLAY MODENA 2011

*The event for all gamers in Italy*

Again this year we went to Italy looking for spring and new games and have found both, lovely spring weather in Modena and lots of novelties in Modena Fiere at PLAY. This years the halls were arranged a little bit differently, the model makers were missing, but the extra halls for role playing and computer games where there and the huge hall to the left was again, as last year, arranged with booths of games publishers and organizations along the wall and a huge central playing area in the middle of the hall. Part of this area was assigned to clubs, and part of it was taken up by Angelo Porazzi's Area Autoproduzione, where designers can present their self-produced games.

## Agenzia della Incantesimi

**Dice or Date** is the name of a cute dice game for 2-6 players, ages 12 and up, by Matteo Botti on the – at the moment – very



popular topic of Nerds, is features a spinner die! Events are either played immediately on oneself or later in the game on others; you answer questions on Nerd topics and earn hope points for correct answers to turn human as soon as possible.



## Albe Pavo

Munera by Matteo Santo for 2-4 players, ages 10 and up, was presented at Essen and for Nuremberg an expansion is announced, which was ready and on show at Modena: **Munera Ars Dimicandi**, introducing a new combat mode and a new phase within the game, the Forum.



## Alex Games

In Area Autoprozioione Alessandro Dolcetta presented two new games: **Sócc'Mel** – meaning a four-letter word in the Bolognese dialect – is a game with the top



of catastrophies at home, in the office and on the streets. You play a catastrophe on the next player, he can react with another one and hands on both cards to the next player. If you cannot react correctly or play a four-letter word to reduce your irritation, you must adjust your irritation marker accordingly. If it reaches 11, you lose. **Condominium** for 2-6 players, ages 8+, is a game on apartments and their inmates, there are VIPs in categories of color and symbols, and you score for inmates played into corresponding surroundings.



## Angelo Porazzi Games

In cooperation of Area Autoproudzioione, Cartamundi and Spielmaterial.de a card game by the name of **Assist** by Marco Donadoni and Angelo Porazzi has been published. You must guess a word by asking for information on this word and thereby "assist" also the next players. The game for 3



or more players, ages 6 and up, is published in four languages, Italian, English, German and French.



## b-Games

Luca Bellini this year brought a game featuring Lego pieces, **Bricks** for 2-8 players, ages 6+. On cards constructs made



out of Lego blocks are pictured and you must copy them. Only the contours of the constructs are shown, you must find out yourself which blocks are needed.



## Back2Brain

Giangiaco Borghese showed a prototype of a game called **Starclash**, he himself



called the game a mixture of Risk and Catan. On a modular board 3 resources and up to 6 factions come into play, you need to destroy the enemy and build ships using different strategies to win.

## Broglia Marco

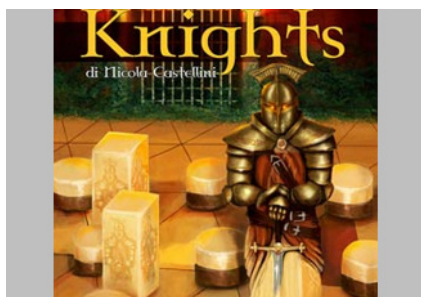
**The Game of The Year** is a game on the topic of realising a game concept, you need to find a designer, a publisher and to characteristics of the game, e.g. components and mechanism. All is openly



displayed; you choose five actions and can implement three of them, if you were the only one to choose them.

## Castellini Nicola

In Area Autoproduzione Nicola Castellini presented an abstract placement game for 2 players, ages 14 and up, called **Knights**. You move oblongs representing officers



into the triangular areas and thereby can turn over soldiers positioned in the corners of the triangle to your color. Aim of the game is to conquer a specially marked triangle. The number of steps is determined by die, if your officer is not surrounded by three soldiers at the end of the turn he is beaten and goes off the board.



**CICAP**

An organisation by the name of Comitato Italiano per il Controllo delle Affermazioni



show, and one of the bosses is featured on the website as a preview, Death in front of a Chess board. Center of attention at the booth was **Escape from the Aliens in Outer Space**, which was already shown at Essen.

**DAST@WORK**

**Dast Work**

A card game by the name of **I Signori Dei Draghi** for 2-8 players, ages 12 and up, by



Simeoni Daniele and Stefano Corsi was presented to us as being a strategic game without any element of chance or luck. Two teams have money and must use it to deploy an army, the leading officer is recruiting. If you run out of money, you lose the game.

**DGT**

**DGT**

Also on show at the booth of Cranio Creations was the **DGT Cube**, a timer in the



shape of a cube, which can be used for up to 6 players. If you turn one special side of the cube up, the time for this player starts to run automatically.



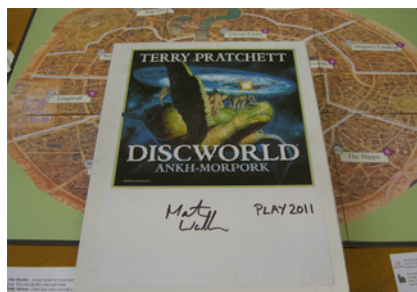
**Didattica Giochi**

In Area Autoproduzione two games were presented under this logo: **Gioca il Segno** by Giovanni Calcagno is a placement game featuring four languages, and following the traditions of Uno. 2-8 players, ages 7 and up, place cards featuring numbers; they



**Club treEmme**

The important Club, co-responsible for organizing PLAY, has its own huge booth. On Friday we visited them in their club house and were lucky: We could play a prototype of **Ank Morpork** by Martin Wallace, the new Treefrog Games Essen release for 2011, also available for testing during the Fair. 2-4 players embody characters from the Disc



World novels and follow their own goals in town, either to control most boroughs or have the most money or?

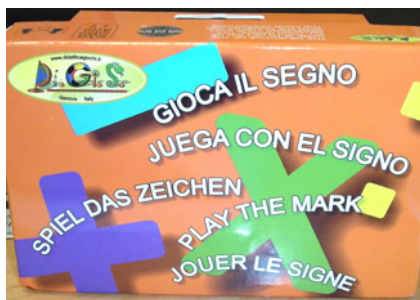


**Cranio Creations**

There is a new game announced, **Dungeon Fighter**, the box and some cards were on







can be placed according to color or symbol or you can place several cards as part of a calculation operation which results in the number shown on the top card of the stack. The second game was called **Aracne** and is an abstract placement game.



dV Giochi

The well-known publisher was present with a small booth, had brought along its catalogue of games for 2011 and thus information on the new games planned



for 2011: The huge success **Bang** by Emilio Sciarro is further expanded with **Bang Gold Rush**, 4-7 players, ages 8 and up, can acquire new and extraordinary equipment, but beware of the trigger-happy Shadow. You need to avoid him if you want to do a successful rush for the gold mine. **Lupus in Tabula** in given an expansion, too, by the name of **Lady Werewolf's Revenge**, which can already be played with only four people and features new characters, which can continue to play as ghosts.



Editrice Giochi



The bit Italian publisher did not have his own booth, but was presented at the booth of a distributor, the new games were presented in the method of one game per table. The center of attention was given to **Tank Attack Board Game**, a game already published in 2010, by Spartaco Albertarelli for 2-4 players, ages 12 and up, you try to conquer enemy head quarters and be the last in play. This topic is also featured in the card game of **Tank Attack Card Game**, for 2-6 players, ages 8 and up. **Metropoli Junior** for 2-6 players, ages 6 and up, is the children version of Metropoli, published in 2010, the Italian equivalent to Monopoly. The novelties also include **Cucciolioli**, a version of Dogopoly for children, designed for 2-4 players, ages 6 and up, featuring dog breeds instead of roads. **Hot Wheels Battle Force 5**, is a board game on the Hot Wheels license for 2-4 players, ages 6 and up.

e-Nigma.it

Enigma Team

The team of designers had brought some very interesting prototypes. Gianluca Sanpietro showed two games: **Battle of Ravenna**, the prototype of an abstract placement game, French army versus the allied armies of Spain, Italy and others. 2 players move their pieces using movement



points or dice and fight battles using dice. The general of the army gives orders, if they are not implement he suffers loss of confidence and trust. **Collapsible D** features the last minutes of the sinking ship Titanic, the life boats are launched – Collapsible D will be the last one launched



– and passengers try to acquire a seat in the boat. There are different ranks and classes of



passengers, and not every boat takes every kind of passenger, women and children do have priority. Race is the prototype of



a racing game by Alessandro Lala for 2-6 players, and **1865 Sardinia** is a new game within the 18xx family, self-published.



Ghenos Games

The new game for 2011, already announced at Nuremberg, is **Pamplona** by Mario



Pesce; 2-4 players, ages 8 and up, simulate the famous run in front of the bulls and control a runner, a bull and an oxen. The runner must complete for legs of the race, ox and bull score points when eliminating an opponent from the game.



Gigli Daniela

In Area Autoproduzione, managed by Angelo Porazzi, we also found **Pollo Spennato** by Daniela Gigli, for 2-4 players, ages 8 and up. You collect series of cards by moving a pawn and rolling color combinations, which are assigned distinct values. With a better value you win cards in





the color of your own pawn's location from an opponent.

## Giochi diseducativi

A merry quartet of designers, Jacopo Ciravegna, Gabriele Fogliato, Gianfranco Lupo and Raffaele Ventrice has designed a clearly politically incorrect albeit funny game, **Il Califfo**, 3-6 players, ages 14 and



up, are on holiday and try to conquer the most and the most beautiful girls.

## Iannone Nicola

Nicola Iannone again presented **MedioEvo Universalis**, this year in an improved and redesigned version, again for 3-10 players, ages 14 and up, a complex development



and resources management game set in the 13th century. This year the game was already accompanied by a box.



## Il Barone Games

At the booth of Raven Distribution **Hug me** by Alessandro D'Angeli, Valerio De Simone and Viviana de Simone for 2-8 players



was on show, topic of the game again are Humans versus Zombies with the story line that Humans have brains, but Zombies have a heart.



## Komodo Games

Not a game, but a playing aid: **Dungeon Wizard Universal Mapping System**, by Antonio Portanova and Alessandro



Russotto, a selection of beautiful magnetic tiles, which can be combined to result in any number and kind of location. There are forest and other landscape tiles, but also ornaments and other motifs, in a huge selection, ideal accessories for a game master in a role play to illustrate a location.



## La Tana dei Goblin



La Tana dei Goblin is an organization with a membership of many Italian game clubs and websites, presenting itself on lots of game conventions in Italy and also publishing games. At their booth we found an old acquaintance in a new guise, published in 1999 as Krieg und Frieden at TM-Spiele and as Charlemagne at 999 Games. In this new edition the game is called **La Spada e la Fede**, designed by Garard Mulder for 3-4 players, ages 10 and up.



## Limana Umanita Edizioni

A new Living Card Game, this time published in Italy, **War of Wonders** by Simone Luciani for 2 Spieler ages 12 and up, based on the

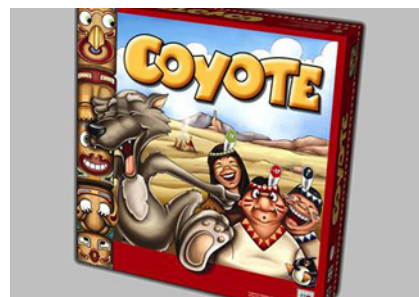


role playing game H.O.P.E; super heroes are supposed to win WWII, either assisting the axes or the allies. The heroes interact with mission zones (combat, sabotage and espionage) and earn victory points.



## Oliphante

The distributor, who among others in Italy represents Huch & friends, Gigamic, Asmodee, Cocktail Games and Tipp-Kick, has republished **Coyote** by Spartaco Albertarelli, for 3-6 players, ages 10 and up, for its first



own game. It belongs to the genre "guess what is on your head", in this version you bid a number of Indians that you think sit on your head, if you overbid you lose.



## PAPER MAKE IT!

Paper  
Make It

A small card game called **Path**, designed by Claudio Pieroni for 2-4 players, ages 5 and



up, is available in two topics, Christmas and Little Monsters, you place paths between start and finish cards. On each card there are three paths, you can elongate your own and one other, the third path is blocked.

Pegasus Spiele  
Gryphon Games

Set out on a table ready to play, bang in the middle of all the prototypes, we found the new release **Pastiche** by Sean D. Macdonald, in Germany represented by



Pegasus. 2-4 players, ages 10 and up, are meant to redesign the color palettes of the Old Masters, you mix primary colors, place hex tiles to receive color cards and get to know many paintings.



## Play 4 The Future

The games store Energia Ludica is publishing a series of games on the topics of earth, ecology and environment under the label Play 4 The Future, all by Alberto Segale and Marco Montanari: **Watergame** for 2-4 players, a card game in the problem of water protection and industry; **Per Fare Un Albero** for 2-4 players features the topic of the importance of forests and **La Volpe e il Serpente** for 2 players is a strategy game on the topic of progeny and energy



consumption.



## Rappospiel

Raffaele Poli presented his game **Startrash** for 3-8 players, ages 14 and up. A troupe of heroes goes into space and fights aliens, epidemics and damages, half cooperative



and with a dominant satirical touch. The designer had also brought **Brainstein**, a game that is created in cooperation with the Italian Space Agency, Agenzia Spaziale Italiana, for 2-4 players, ages 14 and up. In the shape of a very early prototype, tiles



fastened with needles to a board, came **L'unità d'Italia**, a game on the unification of Italy in the aftermath of the Congress of Vienna, for 2-4 or 1-6 players, ages 12 + up.



## Red Glove

Still in a prototype stage is **Ristorante Italia**, a game on food, restaurants and restaurant critics, created by Riccardo Guerra, Giulio Guerra and Marco Mutta for 2-5 players, ages 10 and up. You go through different phases – draw recipes, buy ingredients, test



meal, bidding for and then inviting a VIP and scoring. New in an Italian edition comes *Meine Schafe Deine Schafe* by Philippe des Pallières under the name of **Pecore al Pascolo**.



## River Horse

Alessio Cavatore had brought an expansion for his game **Shuuro**, which has been published a few years ago by the British company River Horse: **Shuuro Turanga** for 2-4 players, ages 8 and up, players choose



their pieces and place obstacles on the board in ever changing varieties. You play in teams, seated on opposite sides of the board.



## Scribabs

Announced for release at Essen is **011** by Marco Valtriani, in Modena the prototype was on show – in a steam punk version of our world the winter before Ragnarök has fallen and eight mysterious characters arrive from the far North to prevent Ragnarök from happening, but only one of them has the power to do so. But at point in the game one





of the 8 cooperating characters changes to Fenrir and tries to make Ragnarök happen.

## Sedda Francesco

Designer Francesco Sedda presents on one hand a miniature booklet called **minirule**, featuring rules for a role playing game for 2 or more players, which uses only one die. And on the other hand he showed **S.C.E.M.I.**, a game for 3 or more players, which is a party game based on an Italian TV-Show; one player is the host, the other players must discuss a topic. One player is



talking, the others must interrupt him using the proper card for this, you can award points for good arguments, if you do not award points you lose points yourself. Furthermore, you must choose a job with two characteristics for yourself and argue in accordance with this character.

## Soldopoli

**Soldopoli** is an economics game on the basis of Monopoly, intended for 4-6 players, ages 9 and up, and designed by Gianfabio Chirieleison, but with a twist: You must buy

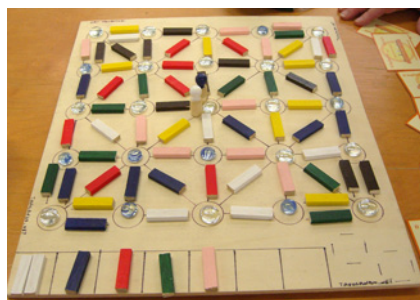


up companies and are paid rent by the bank, not by your fellow players, must fill your personal board and then secure the money by depositing it in the bank. When all the money in the game is distributed the richest player wins.



## Tavolando

The prototype of a game designed by Luco Cerrato for 2 players, came by the preliminary name of **G170810** and looked like an abstract placement game. Topics of the game are islands, bridges and the



placing of villages of your own color and removing of colored bridges. Also shown on the table for a few abstract board games, among them **Gioco delle Amazzoni** by Walter Zamkaskas, designed in 1988.



## Venturini Emiliano

Also shown in the are reserved for prototypes and self-published games Emiliano „Wentu“ Venturini showed his abstract placement game called **Isaac**, designed for 2 players, ages 10 and up. First you place bars of different lengths, when both players cannot place bars anymore you take them off again in increasing length. You score for parts of bars that are in the row where you removed a bar. Unusual is the movement of the scoring marker, it moves on the board and works as a point “doubler” or as a blockade piece.



## Zizzi Pierluca

Already well-known for Caligula and Defence for Agarthi, Pierluca Zizzi showed a preview on new games in Modena. **Asgard** will be published by What's your Game,



players must find the balance between good and evil at the end of times, you implement tasks using gods and other resources.

**Arcanum** will be published by Lo Scarabeo, a publisher of card decks and comic books,



designed by Pierluca Zizzi and Andrea Chiarvesio, players follow different destiny



paths for four noble families in a medieval town. Also on the table was **Space Odyssey**, a prototype for a space game for 2-5 players, ages 12 and up.

This brings us back to the entry into the big hall, we have seen many many games and many other things, a big playing area for Lego, a huge booth of Giochi Uniti, THE Italian distributor, and many activities from the very active community of games clubs. We had two lovely days and look forward to the next spring and PLAY at Modena.





Saturday Night members of Games Club treEmme meet in their own, huge, club room for the yearly games auction. Their club room is open daily for the more than 100 members, a wide selection of games is permanently available.



The games fair PLAY at Modena is a mixture of Sales Fair and Games Convention. Many distributors and publishers present the latest games from all over the world, and many prototypes are available to be played and test with their designers.





The games fair PLAY at Modena also is a Games Convention for many kinds of games: Live role playing, tabletops, miniatures, paper-and-pencil role playing games and many more covering the topics of Fantasy and Science Fiction. Many fantastic worlds have been created.



The games fair PLAY at Modena is a mixture of Sales Fair and Games Convention. Many games clubs have their own area, where they present their favorite games, each table features another game and club members assist visitors in reading the rules.



IN LIBRARY AND SMITHY

# ABTEI DER RÄTSEL

*Monk and novice searching for letters*



Once upon a time ..... This is normally the beginning for a fairy tale and some kind of fairy tale applies to the beginning of this review because it applies to the beginnings of the game. Once upon a time there was an ambitious game designer by the name of Thomas Fackler, who once, in the early 90ties of the previous century, presented the prototype of game, which was thought to be very good by all who did try it out. He received lots of praise and encouragement, also to maybe publish the game himself. Then silence reigned for a time and then came a note by the designer that would really publish the game himself and had decided on an unusual presentation. He was going to produce an extremely limited and exclusive luxury version of the game, a game that from the start was intended to more a piece of art and a collector's item than a game.

And this came about – hand-crafted from parchment, vat paper, white clay, pear tree wood and gold embosses then and still today a work of art was created, which at the moment can be bought for 2600 Euros as one copy of a maximum of 200. As it often happens in fairy tales, when the clarions fall silent and the prince has disappeared, the common folk is left behind wistfully, so it does happen here, because for most of us this is a price beyond what is possible. Unfortunately you cannot simply turn your back and call it a luxury toy for a showcase, because it was and is a good game.

It is loosely based on the novel "The Name of the Rose" by Umberto Eco, only that the monks are not tasked with clearing up a crime, but with solving a puzzle which is posed by one player in the role of the abbot who protects the puzzle from the monks. This puzzle is a word made up from 5 to letters, is hidden letter by letter in books and must be solved by the monks. To find the letters the monks and their novices move through the abbey, monks more slowly, novices faster, the monks read the books, the novices carry the books. The abbot wants to obstruct the solving of the puzzle, he can block books and rooms and can chase away characters from books. Furthermore, books can wander from room to room which offers the opportunity to read some books that otherwise would not be available. At fixed times in their schedule the monks must congregate at certain locations, for instance at noon in the Refectory or at night in the Dormitory. At night you can also read one book from the library. After two

days the puzzle must be solved or the abbot wins.

But this is not the end of the story, because sometimes proverbs, as old as fairy tales, are coming true as well, and this goes for „The Abbey of the Wandering Books“, too – without warning it came back from the realm of game legends to the Kosmos booth, now by the name of "Abtei der Rätsel".

So let us check if, and if yes, then what changes the ravages of time have wrought in the game.

Abbot, monks and novices are still there, the abbot starts the game in the library, the others on the starting square outside the abbey walls. The library is not closed completely, but you need a key now to be able to enter the library. 2 library keys per player are placed into the church. The Refectory aka the dining hall is still there too, but monks no longer meet there for a meal, but you pick up bread there. 5 loafs per player are placed into the dining hall, one of those is handed immediately to each of the players. The books numbers 1 to 6 are randomly distributed in the buildings adjacent to the outer walls, and books 7 to 10 are placed into the library.

Here we find the first massive change, the letters for the word are not placed one for one into the books. Now there are pre-printed words on cards, one of the desired level of difficulty is drawn and placed into the – by the way very attractive – bookshelf, the books are only proxies for the slides with the same number on the bookshelf, behind which you can reveal a letter.

A short interlude with a remark on these words – the easier puzzle have 10 letters each and each letter you find is a correct and precise clue in the right position, those words are on the green cards. The words on the red cards have between 5 and 9 letters, the free spots are filled with stars, and you can find a word like \*\*SIEG\*\*E\*L, and only the information that it must always be a word with a minimum of 5 letters hints a monk to try a solution with the word "SIEG".

But this comes later; we are still at the start of our quest for the letters. There is a precise distribution of the work between the characters of player. The monk can move up to two steps in a turn and in a turn he can either read a book or move, but not both, and a monk can never carry a book. His novice can walk up to 4 steps and enter squares and buildings like the monk, for both you can enlarge the number of step with bread, 1 step more for

each bread that you put back into the dining room. A novice can carry a book, he can cross rooms with another book in them but at the end of a turn there may be only one book in each room. A novice never can read a book and can never enter the library. A novice can

## Dagmar de Cassan

*When the legend has been dusted off there remains a well-made game with complete albeit somewhat circuitous rules, for a rather selected target group.*

take away a book from a room with another novice in it, but when a monk is with a book, only his own novice can take the book out of this room.

If it is your turn and your monk is present in a room with a book your monk can read the book, other monks or novices in the room do not hinder him. If you read a book, you take the bookshelf, mention the number of the book, and open the corresponding slide on the shelf. You look at the letter, memorize it, close the slide and secretly note the letter on your sheet. If you combine the moves of monk and novice cleverly with the use of bread you can manage to read several books in one turn: your novice can bring one, the monk reads it, the novice takes it away and brings a new one. This clever combination of moves is the heart of the game and the key to winning; if you plan well at this point you can create a considerable advantage for yourself.





But the work of a novice is not done by carrying books only, he must also collect bread and keys. He can carry 2 breads or one key in addition to a book and he must meet his monk in the square to hand over those items to him. They are only functional when they have been handed to the monk and can then be used by the player. Bread you need, as already mentioned, to extend the range of monk or novice, for each additional step you put one bread back into the dining hall. The key is necessary to enter the library. If your monk goes to the library, you put the key back into the church and enter the library. When entering you must immediately decide on a book and place the monk on it. In the next turn you can read the book and must in the next move leave the library via the herb garden. To re-enter the library you must go back to the cemetery and hand in another key.

And what is the abbot doing? Well, he still does his job as a blocker. At the start of a turn each player rolls the die and must relocate the abbot to the book with the number on the die – so the abbot can only switch between books 1 to 6 and never blocks book in the library. When the abbot goes to a book he immediately chases away all characters present in this square to an adjacent spot. The book is now blocked and cannot be read. Characters can cross the room with the abbot, but cannot end their move there. And if you do not want the abbot where the die would send him you can put beach 1 bread and demand a re-roll, even more than once. I need only to mention the arrows on the board setting directions in which you can move into a building or out of it. The wandering of the books and the time schedule for the monks have been left out in this new edition. We can progress towards solution: Each player can try to solve the puzzle instead of doing a standard turn. He announces that he wants to guess, notes down the word and checks the bookshelf. If he has noted down the correct word, he shows it to the other players and has won immediately. If not, he only announces “wrong”, puts back the bookshelf and drops out of the game. If nobody guesses correctly, the abbot has won the game.

Here I am, being puzzled. As an avowed fan of the railway game Empire Builder I am really reminded of this game – you look for the shortest possible and most efficient route to fill contracts as fast as possible, that is, find the letters. This is heavily influenced by the starting distribution of the books and the die rolls for the abbot – if you manage to find the first three letters within a short time and stop by in-between at the church and the dining hall for bread and key mostly needs one or two more letter confirming the word and maybe only one visit to the library as

by definition the last four digits of the word should be there.

The short words are really much more difficult, as the spaces have been inserted rather randomly, e.g. \*\*\*KREU\*Z\*. But that is the lure of the game, medieval ribald mutterings due to wrong interpretation of parts of the information and resulting wrong guesses have been heard!

Despite the fact that the game as regards to its level of difficulty easily could pass for a sophisticated family game, I can only recommend it for families with older children or adolescents, because some of the words might definitely be missing from the vocabulary of younger children. And this could put the game on the fence, because for experienced players the mechanism is too simple and the abbot – only relying on the luck of the roll or my stock of bread – as blockade not enough of a tactical element.

Another effect is the disillusion element as regards disenchanted legends, the bright light of 20 years development of game mechanisms reveals simply a well-made, well-working game for fans of word guessing games and turn optimization games.

[Dagmar.de.Cassan@spielen.at](mailto:Dagmar.de.Cassan@spielen.at)



## 40 Lines for Meeples

*Dagmar de Cassan, Editor-in-Chief*

The world of games is closing ranks on an international level, a joint edition of a game from several publishers is no longer a rare exception but the regular case, as well as attractive games being offered within the German-speaking market in an English edition.

Therefore we have added new definitions to our games evaluations:

**VERSION:** Denotes the version on which the review is based

**RULES:** Rules are included or available in the languages listed, often you can find additional translations on the web.

**IN-GAME USE OF LANGUAGE:** „Yes“ denotes language-dependent components, which can, but need not be multilingual. Therefore the game might not be playable without translation or knowledge of the language.

We hope that this additional information will be useful to you.

The March Issue of WIN introduced a new feature to all readers: There is now also a WINxxl edition including a Goodie. If you are interested, please check page 15 and our website for further information.

In case you like our WIN: Please take out a subscription, we have established a Paypal account, so payment of € 6 for a one-year subscription is easy and safe. An edition is made available free for all only after two months, please check

<http://www.gamesjournal.at>

This also goes for the German PDF edition of WIN, a subscription is valid for both editions, please check

<http://www.spielejournal.at>

## ABTEI DER RÄTSEL

**Designer:** Thomas Fackler

**Artist:** Yuxi Wan, Gunter Grossholz

**Title de:** ident

**Price:** ca. 35 Euro

**Publisher:** Kosmos 2011

[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Placement/word guessing game

With friends

Version: de

Rules: de

In-game use of language: yes

### Comments:

Revised edition of “Die Abtei der wandernden Bücher”

Beautiful components

Rules changes as compared to the original

Rather abstract turn optimization

mechanics despite topic

### Compares to:

Abtei der wandernden Bücher, also

logistics games like Auf Achse

### My rating:



**PLAYERS:**  
2-4

**AGE:**  
10+

**TIME:**  
40+

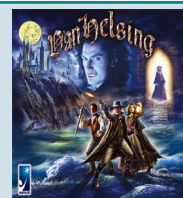




OF VAMPIRES AND HUNTERS

# VAN HELSING

*Caution, Holy Water!*



*Drakula, du schlimmer,  
komm nicht auf mein zimmer,  
tu mama nicht schrecken,  
nicht uns kinder necken,  
bleib' bloß schön zu haus;  
bei der flebebermaus.  
H. C. Artmann*

Four vampire hunters enter Castle Dracula to finish off the Dark Prince of the Undead. They search the castle's rooms for weapons and other useful things. Meanwhile Count Dracula tries to herd his vampire brides to the safety of his crypt and at the same time eradicate the hunters. The hunters may celebrate their victory only when either five of the brides or the chief vampire himself are killed. Otherwise it is a triumph for the dark side.

Frédéric Moyerson, creator of the intriguing

card game "Saboteur" (Amigo 2004) and the hide-and-seek variant "Nuns on the Run" (Mayfair Games 2010) amongst others, has now ventured into the world of theme based board games following in the footsteps of adventurer Dr. Van Helsing against the infamous Count Dracula as invented by British-Irish author Bram Stoker in 1897.

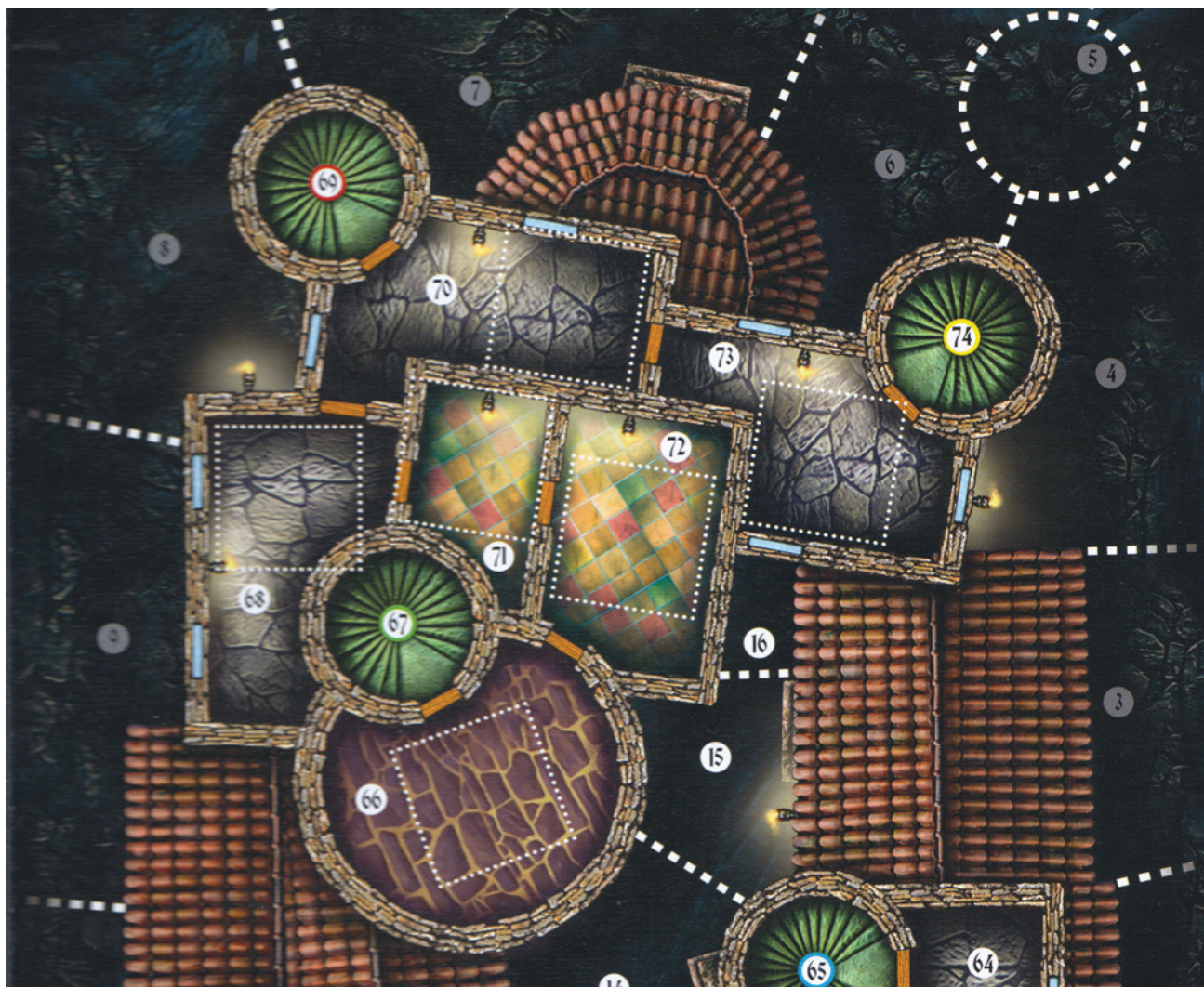
"Van Helsing" is played on three sketch levels (one game board, twice foldable) of the Transylvanian monster's castle. At random, markers are placed face down into the rooms of the castle, some rooms are to be marked "locked" as well (so only Dracula may enter there at the start of the game), all players get their character sheets containing wound counters, the four hunters – if there are less than five players, hunter characters have to be divided among them, since they only stand a chance against evil if all four hunt-

ers take part in the chase – get (six) starting markers ("initial object markers" – weapons, medicine, a crucifix) and Dracula gets one starting marker with a vampire bat on it (a joker, may be used when dice are being rolled). The hunters' playing pieces start in front of the castle doors, Dracula starts inside his crypt. On each of their turns the

## Martina, Martin und Marcus

*Easy-to-learn game of hunting, without much preparation – there is a certain amount of possible frustration (due to chance causes), but still the game impresses with its likeable, if slightly creepy setting.*

characters take actions (movement, search, combat) according to their life-/blood-points. Hunters may keep and use (most of) found and uncovered objects, Dracula may only keep vampire bats and vampire brides.





Turns are rather simplistic: Characters move from room to room, trying to discover as many useful items as possible (useful for their faction, that is). Dracula (as well as his brides and possibly hunters turned into undead minions due to death in combat) may move in secret. The Dracula player has to jot down these secret moves on a sheet of paper, though, to avoid cheating; something similar was used in „Nuns on the Run“. When hunters and vampire(s) meet on the same space, a combat sequence may unfold. The result of said event is decided by rolling a die – hunters may only attack when they already own a weapon (object marker). In order to win, their die roll has to be equal to or less the number printed on the object marker in question. Vampires on the other hand measure their die cast against their amount of life-/blood-points and may choose between attacking with claws or fangs. If Dracula succeeds in stealing his victim's last life-/blood-point by biting, that hunter is turned into an undead creature, from now on Dracula's minion. That means Dracula now controls that character.

Three (of the four) victory conditions are rather straightforward – the hunters win, as soon as they kill Dracula or five (out of eight) vampire brides, Dracula (along with his minions, if any) wins as soon as he reaches his coffin inside the crypt together with at least four vampire brides. Dracula also wins, though, if he has turned all four hunters into vampire minions. Apparently you have to play on to reach any other of the remaining three victory conditions, if a hunter character drops out of the game due to death and not being turned into a vampire minion.

The game components are rather nice, even if a bit plain in general. Designer Frédéric Moyerson remarks in an article found on the internet that the "locked room"-markers seem to have been produced a bit too large, so he recommends to replace these markers by using smaller objects, e. g. match sticks. Well, really!

Although one is intrigued to play "Van Helsing" more than once or twice, some aspects point rather to the contrary. The rules are short and more or less to the point, there are refreshingly few typos (for example one funny thing: one note gives a reference to a character known from the novel that does not make an appearance in the game; this is in the German part only; the rule booklet, by the way, comes in English, French, Dutch and German), but even in this short rules booklet an index would be very helpful. Some items (markers) are explained rather confusingly. The least satisfactory point is, though, in spite of a small note in the "Tactical Hints" chapter, the disproportionate advantage for Dracula, at least until the hunters can lay their hands on the most powerful weapons

(crossbow, phial of holy water). Every single test game was won by Dracula, regardless whether he played aggressively or simply tried to lead his vampire brides to the coffin's safety in the shortest time possible. True enough, Dracula may claim that it is his castle and he makes the rules, for example passing through locked doors or using the secret passage, but when, as it chanced to happen every time, the randomly distributed items lay very disadvantageous for the hunters (brides turned up before the hunters could gather weapons, the key object markers on the other hand never turned up, supposedly they were inside locked rooms) it is not really great entertainment for the hunters. Since „Van Helsing“ happens to be a nice game after all, players should consider making up their own set of house rules to enhance the balance of the game for the hunting party. You could for example declare Holy Water or a rifle as "initial object marker" for the vampire hunters, or Dracula could begin the game with less than his full complement of blood-points to slow him down a bit. Such measures would definitely increase the thrill of the game.

**WIN** Martina und Martin Lhotzky  
Marcus Steinwender

## VAN HELSING

**Designer:** Frédéric Moyerson

**Artist:** Vladimir Nartov

**Title de:** ident

**Price:** ca. 22 Euro

**Publisher:** Sirius 2010

[www.siriusboardgames.com](http://www.siriusboardgames.com)

## EVALUATION

Fantasy adventure game  
With friends  
Version: multi  
Rules: de en fr nl  
In-game use of language: no

### Comments:

Nice but plain components  
Rules could do with an index  
Easy to master  
Painstakingly made

### Compares to:

Black Morn Manor

### My rating:



### PLAYERS:

2-5

### AGE:

10+

### TIME:

70+



## 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 an educational games. Adults can play in guiding function

#### Families:

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

#### Friends:

Young people and adults play together as equals

#### Experts:

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

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

### FEATURES

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

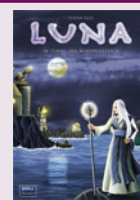
Three colored boxes: This feature dominates



PACK YOUR SWIMSUIT

# LUNA

*Go for a swim with moonstruck novices*



Stefan Feld is a master craftsman as regards dilemma or deficiency games: so many possibilities, so much to do, but only a minimum can or may be achieved. This basic feature he usually combines with refreshing ideas and inventive game mechanism with the result that experienced games always look forward to one of his new games. LUNA has been published by H@ll Games, whose first appearance as a publishing company happened with "Vor den Toren von Loyang" by Uwe Rosenberg. It seems as if they publish games which – despite a renowned designer – are not accepted for publication by other companies. For Luna the reason probably was – to say it positively – the rather idiosyncratic background story: A Moon Priestess called Luna wants to choose her successor. To this purpose each player is head of a religious order and sends his novices to implement certain actions on eight islands, so that Luna can make her game-winning decision – after six rounds.

After reading the rules you feel like a moon-calf left at the foot of a mountain and try to answer the three big "W" questions: „Who is supposed to be interested in that?“ „Who cooks up something like this? And especially „Why should I play this game?“ The reason for those questions is not the very well formulated and structured rule book, but the

fact that at first you have no clue what and why you should do. Even after the game had been explained to me for the first time the mechanisms still appeared to be extremely top-heavy and the background story still sounded extremely contrived and very fanciful.

However, any game by Stefan Feld is always worth to be given at least one try, so finally I dared to play it. Stripped down to essentials, the main element and mechanism of the game is collecting victory points. These victory points are awarded for building „Shrines“, which are small buildings represented by nice wooden markers, by relocating „novices“ in the guise of figurines from the islands to the main board situated in the middle, and for majorities in buildings and figurines at the current position of the moon priestess. The Moon Priestess orbits the main board once in each round, somewhat reminding me of a gerbil in its treadmill and maybe this is the reason why she is looking for a successor. This main board is supposed to represent a Temple Island and is placed in the middle. Around this main board there are seven islands, arranged like moons around a planet, the so called Holy Islands. On these islands we implement our actions with our novices and can set up our buildings.

Despite at first coming across like another

specimen of the now already abounding worker placement games, Luna is presenting us with a fanciful version of this mechanism. At the start of the game all players already have 8 figurines mooching about on the outer islands. To implement an action you must always use 2 figurines, which are rendered inactive by taking the action and must be placed next to the island, lying down in the water. This not only sounds somewhat weird, but is weird. It would surely have been more plausible to have the active figurines

**Harald Schatzl**

*The rather forced pseudo-religious topic is more confusing than helping players to immerse themselves in the game mechanisms. The lack of ambience and background story is more than balanced by the very interesting and very well-working ideas.*

standing upright and the inactive ones lying down (because tired after action?), but would maybe be a little more unclear and might be confusing in case of a figurine accidentally falling over.

So the two novices - after having done a little work - are splashing about in the water till the end of the current round, more or less idle, unless you use a favor mark by the name of "Healing Herbs". With this favor both nov-





ices come out of the water and can be used for another action. The rules explain this with brewing a potion using the healing herbs (while swimming in the water?), which helps the novices to recuperate (naughty naughty you if you are reminded of illegal invigorating substances).

On each of the seven smaller Holy Islands you can acquire a special favor marker when you activate two novices for the acquisition. Each of these favor marks allows you a special application which you should integrate as usefully as possible into your plans. In addition to the "Healing Herbs" there is for instance the favor of "Shrine", which is necessary for the construction of a building. But the favor marker alone is not sufficient: You also need the character of "Master Builder" to be present on this Holy Island. The Master Builder moves in each round – similar to the Priestess – a certain number of islands in clockwise direction. To construct a Shrine you need the corresponding favor marker, the working power of two novices and the presence of the Master Builder on the intended island. This not only gets you a building and scores you the corresponding victory points; on islands with your own Shrine you can implement certain actions with only one instead of the usual two novices.

Two novices are always necessary for the action of "Recruiting": For two novices which are rendered inactive and go swimming in the waters you receive a third one. The rules call this "an infidel has gained faith". But not only since playing Stone Age a procreation of figurines, especially in a lush night with a full moon, reminds one of the most natural thing in the world

To empower the figurines to implement actions on other island the game rules provide several means of movement and transport, thus enabling you to use the characteristics of the other six Holy Islands. To reach the Temple Island in the middle with a novice you must try to combine – as clever as possible – several actions. The reward for it are theoretically the highest available number of victory points but coupled to the risk that a novice of another player, arriving at a later time, replaces you own novice.

**All in all** you could rather call the events on the islands **worker displacement** instead of worker placement. The basic ideas in Luna and all the details of the rules probably only become clear during or after your first trial game. At the beginning the round dozen of possible actions might overtax you. Soon however it will become clear how you can best interlock these actions, but these choices will also provide some disappointments here and there because lots of things do not come to pass as you have planned them – after all, this is a dilemma or deficiency game. Strategies spanning several rounds are pos-

sible, especially as the movements of the Priestess and the Master builder are easy to calculate and predict. A lot less easy to calculate are the moves and plans of your fellow players; due to missing element of chance in the game mechanisms some players might all the same try to use extensive brooding to be better positioned than his fellow players. Some emphasis and praise are due to the excellent short rules of the game provided in Luna, without which an acceptable way to master the game would probably not be possible. The rest of the components and the art are rather well done too, and support the mastering of the game. The novices are made from wood and have a different and prettier shape than usual figurines as usual. Especially when you compare the components of Luna with the components from the most recent alea release of "Die Burgen von Burgund" (see also WIN 421), which is also a predominantly abstract game by Stefan Feld with negligible and neglected background story. In "Im Jahr des Drachen" it might have been moderately in accord with the theme to combine the mechanisms with rather paltry components, but with "Macao" and "Glen More" I more and more begin to get the impression that alea wants to try how small and fiddly components can be.

wn Harald.Schatzl@spielen.at

## LUNA

**Designer:** Stefan Feld  
**Artist:** Klemens Franz  
**Title de:** ident  
**Price:** ca. 35 Euro  
**Publisher:** Hall Games 2010  
[www.hallgames.de](http://www.hallgames.de)

## EVALUATION

Deficiency/optimization game  
 For experts  
 Version: de  
 Rules: de  
 In-game use of language: no

**Comments:**  
 Dry topic which is hard to get into  
 Trial game is recommended  
 Basically an abstract game, upgraded by art  
 Very good interlocking of game mechanisms  
 Potential for brooding, because no element of chance  
 Excellent short rules

**Compares to:**  
 Notre Dame  
 Die Prinzen von Machu Picchu

**My rating:**



**PLAYERS:**

1-4

**AGE:**

12+

**TIME:**

90+



## NEW IN APRIL 2011

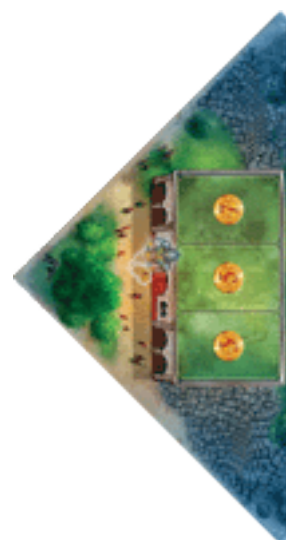
For many years the Games Museum has been publishing not only journals and other publications, but also Goodies for popular games, which we hand out for free in Essen and Vienna. The most popular of these goodies so far has been the Terry Pratchett Disc World Scenario for „The Settlers of Catan“.

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 **WINxxL** edition, which comprises the password for this month and a given goodie from stock. Therefore each **WINxxL** 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 **WINxxL** issue will no longer be offered. Check [www.gamesjournal.at](http://www.gamesjournal.at)  
**WINxxL 422** comes with the **ASARA** expansion **Das Haus des Flaschengeists!** Who does not have it yet?

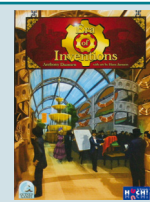
**WIN The Games Journal** is available as usual as a monthly PDF edition for the cost of 6 Euros for 12 months.





BACK TO THE ROOTS OF MOBILES &amp; CO

# ERA OF INVENTIONS

*Invent, patent, produce, earn*

Let's take a journey back to the era of industrial revolution. The social changes to affluence and longer life spans for a broader selection of the populations were induced by economical changes under the banner of technical developments and improvements. Many inventions from those times, which then changed the way of life drastically, are in integral part of life today without which we could not do any more. 1876 Graham Bell patented the telephone and developed it to a ready-to-market stage, 1878 Karl Benz developed a combustion engine and in 1885 built the first car using petrol. Among those inventors there are also famous Austrians, for instance Josef Madersperger, who in 1839 invented the chain-stitch sewing machine. Era of Inventions take us back to those challenging times which were rife with ongoing changes.

3-5 players take on the role of inventors who strive to actually make inventions and develop them further, to take out patents for them and produce their inventions to achieve as big an influence as possible on the events of those times. All this happens on a game board where you can find – as is common in a worker placement game – different areas with different possibilities for actions. For this purpose each player owns – depending on the number of players – up to three actions discs of his color, which he uses to mark his actions for a round on the board. In addition to the action discs each player receives – again in correlation to the number of players – a certain number of black bonus action discs for additional singular actions. Furthermore, each player receives 15 invention markers of his colors which he uses to

mark the inventions he has made, 1 patent marker for the patent track on the game board and the usual mover for the track at the border of the board to mark the influence points he has collected, which decide win or lose in the game.

Well, these components alone are not sufficient for making inventions. For this we need additional components:

- At the beginning of an invention there is always an idea – regardless whether it stems from creativity, necessity or laziness – and in the game you collect such ideas in the shape of blue, octagonal development markers which "entitle" you to make one or more inventions. At the start of the game each player owns one such development marker. Admittedly, with one idea alone an inventor is rather restricted in his possibilities – great inventions need more than one idea.
- Second on the list of necessities, not surprisingly, is money. We do not want to be stuck in the stage of an idea but want to do something about it or with it. To be able to do so each player starts the game with 2 pieces of money.
- Money in the game can be used to acquire materials, tools and Know How which all are necessary for the implementation of the idea: Grey metal cubes represent the most important material for inventions featured in the game, purple technique cubes which represent the Know How for processing the materials, and white tool cubes for directly processing the materials. Each player starts the game with one cube each.
- Unfortunately, normally, money resources are limited – why should this be different in this game? So, as an inventor, you take a

shortcut and build yourself a factory where you can produce the necessities for your inventions yourself and need not buy them for money. To build a factory you need black coal cubes and beige wood cubes. Then you

## Bernhard Czermak

*Era of Inventions is a game with a proportion of tactic and interaction that ideally plays with 3 players. An interesting topic, nice setting and simple rules combine with well-tested and well-working mechanisms.*

are the proud owner of a factory, that is, a factory card; building costs for the factory and the goods the factory produces are listed on the factory card.

Each player starts the game with three cubes of coal and one cube for wood and a factory card which produces one cube of wood.

The development on an invention is but only the start of „Product Life Cycles“. Admittedly, an inventor wants to produce and market his invention to acquire money and/or influence with the production of his inventions. In this game he can do so not only with his own invention but also with those of his fellow players.

You can only produce such inventions that are already active in the game in the shape of invention cards. For each of the 9 possible inventions there are 3 inventions cards. The cards name the invention and list the necessary components - cubes and money - to produce them as well as the revenues you can acquire from the production – money or influence. As at the start of the game none of the 9 inventions has been made, there are 12 starter invention cards which you can use to acquire a development marker.





As a finish-off of the list of game components I need to mention a black marker for the game rounds and a black piece for marking the starting players. Then there are the cubes of the different colors and the development markers, big and small, that is, of values 3 or 1.

Each game component, be it money, cubes or factories, that a player acquires during the game, is placed openly in front of players. There are no secrets from other players or surprises from them.

The game preparations on the board comprise filling the areas intended for the components: The respective cubes are placed on ships and storehouses – only those cubes placed there are available in the current round; 7 starter action cards – only those can be produced in this round – and finally 5 factory cards – they determine the factories that can be built in this round. The cards on offer change from round to round following a scheme given in the rules.

Now the time has come to transform your ideas into inventions! The course of the game is really very simple: The game is played in rounds, always starting with the starting player and then in clockwise direction. Then the game round marker is advanced one step and the starting player marker is handed to next player to the left. Each round comprises 2 phases. In the first phase you place action discs onto the board, and in the second phase you implement the actions chosen by placing the discs.

The number of rounds that are played, 8-10, depends on the number of players.

As already mentioned, the game board comprises several (6) areas, which are assigned to one or more distinctive possibilities for actions. At the start of a round in each region 2 spaces are available for the deposition of an action disc. As you can only place one action disc in each position, one area can only be used by 2 players in each round – note that you cannot occupy both spaces in a region with one of your action disc! There is not must for implementing an action when a disc has been placed for an action – you can waive the action.

So, in phase 1 each player, beginning with the starting player, in clockwise order places one of his action discs on a free space on the board, continuing in this way until all 3 (in a game of 3 players) or 2 discs have been placed. Contrary to the action discs the bonus action discs are not placed in Phase 1 – the precise time when you can or must use them is unfortunately not stated in the rules. According to the designer's FAQ they are only used in Phase 2. You implement one of your regular actions and can then use one of your bonus actions discs to implement any additional action for a bonus action. This you can do for each action disc.

Thus, we have reached Phase 2 when the chosen actions are implemented, again beginning with the starting player, who implements one action. Then all other players in turn do the same until all actions have been implemented. When this is the case, the round ends. If you receive influence points while implementing an action you immediately mark them on the influence track. It must be noted that at some positions on the track a bonus can be acquired, money or cubes, which you only receive then your marker stops in that position. The bonus can be activated/used immediately.

By using the available action you can implement chains of actions which in the end result in the acquisition of influence points:

- Buy material (cubes) from ships and storehouses and use them to produce inventions that are already made. This enables you to collect money, influence or development markers. The money can be used to buy material for additional production, the development markers are used for your own inventions.
- Or you buy material to set up your own factories which you can use for production to acquire additional material or money or influence and thus produce inventions.
- Your own inventions give you influence, too. Furthermore, when made your invention can be produced and you acquire additional influence points when other players produce your invention. You should not neglect the possibility to take out patents for your inventions, because this ensures you even more influence points.
- And finally you should keep in mind that majorities in certain spheres, that is, in patents, factories or inventions, score additional influence at the end of the game.
- To get rid of an eventual surplus or to replenish your own stock it is recommended that sometimes you visit the exchange market. There you can nearly swap everything, cubes, money, influence or development markers, incurring more or less heavy mark-downs.

A deciding influence on the success of such chains of action is the choice of the right time to try them, for the placement of the action disc as well as for the implementation of the action. The drawbacks of this fact can be partly mitigated by using the bonus actions discs.

Let's take a look at the various actions:

**Ships and storehouses:** At the start of the game the only way to enhance your stock of cubes is to spend your money at the ships or storehouses. You can spend up to three coins, for a coin you receive all cubes on a ship or in a storehouse. The first player has the choice of all available locations, the others in turn must make their choice from the remains. There are no further restrictions for

buying stated in the rules, so if you want you can buy all available cubes of a kind, all wood or all coal, in each of the 2 storehouses. The bonus action discs only give you 1 coin for that action. At the end of the round ships and storehouses are filled again; empty ones with the number of cubes as stated on the board, full ones receive one more cube!

**Building factories:** Your own factories are important during the course of the game. For one, they represent one of two ways to acquire development markers, besides the starting development cards. But factories are only useful if you can use them for production. It is allowed to buy up to 3 of 5 available factories provided you own the corresponding amount of coal and wood. The factory cards you lay out openly. When the card depicts an influence point, you receive this once when building the factory. The bonus action discs allow you to build one factory. At the end of the round up to 3 factories are discarded and the number of cards replenished to 5.

**Production in factories:** All your own factories produce the cubes shown on the respective cards. You take the cubes and place them into your personal stock. A bonus action disc enables you to let one factory produce.

*Continued on page 19*

## ERA OF INVENTIONS

**Designer:** Anthony Daamen

**Artist:** Hans Janssen

**Title de:** ident

**Price:** ca. 40 Euro

**Publisher:** Huch & friends 2010

[www.huchandfriends.de](http://www.huchandfriends.de)

## EVALUATION

Worker Placement  
With friends  
Version: multi  
Rules: de en fr nl  
In-game use of language: no

**PLAYERS:**  
3-5

**AGE:**  
12+

**TIME:**  
90+

### Comments:

Worker Placement  
High interaction element  
Good implementation of the topic  
Components and rules could be better

### Compares to:

Diamonds Club, Caylus, Agricola

### My rating:





PLAIN MILK OR FINE DARK?

# DIE SIEDLER VON CATAN

**DER SCHOKOLADENMARKT** - Produce chocolate, collect victory points



Oh no, not again! Not another expansion for Catan! That was the first thought that entered my head when I saw the box in the Games Museum. But at the same time I got curious as regards the Ritter Sport Logo and the title "The Chocolate Market", despite being only a casual Catan player. A combination of games play and chocolate is not happening very often, there was a Monopoly Chocolate edition and A Milka Schoko Spiel, none of them with the topic of chocolate. Despite no real chocolate being involved, my curiosity got the better of me and I wanted to try out this expansion. For all Catan fans and collectors it must be mentioned that this expansion cannot be bought in a shop, but can only be swapped for resources cards, which can be found in Ritter Mini Sport chocolate fans and of Settlers and this offer is open till April 30th 2011, 24:00.

The Chocolate market is packed into a box used for packing the Kosmos Series Games for Two. The components are nicely detailed and go well with the basic Settler Came. Topic of the expansion is to collect several ingredients necessary for the production of chocolate. This chocolate is then exchanged according to the rules at the chocolate market for victory points, resources cards, development cards or roads.

The ingredients for the production of chocolate come in the shop of cards with their own backside, so that you can distinguish them from the basic raw materials of the game. There are 5 different ingredients: Milk, Sugar, Cocoa, Hazelnuts and Grapes. For the production of cocoa the expansions features five hex tiles "Jungle". Such a hex tile does not produce raw materials and has a fixed die value printed on it. To fit those tiles into the board of the basic game two water frame parts are included to extend the water border.

The jungle hexes as well as the terrain hexes from the basic game - with the exception of the mountains - produce ingredients for chocolate, but only when a production tile has been placed on them. Cocoa can only be produced in the jungle, sugar in the plains and milk on the pastures (considering what raw material pastures usually yield it must be sheep's milk!)

For the conversion of the chocolate you produced to its revenue of Victory Points, Cards or Roads the expansions features an extra board, the chocolate market, which shows a table with five columns of five varieties of chocolate and the corresponding

revenue listed in the rows. In each column you find a starting square where to place the corresponding square marker mirroring the shape of the corresponding Ritter Sport Mini Schokolade varieties at the start of the game. Depending on the position of these markers, each variety yields different revenues. Furthermore, each column shows the ingredients that you need to produce this special variety.

As a player can earn victory points for pro-

**Bernhard Czermak**

*Despite not being an ardent fan of Settles I like this expansion because of its topic. The mechanisms and possibilities of the basic game are extended challenging and nicely. For my part, I can give a very positive recommendation.*

ducing chocolate, the expansion includes round markers for the victory points, all those markers show a value 1 and are provided in adequate quantities.

Basically, all rules of the basic game of Settlers of Catan apply. When laying out the board the jungle tiles are simple shuffled into the other terrain tiles. Unfortunately the back of the jungle tiles is white so that you can recognize them from the back, which makes random distribution a bit harder. When the starting setup of settlements is finished each player can - following the same procedure as for the settlements - place 2 production tiles next to his settlements, following the same placement rules.

The ensuing game rounds are played as usual and according to the basic rules, roll the die - trade - build, with each phase being extended by additional possibilities:

Roll of the die: In this phase, players receive raw material cards and cards for chocolate ingredients when there is a production site present on the hex determined by the die. Thus, a player who receives a raw material card for such a hex also receives one ingredient card, but the yield for ingredients is limited to one card for a city! When a 7 is rolled, raw material cards and ingredient cards are added separately for the limit of seven cards in hand. Furthermore, a player who may draw a card from another player must announce whether he wants to

draw a raw material card or an ingredient card. And, by the way, the robber also blocks a production site on a hex tile.

In the trading phase and kind of trade is allowed and possible. Thus in the case of inland trade = trade between players you can exchange ingredient cards for raw material cards and vice versa. In case of overseas trade, 3:1 or 2:1 with a harbor, you can only exchange raw materials for raw materials and ingredients for ingredients.

The building phase is extended with the construction of production sites and the production of chocolate. To set up a production site you must pay one Ore and one Wood. Then you choose one production tiles among those available and place it on a hex that corresponds to the type of production site chosen and is still free and is situated next to one of your own settlements or cities. To produce chocolate you discard the ingredients necessary for the variety you want to produce, this can vary between 3 and 5 different ingredients. Then the player receives the revenues noted in the corresponding row of the market, which is the row where the marker for the variety currently sits. In the top row, the most valuable one, you earn two victory points; in the lowest, least valuable row you receive nothing. In between you get combinations of victory point, road, development card or raw material card. Take care: A variety whose marker sits in the lowest row must not be produced! After production the marker of the variety is moved one row down in the column, the chocolate becomes

	Edel-Bitter	Vollmilch	Voll-Nuss	Dunkle Voll-Nuss	Trauben-Nuss
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					



less valuable. But as the demand for chocolate is staying the same the demand for another variety must rise and another variety must become more valuable. Therefore you roll a die and move the marker in the corresponding column one row up. In case of a 6 or when the marker of the variety rolled is already in the top row you can choose the column/variety.

Contrary to the basic game the game ends when a player has accumulated 13 victory points.

„Der Schokoladenmarkt is a nice extension of „The Settlers of Catan“ basic game and will be fun for all settler players. Due to it being a limited edition it will appeal especially to collectors, too.

How intensively a player incorporates the new possibilities into his game is entirely up to himself. Our test games showed that the chocolate production is not an essential condition for winning the game. You can win if you only concentrate on the basic game. Should a marker be in the top row and you are able to produce this variety, two victory points are a big advantage, of course! In any case this expansion offers nice variations of the basic game and it is simply fun to produce chocolate even if you cannot eat it afterwards.

**win** Bernhard.Czermak@spielen.at

## DIE SIEDLER VON CATAN

**Designer:** Klaus Teuber

**Artist:** Menzel Michael, Kienle Michaela

**Title de:** ident

**Price:** Promotion, Ritter Sport

**Publisher:** Kosmos 2010

[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Resources management game  
With friends  
Version: de  
Rules: de  
In-game use of language: yes

### Comments:

Limited edition  
Only playable with the basic game  
Nice topic  
Changed victory conditions  
Allows new strategies

### Compares to:

Basic Settlers game and other Settlers expansions

PLAYERS:  
**3-4**

AGE:  
**12+**

TIME:  
**90+**



### My rating:



## ERA OF INVENTION ...

**Exchange market:** At the exchange market you can exchange money, cubes and development markers for money, cubes or development markers or for influence points or bonus action discs. The available choices are depicted on the board and arranged in groups. A limit is operative at the market: You can swap a total of five times and up to a maximum of three exchanges in one group. As an alternative you can waive the right to exchange and take one development marker for free. The bonus action disc gives you one exchange-

**Make inventions / take out patents:** Two actions are available here. If you decide on making an invention, you can do so with one of the nine inventions not yet made or further develop an invention already made. The number of development markers that are necessary for an invention is stated with the invention. Within one action you may spend up to 7 development markers. For each invention you place one of your own development markers on this invention and immediately score the number of influence points; the 3 invention cards for this invention are shuffled into the draw pile of invention cards so that they can be produced in the next round. The other choice is to take out a patent. You can move your marker up to two steps on the patent track upon payment of the sum of money recorded there. For each step on the patent track you may protect one of your inventions against plagiarism by placing one additional development marker on the invention you want to protect. The bonus disc allows you to make one invention or to take out one patent.

**Produce inventions:** Out of 7 invention cards on display you can produce up to three, one time each. The first player has the full choice, the second one makes do with the rest. When a starting invention card is produced, it is taken out of the game afterwards, other cards are placed on a discard pile. At the end of the round up to 3 cards are discarded and the display is replenished to show 7 cards. If you produce an invention of another player this player receives influence for the invention or money for further development according to the markings on the board. Take care! One of the three cards for each invention is a plagiarism card. It is easier to produce than the official ones, using any combination of metal, tool and technique cubes and does not earn the owner of the invention neither influence nor money, unless he has taken out a patent for that invention. In this case he receives the full revenue. A bonus disc enables you to produce one invention.

When all rounds have been played, each player is allowed one complete action on the exchange market to the rules applicable there, that is, you can acquire up to 3 additional influence points there. Then, finally,

influence points are awarded for majorities: 5 points for the majority in spent development markers, 5 points for the majorities in patents and 5 points for the biggest factory production. If you now are first on the influence track you did influence history most and are winner of the game.

„Era of Inventions“ is a typical Worker Placement game. The game challenges the tactical abilities of the players, as – due to the high interaction – very often the action that you would most need just now is already taken by other players and you therefore you continuously need to rearrange your plans. Especially a clever use of the 5 bonus discs is a real challenge for the players. The strategic component of the game must be rated negligible. The mechanism of how to handle the invention cards is very felicitous. One the one hand the game gets more diversified because cards of inventions only enter the game when an invention has been made and on the other hand one more tactical consideration comes into play: Is it at the moment better to produce a plagiarism card for your sole personal advantage or better a more valuable official card, which also benefits the owner of the invention? And in addition to that there is the scoring of majorities at the end of the game that forces a player to continuously pay attention to the actions of his fellow players.

The game is intended for 3-5 players. From our plays we find that the game works best when three are playing. In game with 4 and 5 players the interaction element is too dominant. Very often in such a game it is really difficult to find something useful to do with the second action disc which in the long run makes for a lot of frustration. On top that comes the fact, which is common in worker placement games, namely one action or another gaining or losing importance during the game.

A critical mention is due to the game components and the rules. It is nearly impossible to differentiate between black bonus actions disc and the purple player components and nearly as impossible to keep white and beige cubes apart. Good lighting is essential when playing this game. For the rules I need to say that the leave same questions unanswered and that I recommend to read the FAW pages on the net before starting to play.

All in all „Era of Inventions“ is a well-working game that is fun due to the topic, but which does not differ much from the mass of other worker placement games. Especially experienced players will look in vain for new game mechanisms.

**win** Bernhard.Czermak@spielen.at



HILLS, PINES, GRAPES

## TOSCANA

*Wine making in the heart of Italy*

Tuscany conjures up visions of rolling hills, picturesque towns, lovely villas and great food and wine. I've had the good fortune of visiting the region on two vacations, and continue to be enchanted by its beauty. So, it is no surprise that I was instantly intrigued by *Toscana*, a game that not only uses the region's name as its title, but is also has a wine-producing theme.

One of three wine themed games released at the 2010 Spiel, *Toscana* is decidedly the lightest and most abstract of the offerings. Designed by Paul Laane and published by Aqua Games, *Toscana* establishes players as the owners of wineries in the lovely region of Tuscany. Players must hire workers, produce wine and trade it at the local market, all in hopes of making a hefty profit. The emphasis is not necessarily on quantity; profit is the main motive and objective.

The main board depicts the wine fields, laid out in a 4x8 grid. Most fields will produce a specific variety of grape, while nine of the fields produce water, essential for irrigating the vines. Eight 4x4 tile overlays are provided if players desire to alter the layout of the fields. The market is also depicted, whereupon the value of the four wine varieties and water can be tracked. The four wine varieties receive either a "+" or "-" marker, which will cause the price of that wine to rise or fall accordingly during the turn. These markers can be moved by employing the "lobbyist." More on this later. A score track – which equates to money – rings the board.

Each player receives a separate mat which represents his personal winery. Players will accumulate the crates of wine and water they produce and acquire. Four workers and three wine masters are placed upon the mat, while one is placed in an empty field on the board. Players receive a starting supply of red wine and water cubes (two apiece), as well as two units of money. As the currency is not named, I'll call it "dollars" for ease of explanation. Finally, each player receives a set of seven wine-tasting tiles, which will be used to affect the market near the end of each turn. Tiles allow the player to increase or decrease the value of champagne, rosé or white wine, or decrease the value of red wine. Two are drawn into a player's hand, while the rest remain in a face-down stack.

Players will execute three actions each turn. Players will alternate performing one action apiece until all players have performed all three of their actions. Players can decide the

order in which they will perform their three actions, which gives them some flexibility and creativity. The three actions are:

**Hiring.** The player may hire and place one worker or wine-master. Wine-masters may not be hired until all four workers are employed, so it will be turn five at the very earliest before they can be hired. The cost to hire a worker is one box of red wine. Seems workers prefer to be paid in wine versus money! Wine-masters prefer white wine, with the second being even more demanding: two crates of white wine. The third wine-master is a bit snobby in that he requires a player to possess all varieties of wine in his storage. However, he doesn't actually demand payment, so no wine is expended. While paying these employees with wine works in terms of game play, it certainly doesn't mimic reality. For what is essentially an economic game, I usually prefer a closer connection with real market conditions. Employees should be paid in cash, not wine.

A hired worker is placed onto an empty field, or one occupied by another of the player's workers. Wine-masters are placed on empty fields. When producing, the fields whereupon a player has workers and wine-masters will produce, provided they have been irrigated. Players must decide whether to specialize in one or two grape varieties, or diversify, producing a little of all types of grapes. When exercising this action, players also have the option of hiring two special characters: the lobbyist or Mr. Rosé. With some restric-

tions, the lobbyist allows the player to move two of the price tiles on the market, while Mr. Rosé allows the player to change the actual prices for two wines and purchase one crate of wine from the market. While these actions can have a considerable impact, they can also be easily altered by one's opponents. Oh, I bet you can guess the cost for hiring these two characters. Yep, they accept payment in wine. The lobbyist demands a crate of champagne, while Mr. Rosé is partial to rosé wine. I knew wine was very popular in Tuscany, but I had no idea it was the preferred form of currency.

**Wine-Making.** The player places water cubes at the crossroads of his vineyards, thereby irrigating his fields. The player can place as many water cubes as desired, limited only by his current supply. Any field touching a water cube is irrigated and produces. For each worker on an irrigated field, the player receives one crate of the appropriate wine. Wine-masters produce two crates of wine. Note that only the active player's fields produce, not his opponents. It is also important to note that there are ten yellow fields, which do not produce a specific variety of grape. The player may choose the type produced. However, the player must have two workers or a wine-master present in order for the fields to produce. So while these fields give players greater flexibility, they do occupy more workers.

Crates of wine are stored in the player's winery. A player can store up to five of each type



of wine and water. Further, players should keep a careful eye on the general stock, as if a particular type of wine is empty, it cannot be produced.

Instead of producing wine, the player may simply take a red wine or water cube. While this may seem like a paltry harvest, sometimes it is quite useful or necessary.

**Trading.** Time to talk profit. The player may purchase one type of wine or water. He can purchase as many crates of that type as desired, up to the number of crates available in the market (maximum five per type.) The cost per crate is the going rate, which ranges from one-to-seven.

Alternatively, the player may sell as much water and/or wine of any type as he desires. Again, the price is determined by the market, with values ranging from a low of zero (you can't give the stuff away!) to a high of seven. Note that a player cannot buy and sell on the same turn ... unless he hired Mr. Rosé during the Hire action.

The idea, of course, is to buy wine or water when the price is low and sell when it is high. Basic economics. This is certainly easier said than done, as prices can and usually do fluctuate regularly and unpredictably.

After all players have performed their three actions, market prices are adjusted. The two wines or water with the "+" token increase

wine-masters and consultants with crates of wine is silly. The fluctuation of market prices is mostly arbitrary, particularly the bizarre wine-tasting event, which, as mentioned, has no relation to an actual wine-tasting contest. It is not even close. There are further inconsistencies, all of which makes for a huge disconnect between the theme and reality. That's disappointing, and makes enjoying the game difficult.

The game is essentially an economic game. As I understand it, it was originally designed with a science fiction theme, eventually morphing into its current wine-production theme. I'm thinking the science fiction theme may have been a better fit. Theme aside, the economic aspect of the game doesn't work as one might expect. There is not a direct connection between selling and buying and market prices. Market fluctuations are mostly random and beyond one's ability to predict or assess. Hiring the lobbyist and Mr. Rosé is important and can help somewhat, but their services are available to all players. The result is a rapidly changing market that is difficult to predict and virtually impossible to control. There are various strategies to pursue. It is vital to get one's wine production up and running swiftly. This means hiring workers and obtaining a steady supply of water. Thus, red wine and water are very important in the first half of the game. Champagne and rose is important throughout the game, as it allows the hiring of the lobbyist and Mr. Rosé, giving a player the opportunity to manipulate the market in his favor. White wine becomes more important later in the game, as it is the vintage of preference of the wine-masters. Players can experiment with various combinations, and there appear to be numerous paths that can potentially lead to success.

Ultimately, what matters most is profit. Players must sell when market prices are high, which as mentioned, is difficult to predict and time. Sometimes things work out as hoped; sometimes they don't. It is wise to have a healthy supply of several different types of wine in order to take advantage of high market prices when they occur. The player who is best able to time his purchases and sales will emerge the victor.

I must mention the game's production values, which are quite good. In spite of this being the first release from the designer's own publishing firm, the artwork – done by the designer himself – and components are all top notch. Any established publisher would be proud. The artwork evokes a feel of the 1950s or 60s, which does seem a bit odd for the theme and setting. Still, the overall design package and quality is excellent.

Unfortunately, I cannot say the same about the game itself. While it works, it is too random and haphazard for my tastes. There is little merit in careful planning, as much of

what occurs in the market is unpredictable and beyond a player's control. The theme's disconnect from reality is simply too vast. I never get the feel that the game recreates a true wine-production and sales experience. The game fails to evoke the atmosphere that such a rich theme and setting deserves. That is disappointing.

Mind you, much of this is a matter of taste. I tend not to enjoy games that have too much randomness, and I generally want a theme that is set in the real world to bear a relatively close relationship with the reality it is trying to mimic. That doesn't happen here. If these sorts of things don't bother you, though, Toscana is certainly worth a try. As mentioned, the game works and does present players with some interesting challenges. It is certainly worth a playing so you can determine for yourself whether or not you consider this top quality vintage or merely table wine.

Greg J. Schloesser



#### Greg Schloesser:

*Toscana works, and if you do not mind a high percentage of luck and a not very plausible topic you can have a challenging game.*

in value by one step, while the two varieties with a "-" token decrease in value by one step. Supply and demand now affect the market. If the storage for a particular variety is full, the price drops one level. On the other hand, if the storage area is empty, the price rises one level.

The next change is, in a word, random. It is termed the "wine tasting" event, but bears absolutely no resemblance to a real wine tasting event. Each player selects one of his two market tiles, and plays them simultaneously. Prices are adjusted accordingly. There is little one can do to predict these changes until the last turn, when each player only has one tile remaining. This aspect of the market is particularly unsatisfying.

The game concludes after seven rounds, or when one player reaches sixty or more on the money track. The latter is not as common, but it is achievable. Otherwise, players sell their remaining commodities, adding this to their total. The wealthiest player becomes the toast of Tuscany and wins the game.

**Toscana** works, but bears little resemblance to the actual wine making industry. It is very abstract, and some of its mechanisms are just shy of absurd. As mentioned, paying workers,

#### TOSCANA

**Designer:** Paul Laane

**Artist:** Paul Laane

**Title de:** ident

**Price:** ca. 35 Euro

**Publisher:** Aqua Games 2010

[www.designaqua.com](http://www.designaqua.com)

#### EVALUATION

Resources management  
With friends  
Version: mult  
Rules: en dk no se fi  
In-game use of language: no

#### Comments:

Nice graphics  
Well-made components  
Huge chance/luck component  
Some mechanisms have little correlation with the topic

#### Compares to:

Vinhos, Grand Cru, King's Vineyard  
for the topic, all placement game with consideration of neighborhood and output of a square

#### My rating:



PLAYERS:  
2-5

AGE:  
10+

TIME:  
90+





APUS IN TAHUANTINSUYU

# INCA EMPIRE

*Evolving Empire in South America*


INCA EMPIRE, by Alan Ernstein, was published in 2010 by White Goblin Games / Huch / Z-Man Games and describes the expansion of the ancient Inca population (in an area that covered parts of the actual Peru, Chile, Bolivia and Ecuador nations) between 1438 and 1533; then the Spanish army of Pizarro landed in the area and this was the end of the Inca Empire. The land, called Tahuantinsuyu, was ruled by the "Sapa Inca", a divine emperor that had all the powers, but the local administration was divided in four regions (Suyus) and entrusted to four governors (called "Apu"). This game was initially published in 2004 by Hangman Games (under the name of Tahuantinsuyu) but the Z-Man version has been much improved graphically.

The players have the role of those Apu: the game can be played with three or four "Apu" and for that reason the game board has two sides. Side 1 shows the empire with 3 "colored" starting regions and 36 standard regions, while side 2 shows the same empire with 4 starting regions and 42 standard regions. Many small paths cross those re-

gions and connect villages, fortifications and towns. All around the "map" there is a track to mark the player's Victory Points (VP).

The other components are: 32 "Sun" cards, 1 small "Sun events" board, 240 small colored wooden sticks = roads (60 for each player), 4 colored Inca figures (one per player, used to mark the VP), counters for fortifications, towns and terraces, yellow wooden cubes for "temples", 45 "Culture" markers, 73 "Worker" tokens (that are the "money" of the game) and 4 cost-summary cards.

The game is played in 7 rounds, each divided in a variable number of phases. At the end of the 10th phase of the 7th round the game stops and the player with most points wins (no ties are possible, as we will see later). A turn record chart is printed on the map to help the players to follow the right phases during the game.

Before starting the "Culture" markers are positioned on the map (with their "neutral" back visible) one per region (also called Suyus): they symbolize the local inhabitants and their "wealth". Each counter shows 3 information: the "cost" (in workers) to conquer

the region in which they are positioned, the VP that they immediately grant to the "conqueror" and the number of workers (slaves?) that they offer to the Apu for the following rounds. At the beginning of the game each player receives a summary card (same color of their starting region), 60 sticks and 3 Sun cards. All the Inca figures are positioned on space "0" on the VP track.

Each round starts with an "Inca Phase" where each player takes a certain number of "workers": some are offered by the Sapa Inca himself (four on round 1, three on rounds 2-4, one on rounds 5-6 and none on round 7), other are taken by the players who collected "culture" markers and/or terraces, and a few are "donated" by the strongest players to the feeble ones.

Then a certain number of "Sun phase" and "People phase" will follow (2+2 on rounds 2-4; 3+3 on rounds 5-6 and 4+4 on round 7), and each round is closed by a Sapa Inca phase. Only round 1 is different, as it counts only 1 Inca phase, 2 "People" phases and the final Sapa Inca phase: this because players need to consolidate their "Suyus" first, con-



quering some adjacent regions and collecting precious "culture" markers.

In each "Sun" phase players calculate the new "turn order" (the player in last position on the VP track is the first to play, and so on) and then they play their Sun cards: each player chooses one card and puts it (covered) on the Sun Event Board (and picks up a card from the deck to maintain a hand of 3 cards). Then all cards are revealed and their effect is applied: note that the Sun Event board is divided in 4 sectors (4 player game) and each sector only affects two adjacent colors. For example, a card in sector 1 affects the Blue and Brown players, in sector 4 it affects players Green and Orange, etc.

Each Sun card describes an event which produce positive or negative effects: you may build an extra road or ... one road less; you may conquer a region paying a soldier less ... or 1 or 2 soldiers more; you may erect a building extra or ... pay extra workers to build it; you may gain extra workers; etc. (After the first "test" game it is very easy to understand what the icons on the cards means and you do not need to go back to the rule book to read the explanations). The effect of those cards is very important for the game: in each following Sun Phase the players add a new card to each sector, and the effects are summed to the preceding ones.

#### Pietro Cremona

*Inca Empire is a very well-made game with standard mechanisms and lots of options that keep you busy during the game.*

For that reason sometimes it is better to play a feeble card on our own sector to avoid a much worse card ... graciously given by an opponent.

Each Sun phase is followed by a People phase: this is the heart of the game, as you have the opportunity to build TWO ROADS per phase (unless modified by the Sun cards) AND ONE BUILDING. The roads are free of charge (again, Sun cards may change this) but the building have a cost in "workers": a Town cost 6 workers, a Garrison 4, a Temple 5 (but may be erected only on already built cities or garrisons) and a Terrace 2. In exchange for this financial effort each building rewards you with Victory Points: each Town gives immediately 4 VP to the builder and 3 "permanent" VP (in the Sapa Inca phase) to each player that has a road connected to it; the Garrison gives 3VP to the builder (and 2 permanent VP), the Temple 4/1 VP and the Terrace 1/1 VP. Each Terrace also gives to the owner an extra "worker" in the Inca phase. Instead of building the player may CONQUER a region that is adjacent to one of his roads: conquering means "paying" to the bank a number of workers equal to the value printed on the "culture" marker. Then the marker is

added to the player's properties and may immediately grant him a certain number of VP (from "0" to "4"): in each subsequent Inca phase each marker may also give to its owner some extra workers (from "0" to "4"). It is VERY important to start the game conquering "culture" markers that may grant to your Apu the maximum of extra workers with the minimum cost (remember: to conquer a region you must spend a certain number of workers and those are very scarce at the start), as you will need later a lot of them to gain VP with the buildings.

Each player starts his road network from his original "colored" region and may progress into new areas discovering "culture" markers (each counter adjacent to a conquered region must be turned face up) conquering extra regions, building more roads, and so on. At the beginning of the game everything is easy and the process is carried on very quickly, but as the game proceed you have to make a lot of choices: you may still erect new building to gain the extra VP for the construction, but you may also decide to let the other pay the buildings and then connect them to your road network. It is also important to note that each new road must touch one existing road of your network and you cannot build new roads if the regions that you cross are still unconquered, thus the right sequence of your progression should always be conquer and build roads.

After the first 2-3 rounds the game becomes more tactical as you have to consider many alternatives and decide how to play to get your maximum benefit: try to have many conquests and build long roads towards the extreme boards of the empire (so you will accumulate a lot of "culture" markers that will help you towards the end of the game to build with immediate high profit while the competitors are too far away to connect their roads to your buildings) or stay close to the other players, expanding slowly your area but connecting your roads to every new building.

The best option is, of course, a mix of the above: in the first rounds it is really interesting to accumulate "culture" markers, especially those that grant 2-3 workers per Inca phase, but then it is very profitable to connect your roads to the existing building before being cut off. Yes, because we have to note that each "path" on the map may be covered by ONLY ONE road (colored stick). Hopefully there are also 4 Sun cards (Wilderness road) which allow you to put a second road aside the first or to create a special path on the map, but it is not "granted" that you may find and use them, so you cannot wait too long. Also remember that it is impossible to win the game without the "immediate" VP granted by new buildings, so you really have to make some long term plans.

Each Round is closed by a "Sapa Inca" phase: all the Sun cards are now discarded from the board, then the players must calculate the "permanent" VP gained with the buildings connected to their roads (adjusting their markers on the VP track) and finally everybody must discard eventual unused workers (you may keep in your hand a number of workers equal to the "free" workers given by the Inca).

As you see there is nothing really innovative in this game: but the mix that Alan Ernstein designed is very nice and we liked the game a lot. We tested Inca Empire in both versions (3 and 4 players) and the result was very similar: a couple of hours of intense and satisfactory gaming. It is also very difficult to create a "Kingmaker" situation (where a player may decide who will win with his help) because it is difficult to create effective "nasty" attacks (remember that the Sun Cards always affect TWO adjacent players and none of those cards may completely destroy a strategy).

As the number of "options" increases with the expansions of the Suyus the game begins to become more and more difficult to manage so I cannot suggest "Inca Empire" to families or inexperienced players, unless they are all new to this game. But it will prove very interesting and addictive to expert players.

Pietro Cremona

## INCA EMPIRE

**Designer:** Alan D. Ernstein

**Artist:** Alexandre Roche

**Title de:** ident

**Price:** ca. 45 Euro

**Publisher:** White Goblin Games 2010

[www.whitegoblingames.nl](http://www.whitegoblingames.nl)

## EVALUATION

Resources Management  
For experts  
Version: multi  
Rules: de en fr nl  
In-game use of language: yes

### Comments:

Very nice components  
Two-sided board  
Some gaming experience necessary  
Several possible strategies for winning

### Compares to:

All games with resources management to acquire regions and victory points

### My rating:



**PLAYERS:**  
3-4

**AGE:**  
12+

**TIME:**  
120+

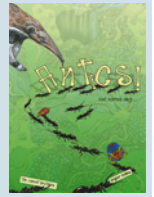




AFRAID OF CREEPYCRAWLIES?

# ANTICS

*Don't panic – these ants are wooden ones!*



Antics is the seventh game from the Lamont Brother's workshop for creating games. In each of those seven games animals take up the center stage. We have had – in chronological order – frogs, sheep, rats, stags, huskies and ostriches – and now we arrived at ants.

Kindly set aside your Myrmecophobia (= Fear of Ants), that you might be afflicted with, and open the nice green box with the cute ant-eater on the cover. Besides the pretty game board, which definitely needs getting used to, the wooden ants and the action markers looking like the men from a game of Ludo, also made from wood, you find some really thick card board parts that represent all you might yet need in the game.

Background:

Each player represents a colony of ants that

wants to go on expanding the ant hill to have more and more choices available from actions of higher value, depending on and in relation to the level of the hill. The most successful ant colony, that is the player who has brought most of the prey into the ant hill or has placed the best leaves onto the best tasting fungus, that is the fungus on the highest level, wins the game and is named new Queen of Ants, regardless if male or female! There is no King of Ants!

Set up and start:

You look for the spots on the board, where green and brown leaves and prey in the guise of different insects are pictured and place the corresponding tiles on those spots. At one end of the board you will note the numbers 1 to 6. There you place, take care, on the table, the ant hill tiles, vertically, three in a row. For

this you fish the parts one by one out of the black bag and place them according to the rules. The parts showing yummy fungus, are placed first on position 5, if you draw more than 3 of them, then also on the 4, and so on. All others are placed on position 1, then on position 2 and so on. On position 6 three hungry ant-eaters are waiting, they have been placed first.

Then each player chooses a color and takes all ants and action markers for this color, plus a circular tile, called MagnificANT (the English rules are teeming with puns on the word ANT = Ameise), the German rules call them hero ants = Heldenameisen. Furthermore each player receives a basic tile for his ant hill and one of the starter ant hill tiles, which are somewhat lighter in color.

For a chance, the oldest player may start the



game. For his first turn the starting player has one action, the second player has two actions and from then on each player has three actions that he can use.

Possible actions and progress of the game: Five possible actions are available. The higher the level of the ant hill the higher also the action level and the more often you can implement the action. Should you be missing one action symbol, because you built over it, or should you be in need of one more action, then there is the ultimate MagnificANT, which you can use to implement and level 1 action.

1) Taking ant hill parts: For each level you can take one of the three tiles from the corresponding row and place it into your stock.

2) Build: In this action, too, the level determines the number of tiles you can place. You can use tiles in the turn when you built them and the hill cannot grow higher than five levels.

3) Hatching: For each level point you place one ant into the nests, if you place two or more you must place the first two into the same nest.

4) Ants: Again the level determines the number of ants you may transfer from the nests onto the paths. Ants may only be placed on those paths that have the same color background as the nests in which they did hatch.

#### Christian Huber

*A quickly grasped optimizing game with an animal topic and a lovely feel to it!*

Soldier Ants are a special variety of ants, they hatch in the red nest and safeguard a trail, protect your own ants and your prey, build bridges over chasms and can steal other players' prey.

5) Heave: Again depending on the level of your hill you may pick up one insect prey or a leaf and may carry it part of the way up the ant hill. You may only collect each kind of prey only once and must place it immediately on a part of the hill. One heave carries the loot to the next ant. Leaves are set aside for the time being. When the last prey of a kind is taken, you mark this with a „prey exhausted“ marker.

When your actions have all been implemented, you remove the action markers and return any surplus ant hill parts (you may retain three) to the bag. Then the ant hill parts in stock are moved towards position 1 and replenished at the back. Thus the ant-eaters in good time reach the first row and then eat up either prey or ants from the nest.

In each turn you are presented with the dilemma if you should concentrate again and furthermore into the construction of your ant hill to have more actions to implement in turns to come or should you surprise other players with grabbing the nearest tidbits and

carrying them back into the ant hill. But if you cannot manage to carry prey or leaf home to your hill, opposing soldier ants might be able to steal it and carry it to their hill! You continually face the challenge of “what do I do, what do I do?”

End of game and Scoring:

When one of two conditions for ending the game is met – ant hill tiles cannot be replenished any more as required and/or there is only one or no “exhausted” tile for prey – each player, including the one you induced the end of the game – has one more turn.

Then the prey tiles are scored, you square the number you collected, you your maximum score for prey can be 36. If you can place leaves onto fungus symbols now, you score points corresponding to the level of the fungus, and green leaves score two extra point. Resumé:

Antics is a wonderful game, if you love optimizing. It plays equally well with three players as it does with four players, despite the flow of the game being somewhat different in a game of four, as the number of ant hill tiles in the game remains the same. Confirmed ponderers will love Antics! But that is also its danger, because some might not like the game just because it invites pondering and the playing time can get out of hand. But you can plan your moves well while the other players implement their action. In case of being the victim of a little nastiness, because your opponent has realized which tile you might need and has stolen it from under your antennae, or someone has stolen a piece of prey or a leaf from your back or lured an ant-eater to the nest, where your own babies are hatching and waiting to swarm out, you can counter this rather quickly by reorganizing your move.

I like this ant-hill building mechanism by which I can do the chosen action the more often the higher up I built this action in my hill. At this point you realize why the parts where made of such thick card board: So that you can easily recognize which level the action belongs to.

The overall atmosphere of Antics I do like just as well. The ants swarming out of the central hill, if you can forget that the opposing ants do the same. But the painstakingly cut out wooden ants when the start for home with prey or a leaf, or the ant-eater which get nearer and nearer, lured by the ants looking for parts for their hill, that is simply nice and makes me feel part of nature.

And that leads me to one small point of criticism, which is the art of the game board. In my opinion this is a bit of a failure because you cannot easily spot the locations where you must place prey or leaves. It is also hard to assign colors of the ant-eaters to their prey or the nests of the ant babies. In modern games one usually has a symbol correspond-

ing to a color. And finally, there is a slight color problem with the white and brown ants which are very hard to distinguish. But for this the designers offer a solution, send them a mail to the address on their website, they will send you a replacement set of ants and markers.

Despite these few points of criticism I think Antics is a well-made, felicitous, challenging game which is worth your while to take off the shelves. I am already looking forward to the animals of 2011.

Christian.Huber@spielen.at



## ANTICS

**Designer:** Fraser und Gordon Lamont

**Artist:** Judith Lamont

**Title de:** ident

**Price:** ca. 35 Euro

**Publisher:** Fragar Games 2010

[www.fragorgames.com](http://www.fragorgames.com)

## EVALUATION

Optimizing and placement game  
With friends  
Version: multi  
Rules: en de  
In-game use of language: no

### Comments:

Good rules  
Easy to grasp game sequences  
Well-working mechanisms  
No element of chance  
Good ratio of Price/Quality

### Compares to:

Talva

### My rating:



PLAYERS:

3-4

AGE:

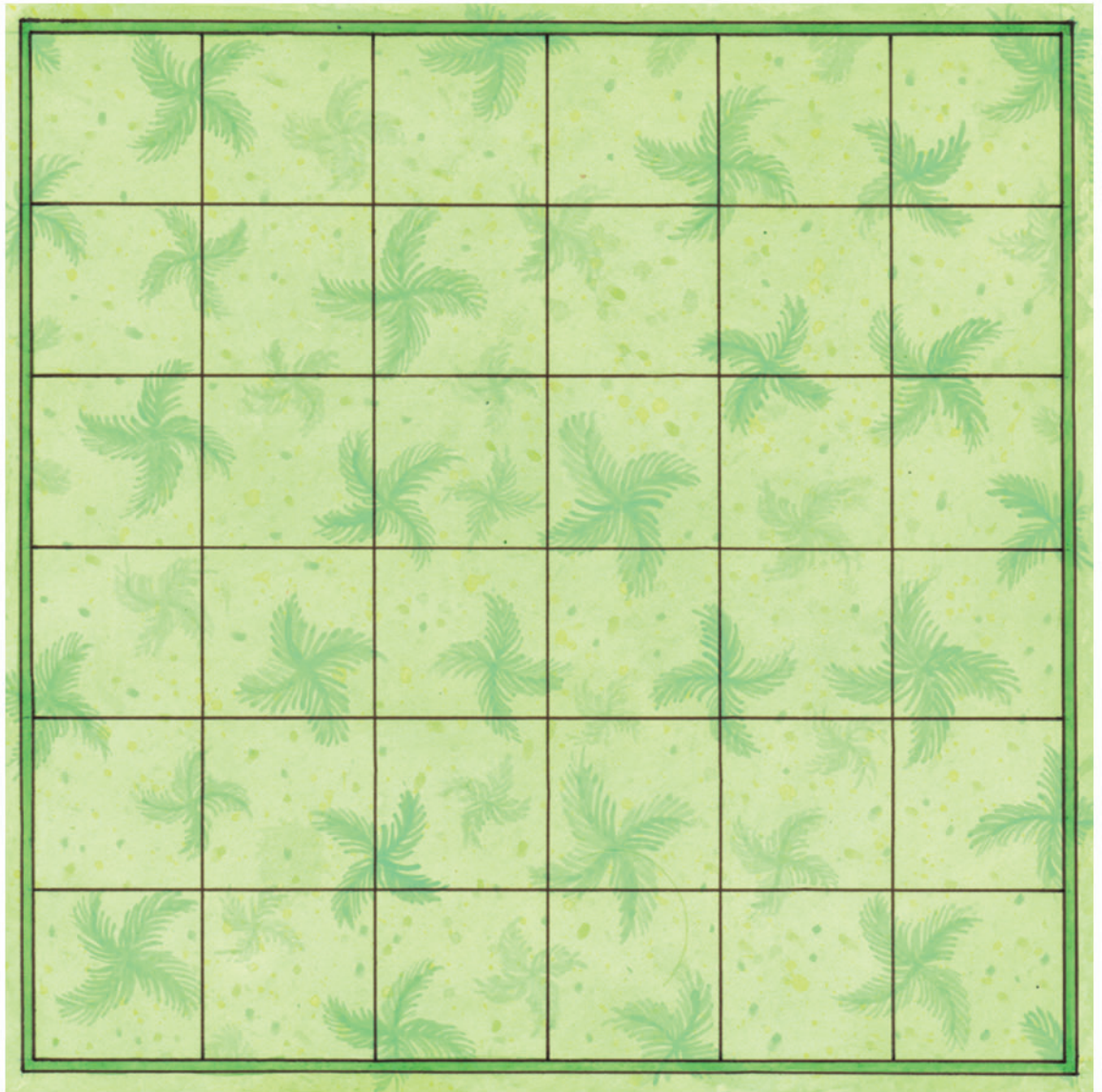
10+

TIME:

60+









The Game in WIN by designer and artist **Guido Hoffmann**

# MIMOSA

*Produced in cooperation with the Austrian Games Museum*

**A strategic placement game for 2 mimosas, ages 8+**

## Game components:

16 Mimosa tiles and 1 game board (components sheet included)

## Game idea:

The squares of a garden are planted with mimosas. Who can plant his own mimosas in the best way?

## Preparation of the game:

The board is empty at the start of the game.

Each player receives

- 1 Mimosa tile showing 4 squares
- 3 Mimosa tiles showing 3 squares
- 2 Mimosa tiles showing 2 squares
- 2 Mimosa tiles showing 1 square

## Game play:

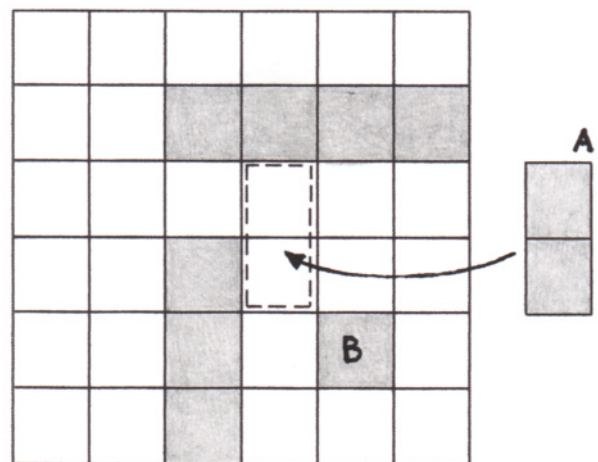
In each turn you may place one Mimosa tile, it does not matter which one. You must not place mimosa tiles overlapping each other and the Mimosa tiles must not project beyond the borders of the game board. Aim of the game is to place your own Mimosa tiles in a way so that they do not touch each other; touching at the corners is allowed.

These conditions apply for the tiles your opponent places and for those you place yourself. If you place a tile in a way that it touches one or more of your tiles along edges, you must turn over all tiles touching each other in this way.

Example: If you place tile A in the way shown, it touches two already placed tiles along edges. All three tiles must be turned over. Tile B is not involved as it is only touched at the corner.

The number of squares in the tiles that were turned over are added and are noted down for your opponent as victory points. In the example shown above your opponent scores 9 points.

Important: If tiles have already been turned over you may place tiles bordering those along the edges without having to turn over a newly placed tile. If one of the players cannot place a tile because there is not enough space, the game ends.



The squares of the remaining tiles are deducted from the score of their owner. The winner of the game is the player with the higher number of points.

## Aim of the game:

The player with most points wins. You should at least play two games.



## ACTIVITY COUNTDOWN

**FIGHT FOR TIME  
WITH ALL YOU'VE GOT**



Another version of Activity where you should explain as many terms as possible to your team to reach the finish first. This version uses a timer that administers time for all teams, at the start of the game for each team the agreed amount of time is entered.

The first presenter of a team draws a card; the timer is started

and stopped when the team guesses the term correctly. The presenter uses the method stated next to the term on the card, drawing, explaining or pantomime. The team can pass, then in turn all other teams can give one guess. For this guess the timer is not started and stopped, the answer must come immediately. If a team guesses correctly,



its marker moves accordingly. When the presenter has dealt with all four terms on the card the team chooses a new presenter and he draws a new card. For a first game the rules recommend 10 minutes per team, but you can give more or less time to each team. The terms are always made up from a combination of two nouns, and the rules recommend to define the two words separately, this is in most cases much easier than to explain the compound term. If a team has used up its time credit before the end of the game it must drop out of the game.

Activity remains the same Activity whatever the changes are; as in Monopoly you note the changes that are made in a version, but these changes do not really affect the well-working basic mechanisms of the game so that the game remains familiar and fun! Activity always is an excellent game for larger groups, where you can use your creativity and ideas!

### INFORMATION

PLAYERS:  
**4-16**

AGE:  
**15+**

TIME:  
**60+**

**Designer:** Paul Catty

**Artist:** Arthur Wagner

**Title de:** ident

**Price:** ca. 40 Euro

**Publisher:** Piatnik 2011

[www.piatnik.com](http://www.piatnik.com)

### EVALUATION

Game of creativity/communication  
With friends

Version: de

Rules: de

In-game use of language: yes

**Comments:**

Nice version

Well-functioning timer

Terms are nicely chosen and rather difficult

**Compares to:**

Other versions of Activity, other communication games like Cranium



## ASSIST

**GOOD QUESTION,  
HELP FOR MY NEIGHBOR!**



As a co-production of Cartamundi, [www.spielmaterial.de](http://www.spielmaterial.de), Area Autoproduzione and Angelo Porazzi Games a word guessing game has been published in four languages and was presented a PLAY Modena. There are cards with questions, like "Where is it?" or "Is it a human being?" and there are definition cards, with 6 definitions each, these terms

can be nouns, adjectives or verbs. Each player places one of his neuron chips in the middle of the table, the dealer chooses a term and all others are dealt three question cards. In turn each player now can either pose a question or make a guess. The dealer must answer any question as correctly and completely as possible, the question card



is discarded and the player receives a new card. If you are not the dealer you can place a bid by placing one or more additional neurons in the middle. If you bid, you may make a guess outside the turn sequence of play. Before you guess, the other players can join the bid. If nobody joins you, you as the bidder receive all the neurons without having to guess. If others join the bid, you must guess. When the guess is wrong, all others in the bid can answer in turn. If you guess correctly, you get all neurons from the middle. You either play a pre-set number of words or until somebody runs out of neurons, the winner is always the player with most neurons.

Assist is made up from standard mechanisms, but the permanent dilemma between asking a question to get some information and thus giving an advantage to the next player or to guess and risking to be wrong and out of the game turns it into a fast, attractive game with a high play-it-again element.

### INFORMATION

PLAYERS:  
**3+**

AGE:  
**6+**

TIME:  
**30+**

**Designer:** Donadoni, Porazzi

**Artist:** Angelo Porazzi

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Angelo Porazzi Games 11

[www.warangel.it](http://www.warangel.it)

### EVALUATION

Guessing game on words

For families

Version: multi

Rules: de en it fr

In-game use of language: yes

**Comments:**

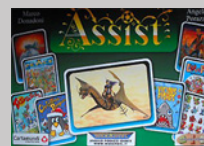
Co-production of Carta Mundi, [www.spielmaterial.de](http://www.spielmaterial.de), Area Autoproduzione and Angelo Porazzi Games

In four languages

Nicely varied standard mechanisms

**Compares to:**

All question/guessing games on definitions



# BALANCE ISLAND

TREASURES NEED TO BE BALANCED

5+

Players are courageous pirates who want to steal the treasure chests belonging to the pirate ghost called Fishbeard. They steal them from the ruins and bring them with their raft to their ship. The raft can only carry two chests at a time and must be balanced to transport chests. One marble is placed into each chest, identical colors denote

identical weight, and the chests are distributed on the colored spots in the ruins.

Then the die is rolled: If the pirate ghosts stand on the footprint in the color just rolled Fishbeard recovers two chests from the ship. They are placed on two spots, as far apart as possible. If Fishbeard does not stand on the not, you pick up one of the chests on the

spots of the color rolled. You try to describe the weight to the other players and place the chest on the raft. If there is no chest left on the color rolled, you can pick any chest. Then all players debate which chest in the ruins might have the same weight. The chosen chest is placed on the raft, too. If the raft now is balanced the two chests can be transported and are placed on the ship. If not, they are put back into the ruins on their color spots and the pirate ghost moves one step. When all chests are in the ship, players have won together. When the pirate ghost reaches the purple footprint, all players have lost together and Fishbeard has won.

Balance Island is a well-balanced mix of mechanisms, all of them also teach certain skills – you need memory, a sense of weight and balance and the ability to express yourself well to give your fellow players an idea of the weight of the chest you picked.



## INFORMATION

PLAYERS:  
2-5

AGE:  
5+

TIME:  
15+

**Designer:** Kirsten Hiese

**Artist:** Thies Schwarz

**Title de:** Schätzinsel

**Price:** ca. 25 Euro

**Publisher:** Haba 2010

[www.haba.de](http://www.haba.de)

## EVALUATION

Cooperative assessment game  
For children

Version: multi

Rules: de en fr it es nl

In-game use of language: no

**Comments:**

Series: LernSpielSpaß

Very lavish components

Good training for weight assessment

and communication

Memory component

**Compares to:**

Wobble, Wackelbrücke and other balance game with emphasis on weight



# BIZZARIE

A MONSTER WITH DEPRESSION?



In the Northern Woods there dwell mysterious monsters! The king wants to know more about them and sends his minions – the players – to explore the monsters. After 6 or 8 rounds you should have accumulated as many points as possible from your explorations to win. At the start there are 3 empty sheets of paper. You choose a pair of eyes

and a mouth from stock as basis for a face, place them on the sheet and draw any monster of your choice around it and give it a name. Then the story on the first card is read out, players listen to this in the role of their monster – in the first round this is the one you drew, in the others one that you did not yet embody – and react to the story. The

reaction is written into a speech bubble next to the monster. Then a question card is drawn and a question asked. Now you note down three monsters you think fit the question best. Then all players score for correlations of this list with other players; monsters that you name alone score negative for you. The rules list versions for experienced players with a central question or bids, e.g. that your own monster will not be named, in some of the versions you add to your drawings.

Sounds much more complicated than it is and it is lots of fun to first make up a comment for the monster on the kind of music it likes and then choose three monsters which might often suffer from hallucinations. If you like creative nonsense and verbal banter you will have fun with Bizzarie. All the same I think it is rather a game for adolescents or you adults then for children of the age stated in the rules.



## INFORMATION

SPIELER:  
2-8

AGE:  
7+

TIME:  
45+

**Designer:** Jíří Mikoláš

**Artist:** Aneta Kýrová

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Jira's Games 2010

[www.jirasgames.com](http://www.jirasgames.com)

## EVALUATION

Creative and communication game  
With friends

Version: multi

Rules: de fr

In-game use of language: yes

**Comments:**

Basically also usable as a family game

Best for groups of plays of similar age

Trains creativity and phrasing com-

ments - Very witty, funny

and challenging

**Compares to:**

game of this particular kind, basically all creativity games





# CALL OF CTHULHU LCG

## SECRETS OF ARKHAM EXPANSION



Call of Cthulhu: The Card Game, a Living Card Game, is set in the universe of H.P. Lovecraft. Investigators, members of the syndicate as well as teachers and students of Miskatonic University confront the horrors of alien world like Hastur, Yog-Sothoth, Shub Niggurath or even Cthulhu itself. The Core Set features four ready-to-play pre-constructed

decks. Using Asylum Packs and expansions you can adapt those core decks to your individual preferences and strategies. The Secrets of Arkham Expansion is more than an Asylum Pack, it holds 110 cards and introduces a new Story Deck, 6 new cards for each faction and 8 neutral cards that can be used by each of the factions, into the



game. The Story Deck is meant to replace the story deck introduced with the Core Set. It brings simple but very powerful effects which can have a very large impact on the game. Some of these effects are based on the Day and Night mechanism that was first introduced into Call of Cthulhu in the Dreamlands Asylum Pack Cycle.

From the neutral cards, for instance, Diseased Sewer Rats and Feint enable players to fend off of threats, Azathoth and Dimensional Rift can be used to destroy all characters in play.

The Living Card Game System allows each player to customize his deck using expansions and Asylum packs, which always come in cycles made up from 6 packs, according to his own ideas without having to consider rarity and availability of cards. Each box holds the same cards! The seven factions offer many and very different strategic possibilities and so many good reasons to play again. A feast for specialists!

## INFORMATION

PLAYERS:  
2

AGE:  
12+

TIME:  
30+

**Designer:** Eric Lang, Nate French

**Artist:** A. Navaro, B. Schomburg

**Title de:** ident

**Price:** ca. 30 Euro

**Publisher:** Fantasy Flight Games 10

[www.fantasyflightgames.com](http://www.fantasyflightgames.com)

## EVALUATION

Card game  
For experts  
Version en  
Rules: en  
In-game use of language: yes

### Comments:

Expansion for the Core Set - Only playable together with the Core Set  
Experience and knowledge of the system necessary  
Familiarity with the Cthulhu universe not necessary but helpful

### Compares to:

Other Living Card Games, as Warhammer Invasion or A Game of Thrones



# CAPT'N SHARKY

## THE TREASURE CHAMBER



Capt'n Sharky has found lots and lots of beautiful gifts that he wants to bring home to his friends from his journey and now needs to stow these things in his treasure chamber.

Each player receives 21 treasures and 2 wooden planks. Both players try to place as many items as possible on the floor of the treasure chamber.

At the start of the game each player places his two wooden planks into the other player's half of the treasure chamber, anywhere he likes, horizontally or vertically. Then both players in turn alternate to place one of their treasures into the treasure chamber and try to fit in as many as they can. The treasure items may touch each other but may

not overlap. When placing treasures you should remember that map and anchor score 2 points each, all other treasures score 1 point each.

If none of the players can place more treasures, the values of the treasures in the treasure chamber are added and the player with the more valuable collection wins.

If you want a more difficult game the opponent can determine the first three treasures you must place. For younger players you can leave out the wooden planks.

A simple game where topic, components and mechanisms go together well! The shape of the treasures is well chosen, even young children can see how to arrange them easily. The game is part of the new series "Travel Games" in a pretty tin, the components are magnetic and here special praise is due to the publisher! The lid can be placed into the bottom seamlessly to act as the board and the tins themselves can be stacked without danger of sliding!



## INFORMATION

PLAYERS:  
2

AGE:  
5+

TIME:  
10+

**Designer:** Kai Haferkamp

**Artist:** Silvio Neuendorf

**Title de:** Die Schatzkammer

**Price:** ca. 7 Euro

**Publisher:** Die Spiegelburg 2011

[www.coppenrath.de](http://www.coppenrath.de)

## EVALUATION

Magnetic placement game  
For children  
Version: multi  
Rules: de en fr it es nl  
In-game use of language: no

### Comments:

Series: Reisespiel - Topic, components and mechanism go well together  
Tin, magnetic components  
Lid can be fitted into the box for a game board

### Compares to:

Other arrangement games, e.g. Zoowabo



# COCO SCHNIPP

NUT IN THE WATER! MONKEY MOVES!

5+

The monkeys in the jungle are bored and hold a race; the speed of the monkey is determined by the color of the coconut that ends up in the watering hole. You begin with a monkey and the corresponding coconuts on their spots on the track. The monkeys are on the big starting spot and the crocodile is hovering in waiting position next to

the board.

The color spinner determines a color. Now all try simultaneously to snip their coconut of this color into the watering hole. After snipping it is hands off the board for all players and you check which nut sits nearest to the watering hole. The owner can move his monkey accordingly. Nuts that have been snipped off the

board are put back to the start. All other nuts remain where they have landed. When the spinner shows the monkey head only the active player may snip a coconut of his choice; if he hits the watering hole he may move his monkey five spots. If you make a mistake you move your monkey back three steps. When a player did move his monkey he may relocate the crocodile. The crocodile chases away monkeys! If you must move your monkey to the crocodile the monkey retreats five steps. If you are the first to reach the finish spot with the bananas, you win.

Well snipped means stepping far, collisions are unavoidable and sometimes you even profit when two opposing nuts shoot each other off the board. In any case this is a well-working combination of dexterity and roll-and-move mechanisms, in which sometimes a coconut can get a monkey off a liana. For younger children one can play without the crocodile obstacle.



## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
20+

**Designer:** M. Ludwig, W. Ludwig

**Artist:** Barbara Stachuletz

**Title de:** ident

**Price:** ca. 20 Euro

**Publisher:** Amigo 2011

[www.amigo-spiele.de](http://www.amigo-spiele.de)

## EVALUATION

Dexterity and snipping game  
For children

Version: de

Rules: de

In-game use of language : no

**Comments:**

Very pretty components

Simple rules - Well-working combination of mechanisms

**Compares to:**

All snipping games



# COSMIC ENCOUNTER

COSMIC CONFLICT

Players represent one of fifty alien races, which all have their own special and exclusive ability and uses this to conquer planetary systems and attack other player's planets. Usual the special abilities enable you to countermand a rule of the game. This edition of the game adds tech cards which you can explore in the technology variant of the

game. A turn comprises formation, determine destination, departure, alliances, planning, uncovering and resolving the situation.

This expansion introduces 20 new races, an additional player and the Hazard Deck Variant. This deck confronts players with dangerous or amusing situations.

The new Aliens are Cavalry,

Changeling, Empath, Filth, Glutton, Graviton, Industrialist, Invader, Lunatic, Mimic, Prophet, Relic, Saboteur, Sadist, Siren, The Claw, Trickster Visionary, Warhawk and Xenophile – the names alone promise strife and lots of surprises out among the planetary systems. The events, too, are fraught with danger and surprises, for instance a reversion of effects in encounters or ships coming out of warp to enter an encounter. Cosmic Quake is a new rule, if the discard pile and the draw pile should be empty when someone needs to draw cards – all players must discard their hand cards, they are shuffled and each player is dealt new cards. The Hazard card deck cannot cause Cosmic Quake.

This expansion is a must for each fan of Cosmic Encounter, especially for use with the Cosmic Incursion Expansion. Cosmic Encounter still is THE SciFi game with the best mixture of tactics, negotiations and arbitrariness of cosmic dimensions.



## INFORMATION

PLAYERS:  
3-6

AGE:  
13+

TIME:  
120+

**Designer:** Kevin Wilson (Expansion)

**Artist:** Andrew Navaro, Team

**Title de:** ident

**Price:** ca. 60 Euro

**Publisher:** Fantasy Flight Games 10

[www.hds-fantasy.de](http://www.hds-fantasy.de)

## EVALUATION

SciFi conflict and negotiation game  
For experts

Version: en

Rules: en

In-game use of language: yes

**Comments:**

Expansion

Needs Cosmic Encounter to play

Introduces 6th player and chance elements via event cards

**Compares to:**

Still one game of a kind, e.g. Planet Steam for the topic





## DALAPAPA

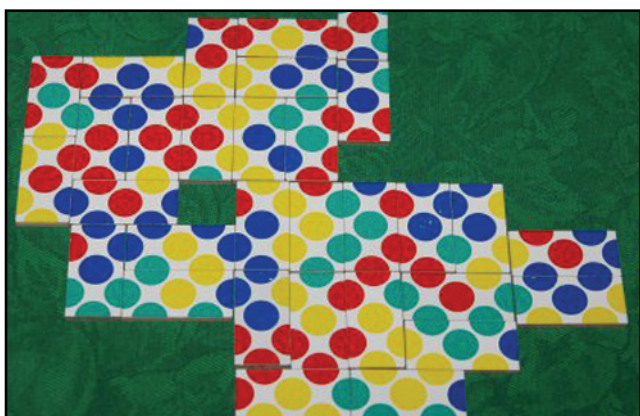
TILE ON TILE FOR CIRCLE ON CIRCLE

7↑

Dalapapa is a placement game for colored circles, based in the tradition of domino. Each of the 120 double-sided tiles, called dalapapa, shows one complete circle in the center and 6 half-circles around it. There are four colors, and all four are always present on a dalapapa, but only three of them on one side of the dalapapa.

For the start of the game each player draws one dalapapa and places it. Then in your turn you always draw 2 dalapapas and place one of them to score points. It is possible to place the second dalapapa, too, but you pay a penalty of 4 points to do so. You must place each dalapapa in a way that mono-colored circle are formed, bi-colored circles are

not allowed. Of course you can turn a dalapapa any way you want before placing it to form at least one circle. You score 1 point for the 1st and 2nd circle and 2 points for the 3rd and any additional circle that you manage to form by placing a dalapapa. In addition to this you score one point for each circle of the same color in the group that contains a newly formed circle. You play in rounds until one player tops the pre-agreed score, then you finish the round and the player with the highest score wins. Dalapapa is a very pretty version of the form-groups-by-continuing-colors-or-shapes mechanism. We met the designer at Cannes and he made us a gift of the game, a well-working family game with very simple rules, in which it can very often make sense to pay the penalty for placing the 2nd dalapapa to achieve a high score before the next player takes the advantage to do so!



### INFORMATION

PLAYERS:  
2-4

AGE:  
7+

TIME:  
30+

**Designer:** François Haffner

**Artist:** not cited

**Title de:** ident

**Price:** ca. 25 Euro

**Publisher:** Art of Games 2007

[www.dalapapa.com](http://www.dalapapa.com)

### EVALUATION

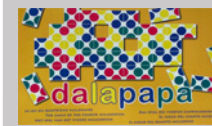
Placement game  
For families  
Version: multi  
Rules: de fr en it nl es  
In-game use of language: no

#### Comments:

Solitaire play is possible  
Well-known mechanisms, nicely combined  
Penalty for placing a 2nd tile is an interesting detail

#### Compares to:

Domino, Einfach genial and other continue-shape-or-color games



## DIE SIEDLER VON CATAN

DAS SCHNELLE KARTENSPIEL  
THE QUICK CARD GAME

8↑

A card game for The Settlers of Catan without die or trade: As usual you build settlements, cities, city extensions, roads and knights, all in a card display. The building cards for the options are sorted and stacked. The resources cards are stacked in a draw pile, 5 cards are laid out for the market and each player is dealt 3 resources. You start with a set-

tlement and a road, A-side up. In your turn you can first exchange resources, then build and then draw cards. The number of cards you can exchange with draw pile, market or another player is equal to the number of roads A-side up in your display. When you build roads you alternate them A- and B-side up. If you have now road you can exchange one card. If

you exchange several cards you can mix the sources of the cards. Knights are also displayed with alternating A- and B-sides. For building costs you discard resources cards from your hand. Any one resource can be replaced by three other resources of the same kind. Each city extension can only be built once. If you build knight or road and the building cards are finished, you take road or knight from the player next to you in the direction indicated by the Fate Card. If you own 10 victory points in your turn you win the game. Just as the title promises, this is quick! And challenging and attractive! The chance mechanisms have been nicely varied, the robber appears via building of a city and negotiation has been replaced with swapping cards with your neighbor - a nice light game for in between or as an introduction into the family of Catan games.



### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Klaus Teuber

**Artist:** M. Menzel, Fine Tuning

**Title de:** ident

**Price:** ca. 8 Euro

**Publisher:** Kosmos 2011

[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

Card game  
For families  
Version: de  
Rules: de  
In-game use of language: yes

#### Comments:

No negotiation on resources  
Good introduction into the world of Catan Games - Chance mechanisms nicely varied

#### Compares to:

All card games with card exchange for set formation



# FINDEVIER

WHERE ARE THE ANIMALS HIDING?

5+

Foxes, owls, hares, hedgehogs and boars play hide and seek with the little wood gnomes. You always only see one half of the animals, the others are in hiding. 10 double-sided animal discs are laid out in a circle; no animal should be visible more than three times. A card is turned up and all four animals of this kind must now be found. For each animal missing

in the circle you place a wooden coin into the circle. Players in turn now turn over one of the animal discs: If you find the right animal you receive one coin. If you turn up a wrong animal the move ends. When you find the 4th animal you receive a coin + the card and turn up another card. When a gnome appears, the player can choose the animal all are now



looking for. The one who finds the last one, gets the gnome. When all animal cards are given out, animal cards and coins score 1 point each, gnomes 2 points.

As an alternative you give out the coins to all players and you must hand in a coin for each wrong animal. For each animal you find you get a coin, if none is in the middle you take it from a player. After each animal you can decide if you go on playing. When you turn up the 4th animal you receive the card and all coins in the circle. At the end each coin scores 1 point, each card 2 and each gnome 3 points.

Findevier is a beautiful memo game, different not only because of components and graphics, but especially due to the double-sided disc which make the selection easier – under one animal of a kind you can always find one of the other four animals. If you already found the fox under the owl you need not check another owl for the next fox.

## INFORMATION

PLAYERS:  
2-6

AGE:  
5+

TIME:  
20+

**Designer:** Jacques Zeimet

**Artist:** Mühlhäuser, Kümmelmann

**Title de:** ident

**Price:** ca. 19 Euro

**Publisher:** Steffen Spiele 2010

[www.steffen-spiele.de](http://www.steffen-spiele.de)

## EVALUATION

Memo game  
For children  
Version: de  
Rules: de en fr  
In-game use of language: no

### Comments:

Standard mechanisms  
Double-sided discs are a well-working detail - Very beautiful components

### Compares to:

Other memo games



# FLORANCALA

MANCALA IN A FLOWER

6+

Mancala, Bao, Hus, Awale, Owareh, whatever they may be called, the pit games or bean games are one of the oldest and most widely spread game varieties.

Florancala offers an unusual version of the game on a very beautiful version of the board, the pits are not arranged in rows, but in the shape of a flower.

As a preparation of the game you place four semi-precious stones into each of the 12 petals of the flower and each player takes the colored wooden balls of a color, the inner circle of small round pits is empty at the start. In each turn you take the stones out of one petal and distribute them clockwise or counterclockwise one by one into the following



petals. You may start you move only on a free or one of those petals that are reserved for you. If you start the move in a free petal, you place one of your colored balls into the inner pit and thus reserve the petal for you. When you drop the last stone of a turn into a petal that is not your own and there are 2 or 3 stones in the petal, you take them all. Then you look back to the next petal on opposite direction of your move, if in the petal next to the now empty petal there are again 2 or 3 stones, you can take them, too, and so on until you reach one of your own petals or one with a number of stones different from 2 or 3. When there is a total of 5 or less stones left and no more stones can be taken, the winner is the player with the most stones.

Florancala is an elegant, beautiful, fast version of the game, a little less abstract due to the color marking, the reserving of petals is a fascinating new mechanism for the game.

## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
20+

**Designer:** Sjaak Griffioen

**Artist:** not cited

**Title de:** ident

**Price:** ca. 57 Euro

**Publisher:** Gerhards 2010

[www.spiel-und-design.eu](http://www.spiel-und-design.eu)

## EVALUATION

Collecting game  
For families  
Version: de  
Rules: de  
In-game use of language: no

### Comments:

Very beautiful components  
Standard basic mechanism  
Fantastic new version

### Compares to:

Hus, Bao, Mancala – all versions of the bean game





## GET BIT!

UP FRONT IS SAFE!

Swimmers in the water, the shark is chasing you, but you need not be faster than the shark, just faster than your friends, at least according to the designer. Each player has a swimmer and 7 cards in a 4 player game. The swimmers are laid out in a row, the order is not important, at the end of the row there is the shark. Now you play in rounds; each

round comprises playing cards, move swimmers and get bit. Each player chooses a card and all are revealed simultaneously: All swimmers with the same number on the card played for them are not moved. All other swimmers are moved to the front of the line in the order of the cards played for them; that is, the swimmer with the lowest



card goes front first, then the one with the next higher card and so on. In the first round there is no being bitten, but in the following turns the swimmer who is last in line after all swimmers have been moved loses one limb. If this was his last limb, he goes out of the game, otherwise he moves to the front of the line and his owner picks up again all cards played so far. When there are only two swimmers left in the game, the player owning the swimmer in front wins the game. Get Bit is a satirical position game with robot-like figurines, in which the only important thing is to choose a card that nobody else has chosen, so that you can go to the front and are not last in line and bitten, which gets difficult with 6 players. Rarely the oh-we-do-not-move-as-we-chose-identically mechanism was as drastically illustrated as in this game the robots losing arms and legs. The original publisher was called Robot Martini, by the way. Why?!!

## INFORMATION

PLAYERS:  
4-6

AGE:  
10+

TIME:  
20+

**Designer:** Dave Chalker

**Artist:** Gavin Schmidt

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Mayday Games 2010

[www.maydaygames.com](http://www.maydaygames.com)

## EVALUATION

Position game with cards

With friends

Version: en

Rules: en

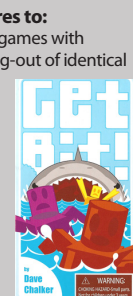
In-game use of language: no

### Comments:

New edition - First edition at Robot Martini 2007 - Satirical topic  
Cute robot figurines

### Compares to:

Position games with  
cancelling-out of identical  
values



## HAGGIS

JACK, QUEEN, KING – BOMB!



In a trick-taking game you want to get rid of all cards first, score for this and at the same time collect point cards in your trick and score for filled bids.

There are cards of values 2 to 10 in five colors, and 3 Jacks, 3 Queens and 3 Kings. You play several rounds. At the start of each round one Jack, one Queen and one King are laid out openly

as wild cards. 14 of the remaining cards are dealt to each player, the rest is set aside as Haggis and not looked at. Now you can place bids that you will be the first to go out meaning being out of cards. You lead with a combination of cards – groups from 1 to 8 cards, a series of number cards, also possible with multiple cards, e.g. 2-2-3-3-4-4, or a bomb

made up from special cards. In turn players can answer this with the same combination of higher value and thus take the trick or pass. Bombs can only be tricked with bombs of higher value. Values of bombs are in ascending order: 3-4-5-9 with each card in another color without joker, B-D, B-K, D-K, J-Q-K, 3-5-7-9 in one color without a joker. Jack, Queen and King can be used as a joker for any other card or in groups and series in their proper place. If only one player has cards left on hand the one who went out first receives those cards and the Haggis. Then remaining cards, tricks and bids are scored. If you are the first to reach or top the pre-set score you win. Reminds one of Tichu, reminds one of Rommé, reminds one of Karriepoker, but is an independent, fast and challenging card game, which is of special interest due to the number of players.



## INFORMATION

PLAYERS:  
2-3

AGE:  
12+

TIME:  
45+

**Designer:** Sean Ross

**Artist:** G. Simpson, L. Francisco

**Title de:** ident

**Price:** ca. 13 Euro

**Publisher:** Indie Board and Cards 10

[www.bambusspiele.de](http://www.bambusspiele.de)

## EVALUATION

Trick taking card game

With friends

Version: multi

Rules: de en fr

In-game use of language: no

### Comments:

Well-known mechanisms  
Mechanisms nicely varied  
Some experience in card games  
is helpful - Especially  
interesting due to number  
of players

### Compares to:

Tichu, Rummy and many  
other trick taking card  
games



# INTRIGO

## UNDER THE ARCADES OF SAN MARCO

As head of one of the most influential families in renaissance Venice you need to strengthen your influence, because a new doge must be elected. A display of arcade cards, seals and ducats is prepared. In the first phase of a round you choose plot cards: Each player receives four cards face down, chooses one, puts it down face-down and gives

the other ones to his neighbor. This is continued until all players have four cards face-down on the table. Now phase 2 begins, each player in his turn can either play 1 plot card or buy and play an influence card. Both cards are immediately placed on a free slot between two adjacent arcade cards. The influence card is activated and its effect used on one



of the two adjacent arcade cards. In phase 3 ducats and seals are given out, beginning at the palace entry. Seals and ducats between two influence cards go the card of higher value, if you receive a seal you upgrade your corresponding Faction card. If you are the first to own 5 different seals or 4 seals of the same color, you win the game. Sounds like a simple placement game, is basically a simple placement game, but with lots of depth and tactic. You need to keep an eye on your opponents and think carefully about your choice of cards. Money is important and can decide the winner, if you can buy enough influence cards to chance the display and influence it to your own advantage. Despite the simple basic mechanism Intrigo is definitely NOT a family game, but a subtly balanced game in which analysis and direct confrontation need to be weighed carefully and used with care.

### INFORMATION

PLAYERS:  
3-4

AGE:  
13+

TIME:  
30+

**Designer:** Catherine Dumas + Team

**Artist:** Edouard Guiton + Team

**Title de:** ident

**Price:** ca. 14 Euro

**Publisher:** Hazgaard Editions 10

[www.asmodee.de](http://www.asmodee.de)

### EVALUATION

Placement game with cards  
With friends

Version: multi

Rules: fr en de it es gr

In-game use of language: no

#### Comments:

Simple basic mechanisms

Lots of subtle strategies and tactics

Many possible strategies due to two-fold victory condition

#### Compares to:

All placement games with scoring neighborhood-relations for results



# JETS

## PADDLE DE LUXE VS BUTT-KICK

Jets usually are airplanes, but the cover shows a car, some kind of an Oldtimer, somewhat futuristically looking, reminding one of Anakin in the Pod-Race, but this is better! We play on a table cloth or carpet instead of in the desert, set up a race track together and prepare the cards for navigation aid, opposition obstruction and other equipment. From that se-

lection each player chooses 7 equipment items, those are permanent and can be used once in a round. Then the cars should fly! along the track through the arcs, you must plan your approach well and the opposition is not pussyfooting around! The speed is called lift for these jets, you start with lift 1. In your turn you decide if you stay with this

lift, brake or accelerate. You place the lift – a bar with chevron ends – next to your jet, adjust it, and then place the jet to the other end of the lift. The faster the jet the longer the lift you use and the narrower the angle of your turns. Can I manage the bend? As we race in the future, there are no collisions; a special safety module lets the other slip by without accident. The main fun of the game is provided by the additional equipment modules with which I can turn nasty on the opponents or upgrade my own jet, from Höllenböllert to Photon Paddle, from Traumatortpedo to Butt-Kick. To use such additional equipment you pay chips, energy is arriving automatically when flying through arcs. Incredibly funny, surprisingly nasty, some tactics despite the fun element and due to the many extras and individual track constructions always different, always new, always good.



### INFORMATION

PLAYERS:  
3-6

AGE:  
14+

TIME:  
45+

**Designer:** Till Meyer, Dagmar Frei

**Artist:** Harald Lieske

**Title de:** ident

**Price:** ca. 31 Euro

**Publisher:** Spieltrieb 2010

[www.spieltriebgr.de](http://www.spieltriebgr.de)

### EVALUATION

Futuristic race game

With friends

Version: de

Rules: de

In-game use of language: some

#### Comments:

Standard topic - Well-known basic mechanisms have been individually and attractively combined - Always different due to modular set-up and variations of additional equipment  
Some playing experience is of advantage

#### Compares to:

All racing games





# KIKANINCHEN

WE RACE EACH OTHER!

3↑

Kikaninchen is the identification character for the children's TV channel of ARD and ZDF. In this roll-and-move game Kikaninchen and his friends want to fill the empty harvest basket with apples which they want to pluck from the tree on the last track card. So Kikaninchen and its friends, monkey, elephant, giraffe and crocodile race each

other to the apple tree. Players must bet on the winner of the race and the winner of the game is the player who has guessed the winner.

At the start and the end of the track you place the start card with the basket and the finish card with the apple tree, in between the players can lay out a number of cards of their choice.



Each player chooses one of his color dots and thus bets on the animal that will reach the finish first, blue for Kikaninchen, yellow for the giraffe, green for the crocodile, purple for the elephant and orange for the monkey. The first player to roll blue begins. In turn each player takes both dice and moves the animal of the color rolled as many steps ahead as the number dice die demands. When you roll red the player puts back an animal of his choice the rolled number of steps. When the first animal reaches the tree the winner is the player who chose this color dot. There can be more than one winner or no winner at all!

Clear simple rules, as are necessary for the target age, and yet the color red on the die allows for first simple tactical considerations by moving back animals. You can also invent your own rules, maybe bet secretly, and much more, five different versions are provided in the rules.

## INFORMATION

PLAYERS:  
2-5

AGE:  
3+

TIME:  
10+

**Designer:** Michael Rüttinger

**Artist:** Katrin Lahr

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Noris Spiele 2011

[www.noris-spiele.de](http://www.noris-spiele.de)

## EVALUATION

Roll-and-move game  
For children  
Version: de  
Rules: de  
In-game use of language: no

### Comments:

Simple easy rules  
Versions and different levels of difficulty possible and listed  
Pretty components

### Compares to:

All games of roll-and-move using a color die, e.g.  
Tempo kleine Schnecke



# MAGICUS

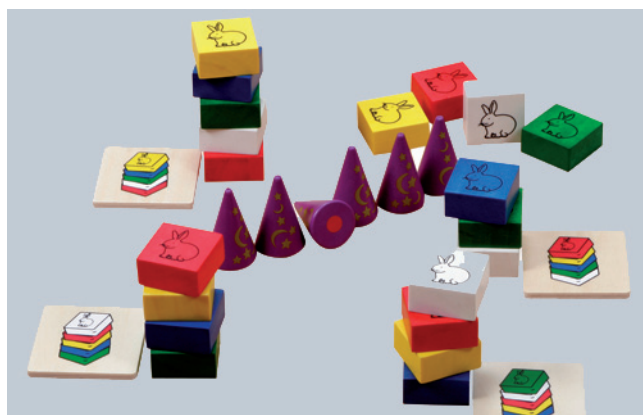
TAKE DOWN TOWERS  
WITH MAGICAL HATS!

4↑

Players build towers first and then try to make them disappear as fast as possible with the help of the magical hats. Each player receives a wooden tile and a wooden block of each color and puts together the tower as shown on his tile. The six hats are lined up in a row.

Now all players decide together whether all players are allowed

to see the bottom of a hat or only the player who picks it up. Then you look at a hat – when the bottom of the hat shows the same color as the top block in your tower, you can take off this block and set it aside. The hat must be put elsewhere in the row. When the color of the hat does not correspond to the block in the tower only the magical hat is relocated.



If you pick up the hat with the orange cross you must relocate the hat, too. The first player to get rid of all the blocks in his tower wins the game.

In a version you take the top block in the color of the hat bottom, either from your own tower or that of another player, the first one to have got rid of his tower wins. In two other versions you collect blocks: You either take the first block in a row of blocks when the uncovered color is identical, or you collect pairs. For this version the hats are given to the players and in turn you name a color. Then you turn up any hat, take the block when the color is correct and exchange the hat with another one. When all blocks have been given out, you win with most pairs. Another way to play memory, attractive and well-made, with beautiful components and a little variation in the degree of difficulty whether all see the bottom of a hat or only one player.

## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
10+

**Designer:** Manfred Reindl

**Artist:** Irene Guerrieri + Team

**Title de:** ident

**Price:** ca. 23 Euro

**Publisher:** Beleduc 2010

[www.beleduc.de](http://www.beleduc.de)

## EVALUATION

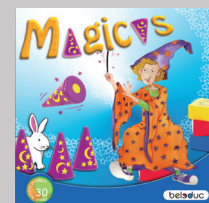
Memory game  
For children  
Version: multi  
Rules: de en fr es nl it ch  
In-game use of language: no

### Comments:

Very pretty components  
Simple rules - Several variants

### Compares to:

Husch Husch kleine Hexe  
and other memory games  
with switching of positions



# MIND FLEX

BRAIN WAVES MOVE A BALL



A game that bears so much similarity to a scientific unit that the box carries the information: "Mindflex is not diagnostic unit, no form of therapy or any other form of medical treatment, but is exclusively meant for entertainment".

Of course curiosity is roused by this, so you unpack the game unit and a head-set with clips to

fasten to both of your ear lobes. Then you get exact instructions how to position the head set – the sensor hidden behind the company logo on the head band must be positioned above your left eye. Then you need to place the ball on one of the starting positions and choose a game variant from the menu. When you switch on the unit a



stream of air from an air nozzle is released and carries the ball – now you can try to concentrate your mind and by the brain waves thereby activated move the ball upwards. The harder you concentrate the higher the ball is supposed to rise, and if you lessen your concentration the ball sinks again. With the control button you can change the direction of the air jet to change the direction of the ball. So you can use your concentration aka the power of your mind to move the ball around a track that you can assemble from the obstacles included in the game. Up to four players can compete in four different versions of the game. Does it work? Definitely yes! Does it always work with everybody? Definitely no, we all did try it, everybody had a different result, some directed the ball easily, with others it barely moved, but all were interested, all had fun trying how far and how long you can direct the ball. A game? Maybe! A technical playful gimmick? Yes!

## INFORMATION

PLAYERS:  
1-4

AGE:  
8+

TIME:  
10+

**Designer:** not cited

**Artist:** not cited

**Title de:** ident

**Price:** ca. 99 Euro

**Publisher:** Mattel 2010

[www.mattel.de](http://www.mattel.de)

## EVALUATION

Dexterity game with thinking  
For families  
Version: de  
Rules: de en  
In-game use of language: no

### Comments:

Unusual game concept  
Works differently for each user  
Attractive design  
Demands precise handling

### Compares to:

First game of its kind



# MUNCHKIN CTHULHU 4

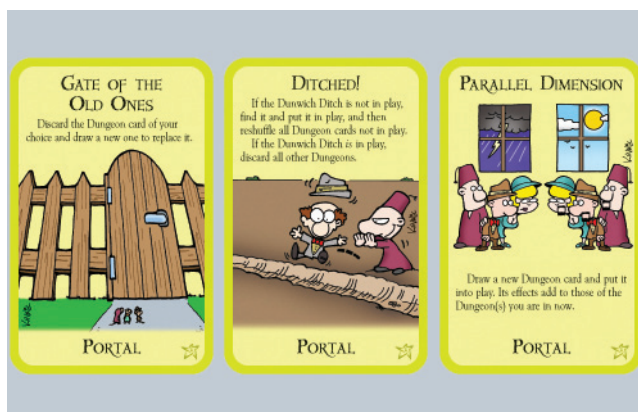
CRAZED CAVERNS

Munchkin including all its expansion and thematic basic games are the satirical reworking of a role playing game into card game with round consisting of several Phases. If you reach level 10 first, you win. The phases of a turn are Open a door, Look for trouble – if you do not find any other monster you can fight one from your hand -, Loot the room

and Charity. You can fight, ask for help, run away, die and acquire treasures and you can even interfere in fights of other players. Level 10 can only be achieved by defeating a monster.

Munchkin Cthulhu is the first Crossover of Munchkin into the Cthulhu universe of H.P. Lovecraft, players turn into monster hunters, professors, smart-alek

investigators or crazy cultists – if a cult did get you, it's hard to get rid of it. Munchkin Crazy Caverns is the latest expansion in the Munchkin Cthulhu series. This expansion features two new card types, Dungeons and Portals. If a Dungeon card is in play, it affects all players, unless the Portal card transporting you there tells something else. You cannot win via level advancement achieved in a dungeon. You can only be in one Dungeon at the same time unless... Portals are doors, if you draw one openly, you must implement the instructions immediately. If you draw the portal face-down, you can turn it up, implement it and draw another card or take the portal up in your hand and play it later, but not in a fight. Once again you need a preference for persiflage, satire and off-key characters to really enjoy Midden of the Mi-Go or Parallel Dimension. If you are a fan, you will really really like it!



## INFORMATION

PLAYERS:  
3-6

AGE:  
12+

TIME:  
60+

**Designer:** Steve Jackson

**Artist:** J. Kovalic, F. Launet

**Title de:** 3 Kraase Kavernen

**Price:** ca. 10 Euro

**Publisher:** Pegasus Spiele 2010

[www.pegasus.de](http://www.pegasus.de)

## EVALUATION

Satirical card game  
With friends  
Version: en  
Rules: en de  
In-game use of language: yes

### Comments:

Expansion, only to be used with Munchkin Cthulhu - Crossover between Munchkin and Cthulhu  
Only for fans of satire and black humor

### Compares to:

Satirical card games like Killer Bunny, Kleine Helden, etc.





# NINJAGO

WHO WINS THE GOLDEN WEAPONS?

8+

The Ninjas must stave off the invasion of the General and his skeletons and prevent the general from overtaking the temple. The Ninjas start in front of the temple. In your turn you roll the die and move your Ninja one step for each dot in the result. A watch tower is searched and you find either a golden weapon or must place a skeleton next to

your ninja. For their symbols on the die result you move the General or place a skeleton and for the rope symbol you swing your Ninja to another position using the rope. If you start your turn next to a skeleton you must fight it and turn the spinner – if it stops on your color you have won and place the skeleton back on the wall. If you do not win you move



the General one step downstairs. When the General steps off the last step he automatically wins a golden weapon from the Ninjas. Once in the game you can use the Sensai to avoid the winning of the fourth weapon by the General. When the last golden weapon has been found and not all weapons are owned by the Ninjas they must fight the general for the ownership of the weapons until either the Ninjas own all of them and win the game or until the General owns all of them and all Ninjas have lost together.

Ninjabo is the board game accompanying the new action theme world Ninjabo; the opulent and colorful world of the ninja topic was transferred brilliantly, functionally and succinctly to the board game. The cooperative element works well and allows for lots of tactics. Versions are listed in the rules and you can invent your own. The spinner works well and loving details like the rope provide flair and flavor!

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** not cited

**Artist:** not cited

**Title de:** ident

**Price:** ca. 24 Euro

**Publisher:** Lego 2011

[www.lego.de/legospiele](http://www.lego.de/legospiele)

## EVALUATION

Cooperative dice game

For children

Version: multi

Rules: de en fr it nl

In-game use of language: no

**Comments:**

Loving details, e.g. the rope

Simple basic mechanisms

Some tactics possible

Versions listed, and you can

invent your own

**Compares to:**

All games with movement

by dice and cooperative

elements, Tornado Arena

for the spinner



# NOBUNAGA

DAIMYOS, SHOGUN AND TENNO

In 16th century Japan daimyos of the regions fight each other, one of them, Nobunaga, installed a shogun to control the military power of the Emperor.

Players are generals in Nobunaga's army rivaling for military fame. Nobunaga is a non-playing character in the game. The conflict involves six dynasties or houses, each represented by

a color. The starting player receives the card "active player", number of players + 2 cards are drawn and laid out in pairs. Then each player takes 2 of the cards, chooses one and puts the other back under the stack. Then number of players + 1 cards are drawn and laid out open-faced. Now each player takes one card, the starting player takes a house

card and replaces it with his "active player" card, the other players can choose a house card or "active player". If you take "active player" you choose one of the cards at the end. The last card is placed into the campaign area of Nobunaga. When there are enough cards in this area battle follows, the active player decides in which order Nobunaga attacks the houses. Victory points are awarded according to the number of house cards with players and in the Nobunaga area. Depending on the outcome of the battle players win or lose hand cards. After two battles you win with the most victory points but only when Nobunaga does not have more. If Nobunaga has the most, all players have lost.

Nobunaga is a basically simple game with a mechanism of comparing card values, interesting for one thing due to its graphics and on the playing side due to the necessary cooperation of players to defeat Nobunaga.



## INFORMATION

PLAYERS:  
2-5

AGE:  
12+

TIME:  
20+

**Designer:** Mito Suzuki

**Artist:** Mila Aizawa, Toshihisa Tanaka

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Grimpeur/Japon Brand 10

[www.japonbrand.gamers-jp.com](http://www.japonbrand.gamers-jp.com)

## EVALUATION

Card game

With friends

Version: jp

Rules: jp en

In-game use of language: no

**Comments:**

Rules as a comic strip and regular text

Rules in the game only in Japanese, in

English for download

Despite the topic an abstract comparison of values

**Compares to:**

All card games with com-

parison of values



## PERPETUAL-MOTION MACHINE

PLACE CUBES  
WITH POKER COMBINATIONS

8+

Perpetual Motion Machine introduces an unusual topic for a game. Players should try to build the most efficient machine by being the first to place all their cubes on their personal playing mat.

Depending on the number of players you start the game with 20, 25 or 30 cubes, a surplus goes out of the game. Five of those

cubes you place in your personal stock, the rest of the cubes are your own so called general stock. Each player is dealt 3 cards, 4 cards are laid out open-faced and the rest of the cards is stacked as a draw pile. Then players place two cubes for a starting situation in the lowest position in the four columns, always different from the placement of other



players, both cubes can be in the same column. Then in turn you can take cards or play cards for one of the necessary poker combinations and place cubes from your personal stock, always from bottom to top, or discard cards and take cubes from your general stock into your personal stock. Placed poker combinations earn you advantages, in a series, e.g. the highest card determines the limit of cards in hand for the player and the maximum number of cubes in his personal stock, or you can use cubes from your general stock or from both stocks and so on. The first player to place all cubes wins the game. Basically, Perpetual-Motion Machine is a simple card collecting game on poker combinations, but with a funny unusual topic and the additional component of clever cube management. Of course it is a bit chance-dominated due to the drawing of cards, but this is mitigated by the open display.

### INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

Designer: Ted Alspach

Artist: not cited

Title de: ident

Price: ca. 17 Euro

Publisher: Bezier Games 2010

[www.beziergames.com](http://www.beziergames.com)

### EVALUATION

Placement game with cards

For families

Version: en

Rules: en de es

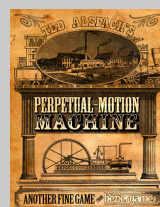
In-game use of language: no

Comments:

Unusual funny topic - Somewhat luck-determined - Some tactics from open display and additional benefits from combinations

Compares to:

All Set collecting games with cards



## RATUKI

THE FAST CARD CRAZE!

8+

The game comprises five sets of cards in five colors, each containing two Ratuki cards as jokers. The cards are numbered in different ways, showing either a number, or the word for the number, or raised fingers, simple lines or eyes of a die.

Aim of the game is to collect a minimum of 100 points with your cards. If you are the first to

achieve this you win.

How do you collect points? You start stacks of cards, place cards on those stacks in order of their value and if you can place a Five on such a stack you pick up the complete stack. Each player chooses a color, shuffles the cards and stacks them on the table. Then you draw three cards for your hand and all start to play

simultaneously. A stack is started with a 1 or a Ratuki card and you can only discard a card on a stack that is higher or lower by 1 than the top card of the stack. When you played a card you draw a card from your stack, and you can only discard cards using one hand and always only with the same hand. If you cannot place a card at all you can place it on your own face-down discard pile. When your draw pile is empty you end the current round for all players. All count the cards in their stacks of won cards and deduct the number of cards in the personal draw pile and the face-down discard pile. For the next round cards are again separated by color. If you are the first to top 100 or pass 100, you win, when several players do this in the same round the winner is the player with most points. Not new, but nicely varied, fast, attractive, an ideal game as a filler, or for your holidays.



### INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
15+

Designer: not cited

Artist: not cited

Title de: ident

Price: ca. 9 Euro

Publisher: Hasbro 2011

[www.hasbro.de](http://www.hasbro.de)

### EVALUATION

Card discarding game

For families

Version: de

Rules: de

In-game use of language: no

Comments:

Standard basic mechanisms, cleverly varied - Nice for in-between Well-working scoring mechanism

Compares to:

Ligretto, Uno and other card discarding games





# RING,L' DING

WHERE TO PLACE THE YELLOW RING?

4↑

Scrunchies used for components in a game – this idea is not new, there has been one game already with the mechanism of forming patterns from scrunchies, but in this game the mechanism is much more challenging and still easily playable for children from ages 4 and up.

32 cards show hands with patterns of scrunchies. The

scrunchies are not stacked on one finger only to form a pattern, but are spanned or pulled over one or several fingers to form the different combinations. One hand card is turned up, the 72 scrunchies in 6 colors are heaped in the middle. All players try simultaneously to place the necessary scrunchies on their fingers in the necessary



order to form the combination shown on the card, not only the order of the scrunchies is important, but also their position on the correct fingers. Left-handed and right-handed players have the same chances, for the correct sequence the hand must be held thumb to the left side and either back of the hand or palm upwards. If you have the correct combinations of scrunchies on your fingers, you use the hand with the scrunchies to hit the bell. If the pattern on your hand is correct you receive the card as a reward. If you made a mistake you must give back a card or – if you do not yet have a card – you must sit out the next round. If you are the first to win five cards, you win the game. For a more difficult game you can turn the card back face-down again after a few seconds.

Ring,L'Ding is a very pretty game using a common item, a very attractive variant and an ideal training for spatial thinking, pattern recognition and speed of reaction.

## INFORMATION

PLAYERS:  
2-6

AGE:  
4+

TIME:  
10+

**Designer:** Haim Shafir

**Artist:** B. Stachuletz, B. Spelger

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Amigo 2011

[www.amigo-spiele.de](http://www.amigo-spiele.de)

## EVALUATION

Dexterity and reaction game  
For children

Version: de

Rules: de

In-game use of language: no

### Comments:

Series: Der Kleine Amigo

Can be played alone by older children

Trains spatial thinking and pattern

recognition

### Compares to:

Fingerlinge



# SCHLACHT AM BUFFET

USE YOUR ELBOWS TO GET CHEESE

8↑

The buffet offers yummy dishes and the mice jostle to get the best tidbits.

At the start of a round a number of dishes equal to the number of players minus one is laid out on the board, sorted by values. Players start with 9 mice cards. All players lay out a card face down. The starting player turns up his card first and moves his mouse,

the others follow in turn. If you then are in last place in the line with your mouse, you take the dish with the lowest value and drop out of the round. If you were starting player, you give the marker to your left neighbor still in the game. If you are the first to drop out of a round you can immediately discard any number of your hand cards and

draw new ones. The others play another card. When two or more mice are in last place together nothing happens and all play a new card. For each kind of dish you can display only one, if you get a new one the older one is covered with the new one. When there are only two mice in line at the buffet, the first in line gets the best dish, the other mouse goes away empty-handed.

For the next round new dishes are laid out on the buffet and all players replenish their hand to 9 cards from the pile. When there are not enough dishes for a new round, the player with the highest total from his dishes wins.

This is a very attractive family game from Martin Wallace, which yet demands a little tactics and clever use of your cards – it's better to take a bad dish at the beginning and later cover it with a better one and use the opportunity to get rid of a few bad cards in hand. Pretty illustrations and cute mice pieces add to the attraction!



## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
30+

**Designer:** Martin Wallace

**Artist:** U. Stein, I. Vohwinkel

**Title de:** ident

**Price:** ca. 25 Euro

**Publisher:** Kosmos 2011

[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

A movement and acquisition game  
For families

Version: de

Rules: de

In-game use of language: no

### Comments:

Illustrations by Uli Stein

Very attractive components

Nice topic

Well-working mechanisms

### Compares to:

All games moving pieces with cards for utilizing the order of the pieces



# SCHMIDTS KATZE

UND DIE MÄUSEBANDE  
AND A GANG OF MICE

4+

In Schmidt's attic Mouse Kai Käsehoch and his friends play hide and seek, sometimes Schmidt's cat joins in and then all must remember which mouse is hiding where.

The cat's paws are laid out as a track for the cat and players receive 8 mouse tiles of a color. Seven mice are placed head-down into the mouse holes,

one cat sits on the border of the box. All players try to remember where which mouse is hiding. In your turn you roll the die: For a number you move the cat forward on the paw tiles, depending on the tile reached you must either switch two mice, take one mouse out of a hole and place it on the border, or hide a mouse in a hole – both actions must al-



ways happen in the same part of the board, there can only always be one mouse in a sector – or you may look at a mouse while all other players close their eyes. When the die shows the cat, you turn the spinner, on the command of „Schmidt's Katze“. The mouse stops indicating a sector and now you must find the correct mouse for this sector among your mouse tiles, as fast as you can, regardless if it is in hiding or sitting on the border. If you find it, you run once around the table and then slap the mouse on the table calling out “first” or “second” and so on. If you are first and correct, you receive a cat medal. The first to collect five medals wins the game. What a pretty embodiment of a phrase! A memory game lovingly extended. Cute detail mechanisms like the mice sitting on the box border or the race round the table turn this game into a bonus for each game collection. It is absolutely also a good family game, with a slight advantage for the children.

## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
15+

**Designer:** Kai Haferkamp

**Artist:** T. Grubing, A. Rayhle

**Title de:** ident

**Price:** ca. 12 Euro

**Publisher:** Schmidt Spiele 2011

[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Memory game  
For children  
Version: multi  
Rules: de fr it  
In-game use of language: no

### Comments:

Very pretty components  
Basic mechanism of a memory game  
Wonderful details  
Good also as a family game

### Compares to:

First game with this combination of standard mechanisms



# SHOE-BE-DO

WHERE IS THE SHOE?

4+

Shoe-be-do the Imp has returned and all shoes are scattered about the room. So you must clear up, playing one of two versions: In **Where is the shoe?** all shoes are placed into the bag. All players draw three shoes from the bag and keep them in their closed fist. Then you stretch out your arm so that all fists touch each other and on a signal all

players drop their shoes onto the table. Then all search simultaneously for pairs of the same size and color. If you find a pair, you put one finger on each shoe of the pair. If you think that there is no pair, you grab Shoe-be-do. Then the result is checked: Correct pairs are put on the player's rack, wrong shoes go back to the table, and if you grabbed Shoe-

be-do and there really is no pair on the table you may take a pair from the bag. If you are the first to have four correct pairs on your rack you win the game.

In the version called **Which shoe is it?** you set aside five different shoes. All others are placed into the bag. One player impersonates Shoe-be-do, places the five shoes on his rack, draws four shoes from the bag and drops them onto the table. Now all search for pairs. You can only put a finger on a shoe in the middle of the table, you can only touch one shoe and each shoe can only be touched by one player, so you must be quick in finding pairs. Again you take a correct pair of shoes for your rack and if you have collected four pairs you win the game.

Shoe-be-do offers a fast, simple game with a topic that is easily grasped by children. The game trains recognition of pattern and size relations, while being lots of fun to play.



## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
10+

**Designer:** C. Barnikel, H. Roszkopf

**Artist:** Clara Suetens

**Title de:** Shoe-be-do

**Price:** ca. 17 Euro

**Publisher:** Haba 2011

[www.haba.de](http://www.haba.de)

## EVALUATION

A search- and reaction game  
For children  
Version: multi  
Rules: de en fr it es nl  
In-game use of language: no

### Comments:

Nice, age-correlated topic  
Trains observation, pattern recognition and size relations  
Simple rules

### Compares to:

All reaction games on the topic of pair formation





# SMALL WORLD

BE NOT AFRAID!

Small World simulates the rise and fall of civilizations in a fantasy setting. You choose a combination of race and special ability and then extend your realm, conquer others and hoard victory coins. In round 1 a move comprises choosing race and ability, conquer regions and receive victory coins, in further rounds extending your influence

by conquering regions or extinguishing your race and choosing a new one and again getting victory coins. After a given number of rounds you win with most victory coins.

**Be not afraid!** expands Small World with five new races and five special abilities, all of them extremely specialized and effective. **Barbarians** are not re-

distributed at the end of turn, the **Pixies** only keep one tile per region and if you jump over a set containing **Homunculi** a Homunculi tile is placed. **Leprechauns** earn you a pot of gold during redistribution, earning one VP at the end. If you lose a **Pygmy** tile, you roll the support die and receive new pygmies accordingly. **Barricade** earns you 3 additional victory coins for 4 or less regions. **Corrupt** earns you an additional victory coin if an opponent conquers an active region. **Imperial** gives you an additional victory coin for each region exceeding three and **Catapult** in a region allows you to use one tile less for conquering. **Mercenary** reduces the number of tiles for conquering by 2 for the price of 1 victory coin.

All this is accompanied by a storage box for all expansions that have been published up to date – all in all a successful expansion with a strong influence on the number of victory coins and the results of attacks.



## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
90+

**Designer:** Philippe Keyaerts + Team

**Artist:** Miguel Coimbra

**Title de:** Keine Panik!

**Price:** ca. 8 Euro

**Publisher:** Days of Wonder 2009

[www.daysof wonder.com](http://www.daysof wonder.com)

## EVALUATION

Deployment game

For experts

Version: en

Rules: en de fr

In-game use of language: no

**Comments:**

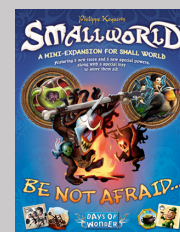
Expansion

Only playable with the basic game

Effects on victory coins and battles

**Compares to:**

Vinci, Conquest



# SOBEK

CULTURED SET-BACKS

The Temple of Sobek is being built, goods of all kinds are delivered and players rival for the best goods for the best profit, so they hassle for each advantage. You collect goods, lay them out in sets of three or more cards and score. In your turn you can choose to take up a card, play one character card and use its effect or to lay out a set.

There is an open display of goods cards, character cards are face-down and taken at risk. If you do not take the first card in the display you must place the skipped cards under your corruption tile. Character cards can also be used for goods card, but not for both functions at the same time. When you place sets, you can receive event markers and

use them. If you take up the last card from the display you end the round, all players can still place sets, but not extend sets previously placed.

Then previously placed sets are scored with number of cards x number of scarabs on the cards, sets placed at the end of the round are only worth their number of scarabs. The player with most cards under his corruption tile has to move his marker back to the next symbol under his current position, once per every 10 points scored in this round. High carat dilemma – hoarding cards avails you nothing, because you miss out on event chips, too much bribing costs you points, so do I rather play the courtesan to get rid of those two single cards or even better take a card? Challenging, fast, with a nice background story and very attractive components, especially the fantastic box inlay! A felicitous game that is also good for families with a little gaming experience.



## INFORMATION

PLAYERS:  
2-4

AGE:  
13+

TIME:  
45+

**Designer:** Bruno Cathala

**Artist:** Mathieu Beaulieu

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** GameWorks 2011

[www.gameworks.ch](http://www.gameworks.ch)

## EVALUATION

Card placement game

With friends

Version: multi

Rules: de en fr

In-game use of language: no

**Comments:**

Good I-want-more-than-I-can-do mechanism - Good, simple rules Also good for families with a little experience in game play

**Compares to:**

Coloretto and other set collecting games



# TADAAAM!

HALF GOETHE,  
OR HALF AN ASTRONAUT?



Once upon a time there was a sketching block by the name of Monstermaler, which was used to draw VIP portraits, but not just drawing them, but one person drew one half of the portrait and another person drew the other half and then all guessed who it might be.

And then the Belgians with the Sombros found that sketch-

ing block and turned it into Tadaaam! 110 task cards feature two definitions each in the difficulty levels of green/easy, orange/normal and red/difficult, and then there is blue for fiendish/persons. Each player has a drawing board, draws a card, chooses a definition in the level of difficulty previously agreed upon for the game and notes the

number in the left-hand bottom of his board. Then he draws the right half of the definition in the right half of the board, closes the board and hands card and board to the left. The left neighbor now checks the number for the definition and draws the left half of it. Letters and numbers are forbidden, the definition may only be drawn half, but you can add other items or markers.

In the Tadaaam-Phase the boards are opened and all players not involved in a drawing can guess. A correct guess scores 2 points, the artists 1 point each. After 5 rounds the player with the highest score wins. The handicap-wheel introduced turbulent action, you might need to draw with one of your ears touching the table.

Have fun to draw half of Madame Tussaud or half a key without knowing if your partner started with its teeth or the knob?? Or draw the cow sideways or head-on? I can't draw, but I love Tadaaam, maybe because I can't draw??



## INFORMATION

PLAYERS:  
4-9

AGE:  
8+

TIME:  
30+

**Designer:** Frieze, Meyer, Merkle

**Artist:** Fabrice Bovy

**Title de:** ident

**Price:** ca. 27 Euro

**Publisher:** Repos Productions 10

[www.asmodee.de](http://www.asmodee.de)

## EVALUATION

Drawing and guessing game

For families

Version: multi

Rules: de en fr nl

In-game use of language: no

### Comments:

New edition of Monstermaler

Now also with definitions, too

Re-usable drawing boards

Very attractive components

### Compares to:

Monstermaler, Identik and another drawing games



# TIPTOI ABENTEUER TIERWELT

FOUR EDUCATIONAL GAMES  
ON ANIMALS



Four games using knowledge of animals are offered in this game within the tiptoi series, featuring the most important facts on more than 50 favorite animals. These facts are then used and intensified in the four games. 50 puzzle parts featuring animals and 21 animal track tiles release interesting facts when touched with the tiptoi pen.

**Spiel 1 Tiere und ihre Eigenschaften** is offered in two levels of difficulty: In the simple game the pen asks for animal characteristics which can be answered by looking at the picture, as well as for feeding and habitat of the animals. In the more difficult level the questions are more varied. **Spiel 2 Tierstimmen raten** – the pen makes animal noises, the

players tip on the puzzle part of the corresponding animal, if you are right you receive the puzzle part, if you collect 5 puzzle parts you win.

**Spiel 3 Tierspuren raten** uses only the marked puzzle parts, as does game 2- A track tile is turned up and you tip the pen on the corresponding animal. Again you get the part if you are correct and win the game with five correct answers.

**Spiel 4 Tiere ordnen** is aimed at players ages 6 and up, as is game 3, all puzzle parts are shuffled. In a turn 8 are turned up and touched with the pen, players must arrange them according to a characteristic, either length, weight, number of offspring, speed or life span.

This game offers fascinating facts presented by a fascinating technology, acquiring knowledge and is rarely as easy and interesting as with this Tiptoi pen, and this goes especially for the solo versions that are given for each game.



## INFORMATION

PLAYERS:  
1-4

AGE:  
4+

TIME:  
30+

**Designer:** Wolfgang Kramer

**Artist:** Pino Avonto

**Title de:** ident

**Price:** ca. 20 Euro (ohne Stift)

**Publisher:** Ravensburger 2010

[www.ravensburger.de](http://www.ravensburger.de)

## EVALUATION

Educational game on animals

For children

Version: de

Rules: de

In-game use of language: yes

### Comments:

Pen not included - Software available

for download - Rules for solitary play

given for each game

Learning by playing

### Compares to:

Das große Tier-Rätsel, Fauna and others for the animal topic, all tiptoi games for the technology





# TOP & DOWN

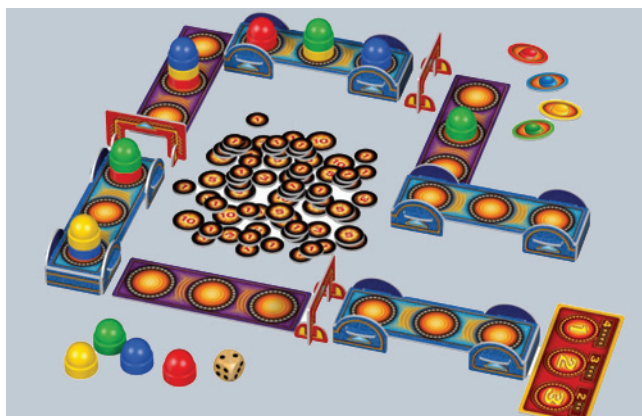
EASYPLAY

8↑

Top & Down is a race towards a finish line for points, run over scoring hurdles, upstairs and downstairs.

Depending on the number of players, players start with 3 or 4 pieces, if there are two players they take 3 pieces in two colors, and always with 6 chips of value 1. In your turn you move one of your pieces the full number of

dots on the die. When the move ends on a spot already occupied you place your piece on top of the piece already there. Such a stack can hold any number of pieces, even pieces of only one color, and a piece in a stack is not blocked. You can move it along normally, it just take along all pieces on top of it. Such a stack is moved the full number of



steps too, and – should it reach an occupied spot – placed on a piece or stack already there. Before moving a stack a player can at the cost of 1 chip rearrange a stack containing one of his pieces. He takes this piece and places it either at the top or at the bottom of the stack. When the first piece of a color jumps over a scoring hurdle all stacks are scored. For stacks on bridges the owner of the top piece scores the number of pieces in the stack, on paths the owner of the bottom piece scores those points. For pieces in last position you lose one victory point. The first three pieces at the finish score 4, 3 and 2 victory points, in case of a stack from top to bottom. Then the player with most points wins.

Top & Down is absolutely complying with the goals of the series EasyPlay: Simple rules, a little tactics despite the die, playing fast and also very good for beginners or children.

## INFORMATION

PLAYERS:  
2-4AGE:  
8+TIME:  
20+**Designer:** Nils und Richard Ulrich**Artist:** Lohausen, www.c-r-1.de**Title de:** ident**Price:** ca.15 Euro**Publisher:** Schmidt Spiele 2011[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Roll-and-move game  
For families  
Version: multi  
Rules: de it fr  
In-game use of language: no

**Comments:**

Serie EasyPlay  
Good, simple game for families  
Allows tactics despite the die

**Compares to:**

Focus, Splits, Blox and other game moving stacks and taking into account positions of pieces in the stack



# TOTEMO

BUILD TOTEMS, SCORE POINTS

6↑

The name of the game is a little bit program, players pile blocks decorated with symbols and score points.

At the start the cloth board is spread and bonus tiles are placed on selected spots of the track according to given rules. Each player draws three blocks from the bag, if you only drew topper blocks you draw again

until you have at least one normal block. The starting player moves the Chief one step at the start of each round. In your turn you can either place a block and score or discard all blocks and draw three blocks. If you place a block you must place it either directly on the board or on other blocks, according to the rules. A newly placed block

must adhere to the color rules with all sides touching blocks already placed: Red goes with red, purple or orange, orange with orange, red or yellow, yellow with yellow, orange or green, green with green, yellow or blue, blue with blue, green or purple, purple with purple, blue or red. On other blocks you can place blocks up to maximum height of 5 blocks, topper blocks may not be put directly on the board. A block places scores its value plus the values of all blocks it touches with a side. If you reach a bonus tile on the track with your score, has another move up to a maximum of three moves in a turn. If there are not enough blocks left to draw or the Chief reaches his tipi, the player with the highest score wins.

Pretty, with simple rules that are not easy to implement, but when you look at the color wheel given in the rules, it works! Cloth bag and cloth board absolutely add to the tipi and prairie feeling!



## INFORMATION

PLAYERS:  
2-4AGE:  
6+TIME:  
45+**Designer:** Tony Boydell**Artist:** Vicki Paull**Title de:** ident**Price:** ca. 35 Euro**Publisher:** Surprised Stare Games 10[www.surprisedstaregames.co.uk](http://www.surprisedstaregames.co.uk)

## EVALUATION

Placement and stacking game  
For families  
Version: en  
Rules: en de nl fr ru  
In-game use of language: no

**Comments:**

Pretty topic  
Cloth board and bag  
Simple rules  
Good family game

**Compares to:**

Other stacking and placement game with neighborhood rules



# TWISTER HOOPLA

THE TAKE-ALONG PARTY



In this version of Twister for indoors and outdoors the mat is replaced – as in Twister Hops – by colored rings, which are used differently depending on the version, for each version there is an individual ring on the spinners to indicate colors and body parts.

**Voll verklebt:** Aim of the game is not to drop the rings. In a turn

the team turns the spinner and must - if the arrow indicates yellow + knee – take a ring between knees and keep it there without using hands. In each turn a ring is added to a part of your body. If you cede or drop a ring you lose.

**Schleudergang:** Rings must be caught with hands and feet, the first team to catch four rings wins. One team member throws

the ring, another catches with the body part indicated by the spinner. The first team to catch the ring keeps it.

**Einzel/Partnerrennen:** You want to be the first to win three races. You grab the indicated ring, clamp it between the indicated body parts and “race” to the finish. If you win you keep the ring, if you lose you drop out of the game. In the partner race the ring is clamped between partners.

**Verknotungssalat:** You want to be the last in play. In your turn you must place the indicated body part on a free ring chosen by the game master.

**Die Klammer:** All players have one ring each on every hand and foot and a T-Part on their head. Then you grab the ring of the designated color with the indicated hand and keep it there till the next move. If you let go earlier or lose the T-Part you lose. Twister Hoopla is a fun game and an excellent training for dexterity, balance and kinesthesia.



## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
20+

**Designer:** not cited

**Artist:** not cited

**Title de:** ident

**Price:** ca. 20 Euro

**Publisher:** Hasbro 2011

[www.hasbro.at](http://www.hasbro.at)

## EVALUATION

Movement game

For children

Version: de

Rules: de

In-game use of language: some

**Comments:**

5 game variants - Equally good for indoors and outdoors  
Needs room to play  
Good training for movement and balance

**Compares to:**

Other editions of Twister



# TWO BY TWO

PAIRS FOR THE ARK



Players are rescuing pairs of stranded animals in a landscape that is sinking bit by bit. The animals are randomly distributed on the island, face down, 6 surplus tiles are set aside without looking at them. For the start of the game all animals next to a water tile are turned up, In a turn you place a water tile on a land spot next to a water spot.

An animal on this spot is covered and cannot be rescued any more. You score one point for each water tile next to the new water tile and then turn up all animal tiles that touch the new water tile. Then you can use your ark twice, either moving it to an adjacent water spot or to rescue a pair of animals. When the ark sits next to an animal and a second animal of

that kind is visible anywhere on the board you take both animals onto your ark. When all animals are rescued or no water tiles are left the winner is the player with the highest score. To score your animals you either score 1 point for each animal, 2 points for each unicorn and 2 bonus points for each kind of animal that only you did rescue. Or you divide a maximum of six points for each kind of animal by all rescued pairs, so if all 3 pairs were rescued one pairs scores 2 points, if your pair is the only one rescued it is worth 6 points. Animals on arks marked with x2 earn you double basic points.

Sounds simple, but is one of those games with hidden depths! Placement of water tiles and movement of the ark need to be well considered, because you can outmaneuver yourself easily. This is a wonderful family game with enough tactical elements for experienced players, especially when using the advanced scoring.



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** Rob Bartel

**Artist:** Patrick Lamontagne, u.a.

**Title de:** ident

**Price:** ca. 30 Euro

**Publisher:** Valley Games 2010

[www.valleygames.ca](http://www.valleygames.ca)

## EVALUATION

Set collecting game

For families

Version: multi

Rules: en de fr it nl es pt ch

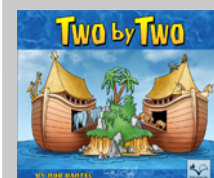
In-game use of language: no

**Comments:**

Simple basic rules - Tactical depths, especially with the advanced scoring  
Very good family game  
Nice components

**Compares to:**

Seeland for uncovering tiles/collecting tiles mechanism





# WAMBOO

**HOLD ON TIGHT!**

4↑

The tree liana made up from two trunks and one cross-bar is set up and each player receives six animals: elephant, zebra, giraffe, monkey, crocodile and snake. Then in turn you use the symbol die: For the Panda face you must take any of your own animals and either place it as a first animal on the cross bar or later on another animal. For the stop sign

you miss a turn. For the tail you are told by your tight neighbor if you must hang up your animal with the head or tail or hind leg. For the two Panda face switch the arrow you may, but need not, swap one of your animals for one of another player. And if you roll the arrow your right neighbor names the animal that you must place.



When placing animals the rule is that you place them underneath each other until the line nearly touches the surface, this must not be touched! Then you place animals anywhere in the line and may use only one hand. You always have only one try to hand an animal, when the animal drops off you take it back. When more animals drop you need only take two of them, the others go out of the game. When you could place all your animals you win the game.

You can make the game more difficult by changing the set up: Move the trees nearer to each other so that the animals are harder to reach. The rules also suggest a solo version of the game.

A common topic and a basically standard mechanism have been combined into an attractive game that is not as easy as it seems, not all animals are easy to place and the die is interfering in ways that do not help your plans to win at all. A steady hand and a good eye for spatial arrangements help.

## INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
10+

**Designer:** M. Reindl, S. Briedl

**Artist:** Heidemarie Rüttinger

**Title de:** ident

**Price:** ca. 20 Euro

**Publisher:** Noris Spiele 2011

[www.noris-spiele.de](http://www.noris-spiele.de)

## EVALUATION

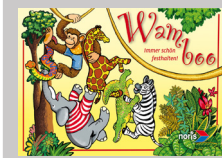
Dexterity game  
For children  
Version: de  
Rules: de  
In-game use of language: no

### Comments:

Standard mechanism  
Very pretty components  
Variable degree of difficulty

### Compares to:

Stapelmannchen, Banana  
Balance and other balance  
games with chain formation



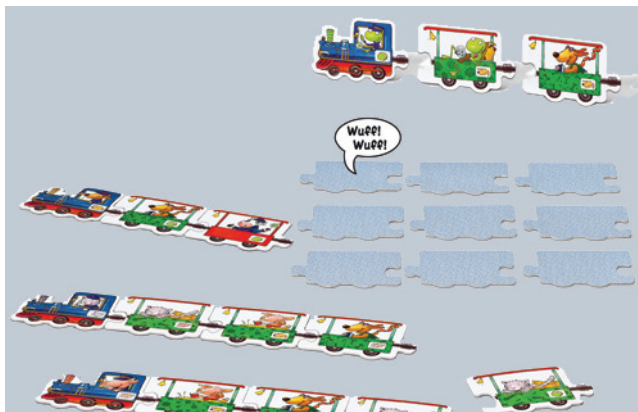
# WELCHES TIER PASST HIER?

**MEINE ERSTEN SPIELE**

3↑

The four animals – piglet, dog, cat and frog – want a place on the train, one must line up the correct carriages for them, because each animal sits in its own carriage. Each player starts his train with a driver card, the carriage cards are laid out face down in a rectangular grid for easier relocation. In your turn you pick up a card so that only you can see it. If it is a

conductor card, you can add it to your train and say „please board the train“. If the card shows one of the four animals, you make the correct animal noise so that the other players know which animal is depicted on the card. If the animal is the correct one for your train, you can place. Each carriage shows a small picture of the animal whose carriage



comes next in the train. When the animal that you turned up is not the right one, because it is not the one shown on the small picture in the last carriage in your train you put it back and all players try to memorize which animal the card shows with the help of the noise.

If you turn up the third conductor card, the game ends when you have placed it. All now either count their carriages and the one with the most carriages wins. Or you just compare the length of the trains and the player with the longest train wins.

Welches Tier passt hier? is a very simple and yet very nice and very pretty game with a multitude of learning effects for toddlers: They learn to listen carefully and to correlate the noise without the picture – they only see the back of a card – with the position of the card in the grid, and they also learn to search with a purpose, because one card determines the next one.

## INFORMATION

PLAYERS:  
2-4

AGE:  
3-6

TIME:  
15+

**Designer:** A. Wrede, C. Cantzler

**Artist:** M. Schober, M. Rasch

**Title de:** ident

**Price:** ca. 11 Euro

**Publisher:** Ravensburger 2011

[www.ravensburger.de](http://www.ravensburger.de)

## EVALUATION

Memory game with sounds  
For children  
Version: de  
Rules: de  
In-game use of language: no

### Comments:

Components made from specially chosen, extra thick material  
Simple mechanism  
Trains listening, memorizing and correlating noise and picture in your mind

### Compares to:

Other memo games featuring sounds



# WITTY PONG

PING PONG IN THE JUNGLE



Monkeys are romping through the jungle playing Witty Pong and the players join in: In your turn you turn up a card and either call out the correct word or move the ball!

You begin the game with 3 banana chips, the assist cards are laid out and the racket cards placed for a draw pile. Four cards are laid out in a square

and the ball is placed on one of these cards. Then you can play in one of three different levels, but the way to play is always the same: You draw a card and immediately place it on one of the three stacks currently without ball. When the new card shows a ball, you say nothing and place the ball on this card. When there is no ball on the new card you say



the correct word fast and loud. The correct word depends on the level of difficulty and the three cards without ball:

For the Sunday level the majority of letters on the cards determines whether the word has to start with T or P and the majority of colors whether it ends with ing or ong. The Competition Level introduces the letter K in case of three identical letters and a double word in different order for either 3x blue or 3x red, that is, ping-pong or pong-ping. The rules for the Ultimate level take bananas into account: If there is a banana on the new card the other players can try to be faster than you. If you make a mistake you lose a banana chip. The last one in play with a banana chip wins.

Funny, simple and fiendishly difficult! Ping, King, Tong or is it ping-pong after all? You must look quickly and react even more quickly! And aah or ooh for more than 3 seconds costs you a chip, too!

## INFORMATION

PLAYERS:  
2-8

AGE:  
8+

TIME:  
10+

**Designer:** A. Bauza, B. Cathala

**Artist:** Alex A.

**Title de:** ident

**Price:** ca. 15 Euro

**Publisher:** Witty Editions 2011

[www.mywittygames.com](http://www.mywittygames.com)

## EVALUATION

Card game  
For families  
Version: multi  
Rules: fr en de  
In-game use of language: no

### Comments:

Simple rules - Quick reactions necessary - Lots of fun - Good with players of different age - Handicap system with different numbers of chips

### Compares to:

Kakadoo and other reaction games using noises or words



# WORD GRID

FAST INTERACTIVE SEARCH FOR WORDS

8+

In each puzzle magazine you can find word grids, where you look for given words. Here this form of puzzles has been transformed into a fast game against your opponents, because all players search at the same time.

For the basic game the 30 word cards are stacked face down. You roll the die to determine the number of words that must

be found in the grid. The same amount of word cards is turned up and each player looks as fast as possible on his own letter sheet for those words. The words can be made up from letters that are arranged horizontally, vertically or diagonally and can be in usual direction of reading or be arranged backwards. If you did find all words on the cards

you stop the round, each player scores one point for each correctly found word. If you stop the round and did not find all words, you do not score at all. After four rounds the player with the highest score wins.

If you play with the category cards you turn up a category and look for the number of words determined by the die and fitting the category.

Word Grid also offers the choice of playing with words in English, the cards all show definitions in both languages and the letter sheets have been made up accordingly. By the way, those letter sheets are nearly all different so that it does not help to glance at your neighbor's sheet.

Word Grid offers a well-made variation of a well-known mechanism and is an exceptionally well-working learning and training game for reading, concentration, pattern recognition and English vocabulary. For players have differing reading abilities one can play with different numbers of words per player.



## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** Wolfgang Dirscherl

**Artist:** Juliane Burgstaller

**Title de:** Buchstabengitter

**Price:** ca. 15 Euro

**Publisher:** IQ Spiele 2011

[www.iq-spiele.de](http://www.iq-spiele.de)

## EVALUATION

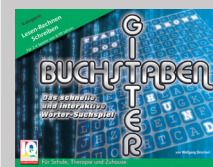
Word searching game  
For families  
Version: multi  
Rules: de en  
In-game use of language: yes

### Comments:

Well-known basic mechanism  
Bilingual, English and German  
Good educational game as well as a good family game

### Compares to:

Gitterrätsel and other word searching games





**DIE SIEDLER VON CATAN HÄNDLER & BARBAREN**

Designer: Klaus Teuber  
Publisher: Kosmos



Catan is booming: Caravans out of the Southern desert, Catan Council in the North barbarians threatening cities. Knights fight the barbarians and new settlers build bridges in the East. The variants „The Friendly Robber“, „Catan Event Cards“, „Harbormaster“ and „Catan for Two“ as well as the scenarios for the campaign – including „The Fishermen of Catan“, „The Rivers of Catan“, „The Caravans“, „Barbarian Attack“ and „Traders & Barbarians“ – can be combined with each other and also with scenarios from the other expansions. German edition re-launch for the 15-Year-Jubilee. Expansion for 5 and 6 players available.

Expansion for 3-6 players, ages 10 and up

**FILLY FAIRY MEMO-BOX**

Publisher: Noris Spiele

3↑



42 Filly Fairies canter about on heart-shaped cards, two identical ones form a pair. 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. The rules can be found in the lid of the box, which has been designed like a treasure chest or a jewelry box.

Memo game for 2-4 players, ages 3+

**GESCHENKT**

Designer: Thorsten Gimmmler  
Publisher: Amigo

8↑



A card is displayed in the middle. In your turn you must either take the card and accept its value as a negative score or you refute the card and place one of your chips next to it. If you take a card later in the round you also get the chips next to it. If you have card sequences in the cards you had to take you only score the lowest card of the sequence, chips are positive points. When all cards are allocated, you win with the fewest negative points. Includes a tactical version for 3-5 players.

Card placement game for 3-7 players, ages 8+

**LOGICUS PUZZLER**

Publisher: Huch & friends

6↑



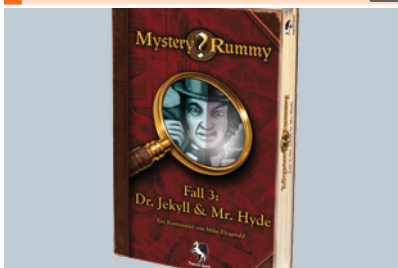
A logical puzzle made up of 11 rows of dents and 11 pieces composed of 3-5 balls of the same color. A special edition of Lonpos has been picked up by Huch for its logicus series. 100 challenges in 6 different levels of difficulty are offered. In each puzzle you must place the parts exactly as shown and then fill the remaining space in the grid with all the remaining pieces. Fun, challenge and excellent training for you gray matter.

Logic game for 1 player, ages 6+

**MYSTERY RUMMY FALL 3: DR. JEKYLL & MR. HYDE**

Designer: Mike Fitzgerald  
Publisher: Pegasus Spiele

8↑



Mystery Rummy offers a new game concept in a book case box, combining the fascination of a classic crime puzzle with a strategic card game based on standard Rommé mechanisms. In the third case in the series the stories of Dr. Jekyll and Mr. Hyde are enacted. There are clue cards and event cards; you try to collect sets of three or more clues in the same color. You can only play cards for the currently active personality and can change the alignment of cards from Jekyll to Hyde and vice versa. At the end of a round you score positive for laid-out cards and negative for cards in hand.

Tactical card game for 2 players, ages 8+

**QUIRRLY ABC**

Designer: Karin Bruker, Karsten Adlung  
Publisher: Adlung

6↑



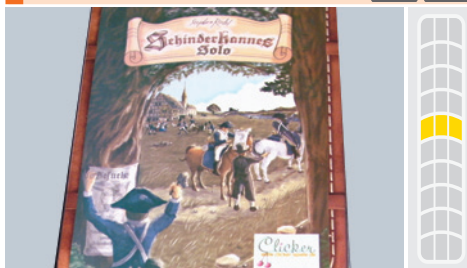
The game holds 65 double-sided cards featuring all letters of the alphabet, plus umlauts plus some letter combinations like TE, QU, ER, RE, TH, EU, IT, ST, AU etc. There are several stacks of card set out, all players look simultaneously for the letters they need, either for the alphabet in ascending order or letters for a word. All players have access to all stacks. You take one stack, search through it, take a card and put it back. If you find the Z you win, or you collect as many words as possible in the word search variant.

Kartensuchspiel für 2 (2-4) Spieler ab 6 (8) Jahren

**SCHINDERHANNES**

Designer: Stephan Riedel  
Publisher: Clicker Spiele

10↑



Players are embodying inmates of the Soonwald. In the home ground of the Schinderhannes you try to use rumors, represented by cards, to gain information to assign the misdeeds of Schinderhannes unequivocally to one of 16 locations. For excluding each wrong rumor you earn bounty – when all misdeeds are assigned the game ends and the player who earned most bounty wins.

In the solo version you use the cards listed for each puzzle in the table to find the correct and sole solution for the puzzle.

Logic puzzle für 1 player, ages 10 and up

**TOP TRUMPS THE ROYAL WEDDING**

Publisher: Winning Moves

8↑



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

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

**WIESO? WESHALB? WARUM? MEMORY FAHRZEUGE**

Publisher: Ravensburger

4↑



This memo game on the topic of motor vehicles, in the series Wieso? Weshalb? Warum?, offers lots of information: You do not search for identical pairs of pictures, but you must always find a motor vehicle and a picture showing how this vehicle can be used. The motor vehicles are explained and named in the rules of the game. Game play follows the standard rules: 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. When all pairs have been found, the player with the most pairs wins.

Memo game for 2-4 players, ages 4-7

HUGO KASTNER RECOMMENDS

# JUNTA

**Power Struggle, Coup and Corruption**



Dear readers! A game of the generally very impressive vintage of 86 had tongues wagging in the true sense of the word during the Nuremberg Toy Fair of that year: „Junta“. Published seven years earlier as a prototype by American designer Vincent Tsao Junta now appeared in a new guise. Gone were the military eye-catchers of the original game. They were replaced by a General of a Latin American Banana Republic's army, complete with cute epaulettes and a medal „Honorable Member of CIA“ decorating his front. As a tribute to the El Dorado of games, Germany, his uniform hat showed black-red-golden trimmings and the obligatory label of „Made in Germany“. At the same time coveted dollars stray from his General's hat and the background is graced by the status symbol, a Mercedes. But the tell-tale question „Who can direct the most money from subsidies to his Swiss bank account – and survive?“ and a stamp „approved for ages 18 and up“ soon alight the ingenuous buyer that he might be in the act of acquiring a dangerous satire in the guise of an unobtrusive game. Publicity was a given, especially when considering the then common criteria for blacklisting things due to „youth endangering contents“. Had the intention been to introduce additional material for discussion? Well, no demand for blacklisting was made – contrary to Risk –, but all the same, „Junta“ has during all those years found a grateful audience. And this despite a colorless rules booklet of 16 pages in small print. But in this case the mass of information is deceiving. Once grasped, the mechanisms of this game of intrigues are very plausible. You do not believe me? Well, then up and away to the Austrian Games Museum at Leopoldsdorf with the – referring to the rules - technically legitimate aim of filling your pockets, provided you survive, that is! Website: [www.spielen.at](http://www.spielen.at)

In the sometimes rather dim and dreary light of my lamp each player in Junta takes over a family clan in a fictitious Banana Republic. The aim of all your labor is to fill your own

pockets that is, your Swiss bank account. By exercising political influence on several pluralistic groups, who might be Trade Unionists or Church Loyalists or others, your own intents are achieved, more or less. Nonetheless, this will not work without allies, therefore you must cheerfully bribe, threaten and play up others in those dirty negotiation rounds. In all actions, the president commands extraordinary powers, because he assigns the jobs. Of those you absolutely want the position of Minister of the Interior or one of the three posts of Army Generals as the commanders of the Navy and Air Force seem rather helpless in comparison. After all, the minister also commands the Police Forces and a Death Squad, which celebrates its assassinations in every round. As soon as everyone has a post, the president distributes subsidy monies among his followers, but in a somewhat restrained way, because of course the lion's share is reserved for the presidential pockets. One more reason to dispossess the President, without any warning, in the approved manner of turncoats! In this „political“ phase numerous unexpected events disturb even the best laid plans of all involved and the ever-looming coup also threatens. In the „coup“ phase the generals deploy their troops on the otherwise unused board representing several boroughs of the capital. Presidential Palace, radio station, parliament or main railway station are coveted targets, because there new presidents take up office. Police and Guards fight alongside the ground troops, sometimes even a popular front. At some point money runs short and at this point the machinations of embezzlements and intrigues end. If you have the most money on Swiss bank accounts you may go into exile happily and enjoy your triumph.

Comments to: [Hugo.Kastner@spielen.at](mailto:Hugo.Kastner@spielen.at)  
Homepage: [www.hugo-kastner.at](http://www.hugo-kastner.at)

## TIP #63

**Designer:** Wolfgang Kramer

**Price:** ca. 40 Euro

**Jahr:** 1996 (Prototyp) - 1986

**Publisher:** ASS - Pegasus

[www.pegasus.de](http://www.pegasus.de)

**PLAYERS:**

2-7

**AGE:**

18+

**TIME:**

150+

● Strategy/Tactic ● Info+ ● Chance

The lack of information on imminent problems and consequences looming on the horizon is omnipresent in „Junta!“ – and that is okay, because this element of surprise mirrors the attitude towards life in a banana republic. A little bit of luck is essential to the nastiest president, and even the most malicious secretary of state and the cleverest general sometimes must capitulate to thankless fate. Tactical considerations in Junta lead to psychologically based actions.

### HUGOS EXPERTTIP

You should strive to play with the full number of players, if possible, especially when you are playing the classic edition of 1986. And do emphasize the atmosphere and create the fitting ambiance by treating yourself to a Tequila. A cigar with the drinks is not deemed to be obligatory in those enlightened times! Should you prefer a faster game you can play with the American rules. Those make each player that has been killed pause for two rounds.

### HUGOS FLASHLIGHT

The topic of this classic game may be felt to be provocative by purists, especially due to the ruthlessness and avarice of all involved, who do not even stop at assassination attempts. Therefore this game definitely will not be everybody's cup of tea and not reconcilable with everyone's conscience. But despite this the mechanism of permanent interaction, the intrigues on many levels and „the game within the game“ introduce enormous stimulus into a group of „honorable“ friends. Who has ever before felt the actionism in a banana republic? Viva la revolución!

### PREVIEW:

**TAROCK**  
*Austrian Flair*



## 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](mailto:office@spielen.at), Internet: [www.spielejournal.at](http://www.spielejournal.at) - [www.gamesjournal.at](http://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 Dauer 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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Erklärung der Icons



Gut für einen Spieler



Gut für zwei Spieler



Gut für viele Spieler



Empfohlenes Mindestalter

GABIS Erklärung auf Seite 13



An illustration of a bird's head in the top left corner, looking down at a large colony of ants. The ants are moving across a green, textured ground. One ant is carrying a red leaf. Another ant is carrying a colorful, knotted object. The title 'Antics!' is written in a large, stylized, yellow font across the middle of the image.

# Antics!

Get carried away.....

The Lamont Brothers

Fragon Games