

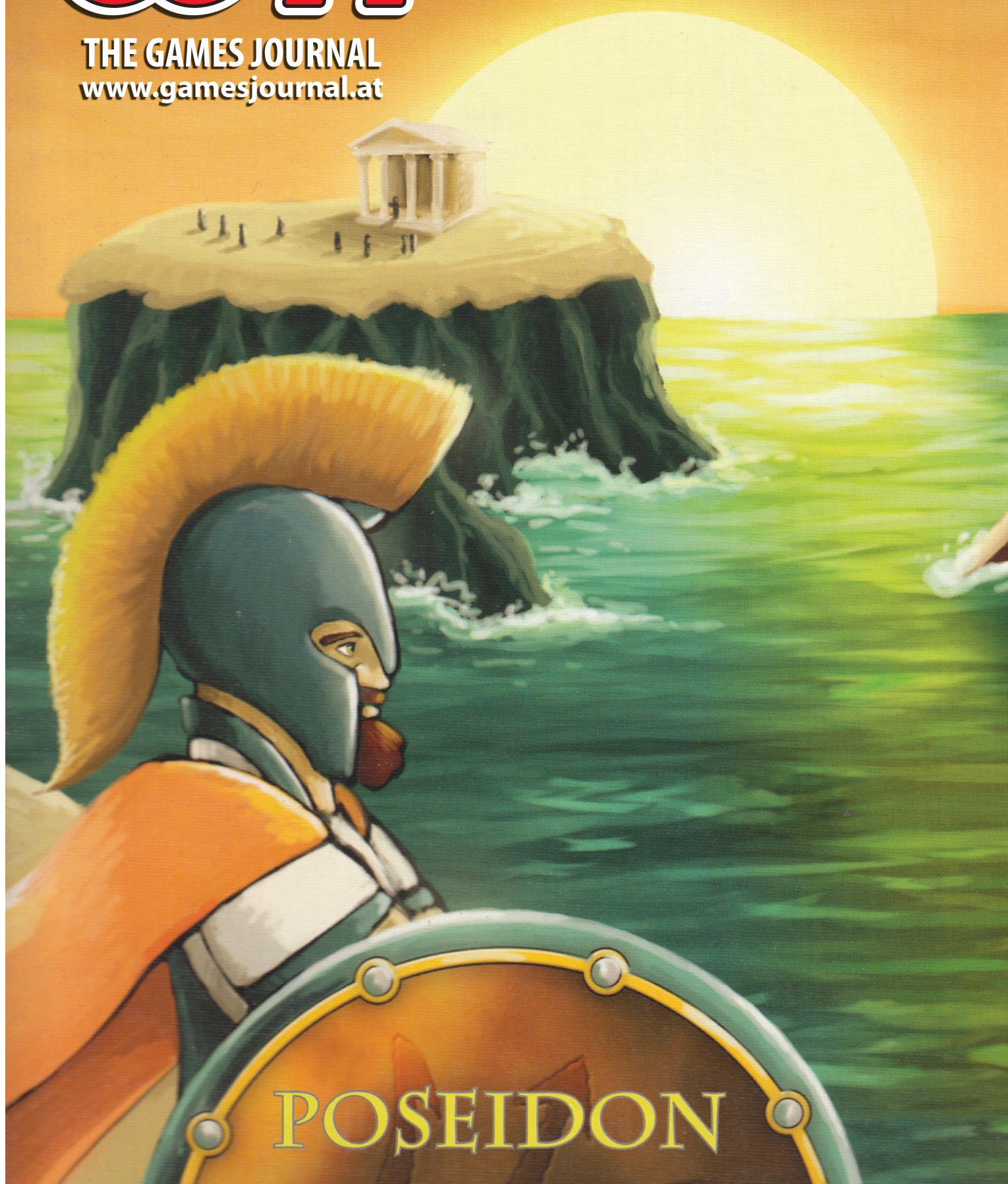
# win

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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 57 GAMES



FROM BREWERY TO PALACE

# FÜRSTENFELD

**BUILDING INSTEAD OF BREWING**

It wouldn't be Friedemann if the box wouldn't be green and if the title wouldn't start with an F (A reminder to all publishers, only y and f are taken so far!) – Therefore, of course, his game on agriculture, beer and palaces is called Fürstenfeld.

In this game we take on the profession of noble farmers and produce hops, barley and spring water at the start of the game and sell

those raw materials for beer to breweries. The raw materials we harvest from our own private building lot board, three lots on this board are given to these raw materials at the start of the game. The breweries, on the other hand, are located on the central board, one for each player, and those breweries buy raw materials during the game in varying quantities for varying prices. The demand of each

brewery is determined by a demand card at the start of the game.

Furthermore we start the game with 2 coins and a set of 26 cards, the same one for each player, this card set holds additional slots for raw materials, buildings with special abilities and six parts of a palace for use during the game. To build this palace is the aim of the game, because we are meant to get richer during the game and to spend our money.

The game is played, not unexpectedly, in rounds – for this we shuffle our set of cards and stack it face down, for the basic game we take out the Travel Guide and the Trash Collector. In the game preparation stage we have drawn 3 cards from the stack and for the first round we draw another six cards, later in



the game we draw cards up to a maximum of 4 cards in hand. If you have already built a Laboratory, then you can draw more cards. This is followed by harvest time, all lots on our own board including the three fixed starting lots, yield raw materials in Phase 2. These raw materials usually are not stored,

#### Dagmar de Cassan

*A true Friedemann – economics pure and simple, a rather abstract basic structure, well balanced and with decisions to tear your hair!*

but in Phase 3 Selling of Raw Materials sold to brewery of your choice at the currently valid price at this brewery. The drawback is, as in real life, the price falls when you sell more raw materials to a brewery than its demand, and it falls immediately, already for the next player. If you have built a bank you receive additional income from the bank in this phase. The income you earned in this phase determines the order of play for the next round.

In Phase 4 you can build in turn order, up to two cards from your hand. Building a card costs you the sum noted on the card, and you can build over each slot or building on your board, even over the fixed raw material starting production slots, as we are peaceful landowners and cannot go to war to conquer land, we must do with what we have and overbuild what we believe we can do without. The only exceptions to building over a slot are palace parts, these are necessary for winning the game and so they cannot be built over once they have been built. When each player has built a palace part, the price for the next one rises by 2 coins.

In Phase 5 we have reached the big dilemma – you must discard all cards from your hand save one and place them underneath your won card stack, you can choose the order in which you place them – the card will appear again and in theory you should know when, but the only question is, will I need it as desperately as I do now? Well, there's nothing for it, so off with it. And it is a Town Hall, with which, if I would have built it, could have kept an additional card! To make matters worse, all left-over raw materials at that stage must be put back into general stock. At the end of a round, in Phase 6, the prices for raw materials in the breweries are adjusted, for each empty demand spot the price raises by 1.

If you manage best to balance the production of raw materials with building, harvesting, selling and palace building, you will win – the problem is a certain coerce for certain actions; if someone starts to build his palace you must of necessity follow suit because if one player has built 6 palace parts the game ends. The round is finished, but that means

you have one more turn only. If you are the only one to finish the palace you are the sole winner in any case, if several palaces are finished the winner is the player with most money remaining.

And once again we have successfully managed a game full of dilemmas and hard decisions: Short-time advantage versus long-term planning, lucrative production sites versus other buildings, and palace parts versus raw materials or privileges.

And knowing Friedman, I would bet that he introduced the time-travel incongruity of a modern travelling coach on the Travel Guide card for the expert game on purpose, so that all can be surprised and a good grin! But why oh why is it pink instead of green? The expert game demands building of the palace in correct order, and you draw 10 cards at the start of the game keep 1, sort the others to your liking and put them at the bottom of your stack.

The lure of the game is your own personal stack where you place cards not used. If you can remember the order you could have a deciding advantage. But this stack, too, introduces a rather big element of chance into the game. All the same, tactic and an ability to cope best with the changing prices in the brewery will win you the game. ☑

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## 40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

In the summer one either goes on holiday or takes on a huge project. We did the latter; we started to write new code to make the User-Interface of our games database **Ludorium** even more user-friendly.

Our database only enters games which are physically present in the collection of the Austrian Games Museum. All information entered for the games therefore is based on facts, this makes our database unique.

Furthermore, our database is not one-dimensional, but multi-dimensional, because you have lots of possibilities for queries taking into account your preferences or interest in certain games.

Come and take a look at [www.ludorium.at](http://www.ludorium.at) and find out what additional benefits we have to offer. The navigation menu is available in German, English, French and Italian and the presentation mode has been adapted for the screens of all tablet computers or mobile phones.

No article that has been published in 35 years of WIN has been mislaid; all are available from the database. Currently more than 28.000 texts and 20.000 images are available, a rather formidable number.

**WIN The Games Journal** is now also available as **eBook** (in both German and English) and therefore is even better and easier to read with the various modern devices than a PDF file. All subscribers to WIN can download the **eBook**.

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>

### INFORMATION

**Designer:** Friedemann Friesse

**Artist:** F. Bertrand, L.-A. Kaluska

**Price:** ca. 35 Euro

**Publisher:** 2F-Spiele 2010

[www.2f-spiele.de](http://www.2f-spiele.de)

PLAYERS:

2-5

AGE:

10+

TIME:

60+

### EVALUATION

Economics game

With friends

Version: de

Rules: de en jp

In-game text: no

#### Comments:

Beautiful components \* simple basic rules \* very attractive mix of luck, planning and tactics \* especially recommended to fans of hard decisions

#### Compares to:

Dominion for information and chance element of the card stack, otherwise all games using resources to acquire other resources

#### Other editions:

In English at Rio Grande,  
in Japanese at Arclight



My rating:





SPECTACLES IN IMPERIAL ROME

# MUNERA

FAMILIA GLADIATORIA



Munera is a concept for a series of board game in a setting of the bloody and colorful world of Imperial Rome in the 1st and 2nd century A.D. The games intend to replay the pompous and cruel games in the arenas and also the technical, social and economic aspects of that ancient entertainment industry in the Coliseum at Rome or elsewhere. You must train gladiators, acquire the animals, organize the hunts, find challenges for the gladiators and prepare the chariots – all this

for fame and glory and a bit of financial gain. In the first game of the series, Familia Gladiatoria, players embody the role of a lanista. A lanista is or was an entrepreneur in ancient Rome, and you have decided to invest your money into setting up and running Ludus and Familia Gladiatoria, that is training and running of a gladiator school comprising the gladiators themselves and the necessary personnel.

In the course of the game each player runs

his own Ludus to acquire glory points, these can be collected from participating in a spectacle or by using certain Eventum cards. The first Ludus/Gymnasium reaching 15 glory points wins the game. The gladiator duels are only part of the overall running of the Ludus. Events during the game take place on two different boards – one is a map of ancient Italy and the other is the spectacle board which is used for the implementation of gladiator duels. All those mechanics in the game are implemented with the help of cards. Those cards show the individual gladiators with their personal specifications as regards to name, origin, cost and wages, his valor, that is his fighting skill, and his charisma, which is his ability to inspire the crowd. Other cards feature Ministers; ministers are employees looking after the gladiators, from doctor and trainer to armor manufacturer and cook. Then there are so called Munus cards representing the available spectacles which are ordered by magistrates, aristocrats and maybe even the emperor himself. Each of those cards is valid for two gymnasiums; they show the location of the arena, the location of the city on the map, the contract on the number of gladiators, the costs and also the number of Glory points that can be acquired in this spectacle. The 4th kind of cards

**Dagmar de Cassan**

*At the start of the game Munera is hard work demanding dedicated and experienced players. Their reward is an interesting, well-moving game and lots of information on a fascinating aspect of ancient Roman history.*

is Eventum cards, these determine the events that are deployed or acquired in the event phase or during a gladiator duel.

This event phase starts each round of the game. Each player draws one such eventum card. This drawing of cards is followed by the Forum phase, all engaged gladiators are disengaged and the wound recovery is checked for all gladiators that cannot be disengaged. Then all cards in the Forum are discarded and you draw 1 gladiator card and 1 minister card per player and place them all in the Forum. Following this gladiators and employees now present in the Forum are auctioned.

The last phase of the game is the Munus phase – all cards in the Munus display are removed and new ones are drawn according to the number of players; then the spectacles on the Munus cards are played out. This is done by offering the spectacles, entering the Tender phase when you declare your intention to participate in a spectacle and acquire the right to participate. Then you pay the travelling cost for transferring gladiators to the arena of the spectacle, followed by the gladiator duel itself. Even the famous thumbs up / thumbs down coming from the spectators have been integrated into those duels.







Players that are not involved in a spectacle can bet on the outcome or even try to influence the outcome.

What is special in this historic simulation is the extremely extensive research done on historic background information and the copious amounts of information presented in the game, including the consequent use of the Latin termini, supported and decorated by attractive and harmonious graphics. If is very rewarding to plough through the extensive description of components to familiarize yourself with them, the rules themselves are surprisingly simple and result in a well-working game that in the end boils down to an understanding of economic mechanisms and the best use of resources.

Munera is definitely not a game for beginners or a casual game, you must work for this game, but it's worth its while.

If you like the topic and the game, you can download the first expansion: Munera Ars Dimicandi was developed in cooperation with the Institute of the same name, which engages in research the history of Gladiators. The expansion concentrates on the duels and provides new ways for lanistas to manage their champions' duels and to plan them. A new feature are Pugna cards, comprising Player 1 cards, Player 2 cards and cards for classes of gladiators. ☑

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## INFORMATION

**Designer:** Matteo Santos

**Artist:** Jocularis

**Price:** ca. 40 Euro

**Publisher:** Albe Pavo 2010

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

**PLAYERS:**  
2-4

**AGE:**  
10+

**TIME:**  
90+

## EVALUATION

Historic simulation  
For experts  
Version: multi  
Rules: en it  
In-game text: yes

### Comments:

First game of a series \* Lots of information \* needs intensive studying of rules and components \* 1st expansion already available

### Compares to:

Spartacus, Phalanx or Tribun, Heidelberger, for the era; first game with gladiator duels as an economics topic

### Other editions:

Currently none



My rating:



## GAMES BUYER INFORMATION SYSTEM - GABIS

### STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players.

The BAR in the evaluation box displays color codes for up to 10 features of a game.

### USER GROUP

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

#### Kind:

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

#### Familien:

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

#### Freunde:

Young people and adults play together as equals

#### Experten:

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

Please note for the user 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 user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

### 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.

Empty boxes: This feature is neglectable or not present  
One colored box: This feature is present, but not essential  
Two colored boxes: This feature is present and important in the game  
Three colored boxes: This feature is dominant and essential

#### Chance:

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

#### Tactics:

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

### ADDITIONAL INFORMATION

**Version:** The edition of the game on which the review is based

**Rules:** This lists the languages in which rules are available or are included in the game, often even more translations can be found on the web.

**In-game text:** A YES marks a game with language-dependent components that cannot be played without translation or knowledge of the language



HERA, ATHENA OR APHRODITE?

# OLYMPUS

**BUILD YOUR CITY WITH THE FAVORS OF GODS**

We are once again in ancient Greece, at the peak of the City State era and you are the leader of an ancient Greek Polis (Town) and you need the help of your Gods to make your city great!

At long last, an Italian player, have the opportunity to review an Italian Game for an Austrian magazine in an English language: this is something really exceptional, and for me it is also a little bit more difficult to remain really "impartial", but the game is a GOOD one and so the task will be much simpler.

The authors - Andrea Chiarvesio and Luca Iennaco - are already known in our hobby as the designers of KINGSBURG and the several expansions for it, but they also have some other games to their credit, so you may expect a very well tested game.

Let's immediately say that OLYMPUS is a strategy game without any chance element, based on the well used "worker placement" system to find the best resource management method that will allow you to make a lot of Victory Points with a series of special buildings. Sounds complicated? Well, this is not a game for families or casual players and you need to pay a lot of attention if you want to try to win this game. Fortunately, OLYMPUS is also a very interactive game so you will never be idle waiting for the others players to finish their turn. All in all, Olympus is a very challenging "card" game for expert players. Opening the box you will find a board showing 10 Gods (and their characteristics) and their "home", Mount Olympus itself, that lent his name to the game. Also available for everybody are three series of wooden colored cubes (the resources: Grain, Hunt and Fish). Every player will receive a smaller board (your Polis) with SIX different tracks used to record your progress on culture, population, army and the resources (the ones named before). You also get 5 priests (colored wooden pawns), a set of cards, showing different buildings that you may erect in your Polis, and 7 colored discs used to keep track of your progresses on the Polis. Please note that the tracks for Culture, Population and Army have some barrages: you may pass the barrage only if you buy the right buildings (for example you may pass from level 4 to level 5 on the Culture track only if you bought the School, or you may go from level 3 to level 4 of your Army track only if you built the Barracks, etc.)

12 special "building" cards are placed on Mount Olympus: they are at the disposal of

all the players and give special abilities to their future owners, as we will see.

You randomly select the First player and you may start play.

The turn is divided in two phases:

The WORSHIP phase, when you assign your priests to the different deities and you use the favors that each God grants to your Polis. The UPKEEP phase, in which you verify the situation of your Polis, collect tributes, rise new priests and use the characteristics of some buildings.

After that a new turn starts and a new First Player is selected.

Obviously the heart of the game is in the Priests phase: each player starts with 3 PRIESTS but the extra 2 may be added during the game if certain conditions are met. Each God is assigned TWO SPACES: the first (called "alfa") may host only ONE priest and a certain type of favors to the player; the second (called "beta") may host more than one priest but the favor is lower than in space "alfa".

The First Player decides which God to pray and take one of his Priests from the Polis (not from the board) placing him on one of this God's spaces (usually in "alfa"): if other players wish to pray the same God they must do it immediately or they will lose that opportunity as each God may be reached only once per turn. As soon as all the interested Priests have been assigned all the players receive the God's favor.

There are different "favors":

RESOURCES: You may select DEMETRA (grain) or ARTEMIS (hunt) or POSEIDON (fish). If you select the space "beta" you move your marker one space to the right on the corresponding resources' track in your board; ALTERNATIVELY you may produce the resources that your board shows (1 to 4) by taking the corresponding number of cubes from the reserve. But if you placed your priest in the space "alfa" you may increase the selected resource AND take the cubes for it.

If you select HERA you may increase OR produce TWO different resources (space "alfa") or just ONE (space "beta").

CULTURE: If you select space "alfa" of ATHENA you increase your "culture" marker by two spaces (one only in space "beta"). Culture is very important because you need it to erect the best buildings of your reserve or the special ones on Mount Olympus. Also if you reach space 8 on your Polis track you will get an extra Priest.

POPULATION: If you select APHRODITE (Goddess of Love) you obviously increase your population (by two spaces in "alfa" or just one in "beta")

WAR: If you select space "alfa" of ARES you have different possibilities. You may advance your Military marker two spaces; OR you may advance it one place only AND declare a war; or you may declare two wars (against two different opponents). If you are on the "beta" space you may only increase one space your military marker OR declare a war. Once all players had the possibility to put a priest on Ares potential wars are declared and resolved: the attacker selects an opponent and adds up his military power (as indicated on his Polis track) plus potential bonuses from his buildings; the defender does the same and if the attacker's total is higher than that of the defender he wins the war and takes a number of resources from the defender equal to the difference between the two totals.

BUILDINGS: If you select space "alfa" of HEPHAESTUS you may buy up to TWO buildings (one only in the "beta" space). You take the buildings from your deck or from Mount Olympus; you pay the requested resources

**Pietro Cremona**

*A game that keeps you on your toes all the time, a challenging game for experts where you need to plan ahead and optimize your actions*

(printed on the cards) and you lay the new buildings down in front of you. Note that every building needs a certain level of "Culture" for its use, so you always have to keep an eye on your culture level.

SUN/PLAGUE: If you select space "alfa" of APOLLO you have the possibility to mark TWO Victory Points (VP) OR to score just 1 VP and declare a Plague (from which you are protected). If you are on the "beta" space you may only score 1 VP OR get the protection from the plague. Plague is a nasty affair as it eliminates 1/3 of your population, so it is important to keep an eye on your opponents available priests and if you feel that a plague may hit you ... it is better to struck first and select Apollo yourself before using all of your priests.

ZEUS: If you prefer ZEUS you may select two different actions (one only in the "beta" space) between those that we already discussed above (advance the markers of your Polis one space, produce one kind of resource, declare a war, build one building, score VP).

This process continues in turns until all the players have exhausted their stock of priests. At this point the UPKEEP phase starts, a quick phase during which the players have to:

- discard potential extra resources, as they may keep a max of 5 cubes on their Polis



- reduce all the markers (if any) to the population level, if they are higher than the population
- resolve potential special effects of your buildings
- take your priests back from the Gods' temples, eventually add a new priest if you reached the requested levels (Population at level "6" or Culture at level "8")
- and eventually take one or more GLORY CARDS (you get a glory card if you are the first to reach the end of each track of your Polis).

The game ends when the fourth Glory Card is assigned and the players may calculate the VP of their Polis; for each track you HALF the level reached (Es: level 7 = 3 VP) and you add those values to the total of VP assigned by the buildings that you bought during the game. The higher total, obviously, wins the game.

OLYMPUS is an interesting game, very interactive and filled with nasty tricks, so I recommend it to expert players. After more than 20 games in our group we still do not find a "winning" strategy and for that reason we

like this game so much. For example, during the first test we all tried to buy as much of our population and resources as possible, but the game was easily won by the players who invested in "culture" and bought the powerful Mount Olympus cards. In the following few games everybody jumped on Mount Olympus, of course, but the victory went to the player who constantly moved his markers on the Polis tracks, without buying ANY of the Mount Olympus cards. The following games every player tried his own strategy and victory was usually achieved on the very last turn. One "safe" strategy for beginners could be collecting initially "culture", population and armies before passing to the resources and the buildings. Remember to maintain a constant "look" at Mount Olympus to try to get the Temple of Athena (that grants you an advance of one level on any one of your Polis tracks any time that you send a Priest to Athena space) or the Temple of Aphrodite (that grants you 2 resources for free at any time that you send a priest to Aphrodite space). Turn by turn the competition rise and dirty tricks (plague, wars, etc.) start to be used, es-

pecially if one player advanced a little more than the "average". The only real "defect" that I can see on OLYMPUS is that there are really "too many" building cards (and you will use only a few of them in each game): try to understand what to do on the following turn or what your neighbors are planning will take time and your brain will be constantly busy because you are obliged to look carefully to the resources that you need and also look what the enemy is collecting in order to have important information about the possible buildings that they will buy. And if you can't reach the necessary resources ... well, why you do not send a Priest to the Ares temple in order to steal as much of those resources as possible from an incautious neighbor?

One special dirty trick is Plague: if you are the last player with a priest in your hand you may send him to the Apollo temple and declare a plague that nobody can "counter" (as they do not have any priest left). You are immune but the other players lose 1/3 of their population: this means 2 levels if they are at "6-7-8" on the track and this loss may be a disaster if their resources and armies now have to be





reduced accordingly. If, for example your population has to go down from level "6" to level "4" you have to reduce to level "4" also the other tracks (culture excluded). As I wrote before, the only way to "counter" this problem, (if your population track is at risk) is to reach the Apollo temple before the others: you are safe and most of your enemies will follow you (spending one precious priest) to avoid the plague.

Between experienced players this game is really very well balanced, but the playing time will increase even to 150-180 minutes. Nobody wants to act in a hurry and each building's purchase will be accurately programmed as you have to select a chain of actions that will allow you to take the necessary resources before someone decides to go to Hephaestus' temple.

Well, here we are with another dirty trick: go immediately to Hephaestus if the opponents do not have enough resources to buy a building. You probably will be able to buy just ONE building, but your opponents will do nothing ...

All in all, an excellent game that you will like to play again and again: "revenge is a dish to serve cold" and OLYMPUS is an excellent way to achieve this! ☑

Pietro Cremona

## INFORMATION

**Designer:** A. Chiarvesio, L. Iennaco

**Artist:** Antonio Dessì

**Price:** ca. 60 Euro

**Publisher:** Stratelibri 2010

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

PLAYERS:  
3-5

AGE:  
12+

TIME:  
120+

## EVALUATION

Ressourcen Management

Für Experten

Version: multi

Regeln: en it

Text im Spiel: ja

### Comments:

Bekanntes Thema \* Dauernde Planung und Beobachtung nötig \* kein Zufallselement

### Compares to:

Civilization für das allgemeine Thema und Bedingungen, um eine Stufe zu überschreiten, Perikles für den Konflikt der Stadt-Staaten

### Other editions:

Olympus, Fantasy Flight Games



My rating:



## LET US WORSHIP GODS

# PANTHEON

## FEETS OFF THE TABLE

The game Pantheon transports player back into ancient times. In those times there were several important peoples, the Gaul, the Germans, the Egyptians, the Persians, the Carthaginians, the Iberians and the Romans. All these peoples believed in and worshipped different gods. To pay homage to the gods the most diversified monuments were built to express the belief in the gods.

Before we can start the game we must do some preparations: The most important are the 40 loot tiles, which can be acquired in the game, are placed into the black bag. The God cards are shuffled and stacked next to the board. The cards for the 8 peoples are also shuffled and stacked next to the board. The Sacrifice tiles are separated by sort and each sort is separated into stacks of 1/2 and 3/4 tiles.

The seven money cards of values between 2 and 5 are sorted by value and stacked in ascending order, 2 on top, 5 at the bottom, and set next to the board. Each player receives a marker for the victory point's scale, and all feet and columns in his color; 4 feet and 3 columns you take into your personal stock. Finally, each player draws five cards from the draw pile, a randomly drawn bonus tile and a rules summary.

In our tests of this game we have found that that an extensive explanation of all the rules does not really facilitate game play. To get the game across and to enable players to have you should reduce the rules to a minimum. This mostly due to the fact that the rules are not very clearly structured and that the lots of examples used to explain the rules within the rules do not really help to understand the game better. Thus we now give the minimum explanation, the other elements, especially the abilities of the gods, can be explained during the game when appropriate, this game is best approached on the principle of "learning by doing".

This approach is very important to make sure that all players will have fun with the game, because in many of our games players were more displeased with the game than pleased and that of course does not exactly do good for a game or the players, especially as it results in players refusing to pick up the game again, and this should not happen to Pantheon, because it is not a bad game at all.

Aim of the game is to accrue most victory points at the end of the game. To give you ample opportunity to garner victory points the game comprises six rounds, aka six ep-

ochs. Within those epochs three distinct phases are played: First, you prepare the board for the epoch, then all players play the Turn Phase, and then the end of the epoch is administrated. These three phases are meant to relate to the development of the ancient peoples from rise to downfall of their empire. Phase 1 and Phase 3 of an epoch are just implemented once, the preparation of the current people at the start of the epoch and the administration of the results at the end of the epoch. The game features 8 different peoples, and as only a total of six epochs, each featuring one people, is played, two peoples do not come into play in each game; the peoples used are randomly selected.

To prepare an epoch the starting player

Isabella Schranz

*If you have worked through the rules, Pantheon is a beautiful resources management game, albeit with little interaction.*

chooses the people by turning up the top card from the peoples stack. The marker of this people is placed on the epoch track and then you place five randomly drawn loot tiles on the spots on the board that are marked with the insignia of the current people. Each people has a distinct characteristic which influences both the epoch and the flow of the game, this characteristic is now implemented. The temple marker is placed on the big insignia of the people and then you turn up God tiles and place them on the board, always one more than there are players participating. These preparations are identical for each round = epoch, the only feature that has any influence on the game at that point is the characteristic of the people which is activated for the turn phase.

In the turn phase a player can choose between for different actions in each of his turns. He can move, he can shop, he can acquire a god tile or he can draw three cards from the face-down draw pile. You decide on one of those four actions and implement it, then it is the turn of the next player. If you choose "movement", you take the big foot marker which gives you an extra step and then you play movement cards from your hand, each of those cards gives you two steps. Then you "move" the total of all steps from cards and big foot. For each of those steps you place one of your own feet or your columns on the board. Both feet and columns must come from your personal



stock and you must start your move at the temple. The feet form a path that can lead to one of the loot tiles laid out for round or they can bring you to a column hex, you can only place a column on one of those spots so marked. If you reach a loot tile, you can take and immediately implement it; if you reach a column spot you can place a column which earns you victory points at the end of the game. The more columns you have placed the more victory points you get, therefore you should try to get as many of them on the board as you can. If there is already a foot or a column on a spot, you can place one more column or foot at the outmost on this hex, at additional cost.

When you have finished moving, you discard the movement cards you used, but this does not end the movement turn. When the active player has chosen movement, all other players may move in turn too, after he has finished his move, which is not an action for them but is included in the active players turn. If you cannot move or do not want to move, you draw a card from the pile. This ends the turn of the active player and his neighbor becomes active player.

To go shopping you must spend money cards from your hand, you can do one or more buys in one turn. You can buy sacrifice tiles, but are only allowed to buy one of each kind in all of the game. The price you pay for a tile is noted in the bottom corner. The num-

ber in the top corner is the level of the tile, you can buy tiles of any level but the higher the level the higher is the cost. Another option when buying is to upgrade a sacrifice tile you already own instead of buying a new one. The costs for upgrading are equal to the difference of costs for the new level minus costs for the previous level. For instance, the cost for level 1 is 1 money unit; the costs for level 3 are 6 money units, so – not surprisingly – you pay 5 money units to upgrade a tile of level 1 to level 3. Also you can and – at certain points in the game you must – buy feet and columns from your general stock to transfer them to your personal stock, the price for 1 column or 1 foot is 1 money unit. As an alternative you are allowed to buy directly from your general stock for placement, the cost for this is the price for placement, but here in money units, 1 unit for placement on an empty hex, 2 for an occupied one, plus the cost of one for the transfer from general to, in this case virtual, personal stock. So you act as in the movement turn but instead movement cards you use money, you fellow players have no opportunity to move! Regardless which buying option you use, you should pay the exact amount as there is no change paid out.

The acquisition of God tiles is a separate action; you can only buy a god that is on display in the current epoch. You pay for a god with sacrifices and can use sacrifice tiles or sacri-

fice cards. Each god is marked with several number stating how many and what kind of sacrifices this god wants. If he is marked with 4 and 1, the sacrifices must add up to value 4 in one kind of sacrifice tile/cards and to 1 in another kind, that is, you must use another kind of sacrifice for each number stated on the tile. The sacrifice cards are discarded, the tiles you keep. Gods earn you advantages for use during the game and also victory points. If you have not enough cards, you may choose to draw three cards either from the open display or the draw pile as a 4th choice of action. The turn phase of a round ends when the last loot tile of the people has been picked up or when the last God tile has been bought. The active player at this point can finish his turn; he receives 3 victory points and hands the temple marker to his neighbor who will be the next starting player.

Then the decline of the people happens, the end of the epoch. For this you remove all feet of the board, hence "Feet off the table"! The columns remain in place. Eventually remaining gods, half gods or loot tiles are taken out of the game. Then the next epoch is started with the preparation phase.

After epochs = rounds 3 and 6 a scoring happens. In these scorings you earn victory points for your columns on the board, depending on the number of columns you could place. After the 2nd such scoring the game ends and you win with most victory





points.

The game has an attractive albeit rather of-ten-used topic that, in my opinion, has been excellently implemented. A very interesting aspect is the movement mechanism that automatically allows movement to all other players, too. This considerably advances the game. The only single problem the game has is its rules, which are rather confusing and you are always in danger to overlook something. The examples are really not helpful, because in reality they are not necessary, you can understand the game easily without them.

Pantheon is a pure strategy game that – after a bit of practice – can very well be played by families. A bit of a disadvantage in the game is the lack of direct interaction between players. If you like, you can call the consecutive movement after an active player's movement interaction, but only if you want to move to a hex already occupied by another player or if due to this movement a loot tiles that you had your eyes on is snatched away by another player.

All in all a good game and a beautiful game, the rules should not detain you from trying it – it is definitely worth a try and several plays! ☑

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## INFORMATION

**Designer:** Michael Tummelhofer

**Artist:** Franz Vohwinkel

**Price:** ca. 40 Euro

**Publisher:** Hans im Glück 2011

[www.hans-im-glueck.de](http://www.hans-im-glueck.de)

PLAYERS:  
2-4

AGE:  
10+

TIME:  
90+

## EVALUATION

Placement and acquisition game

With friends

Version: de

Rules: cz de en fr nl pl

In-game text: yes

### Comments:

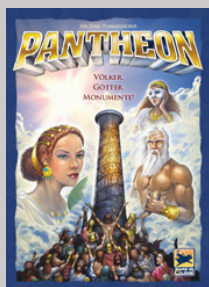
Clearly structured sequences of play  
\* works best when explained to you \*  
unusual rules needing a lot of effort

### Compares to:

First game in this combination of mechanisms

### Other editions:

At Rio Grande, Mindok, Filosofia, 999 Games, Bard



My rating:



## ANTIQUE FINDS

# PERGAMON

JEWELRY, VASES, MASKS

10↑

Looking for an interesting game, I notice Pergamon from Eggertspiele. The cover of the brown box is adorned by a golden mask split in half!

The idea or story behind the game is given as: „On a contract with the Royal Museum at Berlin in 1878 the excavations in ancient Pergamum begin. The town, situated in today's Turkey, was at her peak about 200 B.C.“ Players therefore embody archeologists on the search for valuable antique vases, carafes, bracelets and golden masks.

If you open the box you find the following game components: 1 game board, 60 tiles featuring parts of finds, 40 coins, 24 research funds cards, 36 victory point tiles = admission markers, 1 black tomb raider and a set of components, in a different color for each of the 4 players: 1 marker, 1 reminder card, 3 round marker tiles for the collections with values 1, 2 and 3 as well as 3 square markers for collections, also with values 1, 2 and 3.

The board is divided into 3 areas, at the left you find the excavation area for 4 excavations with 4 spaces each, in the middle you find a calendar which substitutes for a rounds counter and to the right an area for the Pergamum museum.

Before the game can start you must do a few preparations, as usual: The board is spread on the table, the 24 excavations funds card are shuffled and stacked face down. The 60 find tiles are shuffled too, and 5 of them are placed 4 down on each of the 12 spots on the calendar in the middle of the board. The 36 victory point tiles are separated by value and placed openly on their respective spots on the board. All material of a color is given to each of the players.

The game plays over 12 rounds all in all. Each of these rounds comprises the phases

1. Display finds
2. Hand out research funds
3. Dig for finds

### Display finds:

At the start of the first round 5 find tiles from the first calendar field are placed on the five excavations. The finds are sorted by age, the oldest find is placed in excavation 5 and the youngest find in excavation 1.

The finds are always placed on the first free spot of the respective excavation.

This display is laid out at the start of each new round. Should from previous round already four finds be present in an excavation

no tile is added in the current round and the finds tile is put back in the box.

Hand out research funds:

The two top research fund cards from the stack are laid out face down next to the board. The back of the cards can show a money bag or a treasure chest. This gives you an idea how much money might be distributed, because a money bag card can yield 1 to 4 coins and the treasure chest can yield 5 to 8 coins.

The starting player puts his figure on a free spot on the excavation bar at the top border of the board. On each spot the number of

### Maria Schranz

*Pergamon is a beautiful game on the topic of archeology; topic and mechanisms go well together and provide a big lure for playing it again for families as well as for experienced players.*

coins is stated that you can receive and in which excavations he can dig for finds.

All other players place their figurines on a spot on the excavation bar, too. The special feature of this placement mechanism is that the further left you place your man the better the income and the results of digging can be, but the first one to dig will be the player who is positioned to the utmost right on the bar. This means, the further right you are placed the fewer coins you receive and you can only dig in the upper excavations, this might be a disadvantage, but on the other hand you have this income nearly 100% surely.

The further left you place your man the bigger the number of coins can be but it is equally possible that you are left with no coins at all and also in digging it can happen that another player has already dug up what you wanted to acquire and that you do not achieve the finds you aimed at.

After all players have placed their man, the two research funds cards are turned over; the numbers on both cards are added and the total is distributed in coins among all players: The player whose man is positioned to the utmost right takes the number of coins stated on his location, then the player to his left takes his allotment of coins, then the next one and so on. If there are not as many coins left for a player as his location would yield he only gets what is left, so it can happen that one or more players do not get any coins at all.

When the last player is poised to take his al-



lotment it can happen that more coins are left than are stated on his location, in this case he receives all the coins that are left.

**Dig for finds:**

After all coins have been handed out, the player whose man is standing to the utmost right starts the digging. The location of his man on the excavation bar determines the excavations he can do.

He can take all finds tiles from the excavation chosen by him, but must pay the costs. For this it is only important which of the excavations he chose – for the top excavation, #1, the player pays 1 coin, for the bottom excavation #5 he pays 5 coins. It is absolutely unimportant how many finds there are in an excavation, it can be 1, 2, 3 or 4.

The tiles you could take you lay out open-faced on the table.

Now you can combine several corresponding finds into a collection.

A collection could begin with a tile that shows on its right side the left part of a carafe. The next tile for the collection in consequence must show the right half of a carafe on its left side. To make up a collection of several tiles, the second tile would have to show for instance one half of a bracelet on its right side and the third tile would have to show half of a bracelet on its left side. All

finds tiles show a number between 1 and 5 in the right hand bottom corner.

When a collection, for instance, would consist of the three tiles just described and under the left carafe half on the first tile a 3 were shown and under the left bracelet half on the second tile a 4 were visible the player could present the tiles in an exhibition in the Pergamum museum and the exhibition/collection would have a value of 7.

By discarding up to three coins a player could enhance the value of this collection by 1 point per coin discarded. In the 12th round of the game you can enhance the value of any collection just assembled by as many coins as you like.

The player now places his round marker tile for collections into the Pergamum museum, onto the value corresponding to the value of his collection after an eventual enhancing with coins.

The value of collections already present in the museum which are of the same or lower value than the collection just added is reduced by 1 due to this new collection. In the rounds 4, 7, 9 and 12 scorings happen and all players receive the number of victory points printed next to each value of a collection. For instance, each player who has a collection of values between 5 and 8 receives 2

victory points.

A player cannot have more than three finds tiles in his display on the table that are not included in a collection. If he has more than 3 tiles stocked, he must pay a penalty of 1 coin. A fifth and sixth tile do not accrue further costs, because each set of additional 3 tiles costs you 1 coin each.

Should a player have finished his excavation and positioned any collections, if applicable, the turn passes to the next player.

After round 12 a final scoring is done. The owners of the three oldest finds exhibited in a collection in the Pergamum museum receive victory points. The player owning the oldest find is given 3 victory points, for the second oldest you receive 2 points and the find in third place still earns you 1 point.

The player with most victory points wins the game.

Pergamum is a wonderful game on archeology, the beautiful and harmonious graphics by Klemens Franz out over the atmosphere perfectly.

The interesting placement mechanism that is bidding mechanism and the resulting distribution of coins make all players think and think again and provide a lot of fun and challenge for the game. At the same time the players bid for player order in phase 2





and 3 of a round with the placement of their men.

Stefan Dorra and Ralf zur Linde have managed to force each player into a dilemma over the placement of their men with that bidding mechanism which provides lots of interest. Despite the mechanisms used in the game not being really new they have been felicitously interlocked and result in a challenging and entertaining game.

Due to the well-structured instructions and the very clearly designed elements of the game Pergamon can be recommended also to less experienced players.

In my opinion it lends itself to be rated as a discerning family game.

There are not many strategic considerations to be done, but there is a rather strong element of tactics in the game, combined with an equally high element of chance.

The game can and must also be recommended to experienced players, as there is no necessity for endless games for a game to be good, and so I advise all interested players to take a closer look at this game.

My conclusion: The game offers a very high inducement to play it again and I can recommend it as a good addition to a game collection. ☑

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## INFORMATION

**Designer:** Stefan Dorra, Ralf zur Linde

**Artist:** K. Franz, A. Resch

**Price:** ca. 25 Euro

**Publisher:** Eggertspiele 2011

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

PLAYERS:  
2-4

AGE:  
10+

TIME:  
60+

## EVALUATION

Bid and acquisition game

For families

Version: de

Rules: de en fr

In-game text: no

### Comments:

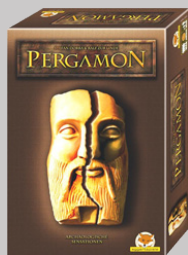
Well-structured rules \* good mixture of tactics and chance \* challenging family game

### Compares to:

Troia, König Solomons Schatzkammer / Indiana Jones Auf der Jagd nach den verlorenen Schätzen, Mykerinos

### Other editions:

In English at Gryphon Games, in French at Iello



My rating:



## BATTLES TO GO

# POCKET BATTLES

## ORCS VS. ELVES



I've always been attracted by wargames but, usually, they take too much time to study, set up and play. In the recent years the market has been really flooded by a huge wave of light wargames: starting from the Richard Borg games like Commands & Colors: Ancients, Memoir' 44 and BattleLore down to the new releases like Magestorm, Battles of Westeros or Conflict of Heroes. The aim of the designers is to find a good balance between complexity and simplicity; of course, there isn't a one-way solution but it depends what one is looking for.

Paolo Mori and Francesco Sirocchi, in designing Pocket Battles, took it to the extreme, a light wargames system that could be carried in a pocket. They try to introduce really a lot of nice mechanics including army personalization with this simple, but not trivial game.

The first release for this system is Celts vs. Romans, followed the year after by Orcs vs. Elves. I'm going to describe Pocket Battles starting from this last release but the rules are always the same, what differs are just the armies. If you like you can play Romans vs. Orcs!

The game is played directly on the table, no need of a map, on a hypothetical battleground divided in 15 zones in a 5x3 grid; 6 zones for each player including left, center and right (front and rear) and 3 engagement Zone (left, center and right). Each unit, during the game, occupies a zone and there is no limit how many units can occupy the same zone. The units can only move from one zone to an adjacent one, not diagonally.

The armies are made of units and each unit comprises one or more troops. There are 30 troops available for each side and players have to build up army using a fixed number of points and following some rules we will describe later.

Each player sets up his units in his 6 zones and the battle start.

The battle is made up from rounds and each round is made up from alternate turns. During his turn a player can make a redeployment action, which actually is

a free movement of one zone, and then has to make one action with a unit or pass, spending just one order token. To activate and use a unit you need to spend orders and each round you have a limited number of orders tokens, depending on the size of the armies. Every time you use a unit in the same round you have to use a number of orders tokens equal to one plus the orders tokens already on the unit. That means that you need to have an army with several units because using always the same one is not possible. This simple mechanic really works fine and you will seldom use the same unit more than twice in the round. To

**Andrea Ligabue**

*A light wargame providing fun, lots of planning and interesting strategies, the armies from different boxes can be combined any way you want.*

be clear: if you have six orders tokens actually in the same round you will activate 6 different units once, two different units twice or just a single units 3 times.

Actually, what an activated unit can do is just an action that could be a movement, an attack or a special action. You can attack/charge units in the enemy front zones with a unit that is in your corresponding front zone. You can shoot with units in the front zone and you can move from one zone to an adjacent one.

The battles are simple: each troop has icons (one or more die) representing the number you have to roll to hit with that unit. During an attack you just roll and check all the troops in your unit to see how many hits you score. If your unit has these icons: 3, 5, 5 and 6 and you roll a 2 and a 5 you will score 2 hits. Usually the defender has to remove one troop from the attacked unit for each hit. Of course, based on this simple mechanic Mori & Sirocchi built up a universe of exceptions and rules to make troops and armies different. There are troops with more attack strength (two or three dice), other troops that can roll more than one die and other that can sustain more than one wound.

To mark a wounded troop you have to use order tokens so it could be nice that a troop is not killed by a single hit but this





cost you orders/actions.

The attacked unit, if it survived, can attack back.

When both players are not able to perform more actions/orders the round is over and the order token are taken back.

Shooting is a bit different: troops able to shoot have white dice icons (black dice for melee combat) and can usually shoot from front zone to front zone or try to shoot at enemy charging units. Some special troops, like siege weapons, have the ability to shoot from the rear zone.

The game ends when a player has been able to kill half or more of the enemy army and usually it takes something close to half an hour.

Actually, Pocket Battles really is a light wargame, in the true sense of the word, but is not trivial at all, since you need to think a lot in building up your army and playing it. You have to set up tough units in front protecting special units and leaders in the rear; you have to occupy all the three zones (left, center and right) with your units because an enemy attacking an empty zone can go directly to the rear.

Every troop has a cost in deployment points and a formation value that set maximum number of troops that could be included in the same unit. Usually leaders have formation value 1 - that means they will be form a unit alone. What do you have to think about when preparing your army is that all the troops in a unit usually inherit the traits/ability of each troop in the unit. So a unit including Bugbears (with the Impetus skill) will roll 2 more dice attacking with charge or all the elves in the same unit with a wood pack will roll one more die in the engagements. You can set-up really good and expensive units or try to have many small and cheap units.

The great freedom in preparing an army offers endless solutions: you can assemble a standard Elf army with archers but you can also invest in the Treeman and leaders. You can try the "lucky shot" with a Boulder Thrower or make a more simple, though Orc army with Bugbears, Gnolls and Orcs.

The 4 armies released until now, Roman, Celts, Orcs and Elves, are really nice and different and we are looking forward to the new releases. The new confirmed set will be "Ancients #2" including Persians and Macedonians. ☑

Andrea Ligabue

## INFORMATION

**Designer:** P. Mori, F. Sirocchi

**Artist:** Chakroun Karim

**Price:** ca. 15 Euro

**Publisher:** Pegasus 2011

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

PLAYERS:

2

AGE:

10+

TIME:

30+

## EVALUATION

Tabletop - wargame

With friends

Special: 2 players

Version: de

Rules: de en

In-game text: no

**Comments:**

Simple mechanisms \* many strategies possible \* easy to carry along \* short playing-time

**Compares to:**

First game of this kind, basically all Cosims

**Other editions:**

Pocket Battles, Z-Man Games



My rating:





TRADERS AND KINGS IN ANCIENT GREECE

# POSEIDON

**WEALTH FROM EXPLORATION AND TRADE**

Already back in 1974 Francis G. Tresham developed his railway economics simulation „1829“ and with it started the well-renowned series called 18xx games, featuring railway building and economics simulation games revered by many players. I was intrigued to find the 18xx logo on the box of Poseidon, too. Does the game really belong to the 18xx series? Well, there are no railways in the game. And no railroad companies or railroad company directors, either. And no shares! So the question probably must be answered with a „no“. But if you look more closely you discover all these elements, albeit with a different name. The basic mechanisms and principles of 18xx have been transferred to another topic. So, in the end, the question cannot be answered with a clear „yes“ or „no“. But it is rewarding to discover the differences yourself!

While you build your own network of tracks in 18xx to run your trains on them later, in Poseidon we find ourselves in a time where railways were not even dreamed of, that is, in 1800 B.C. (what a coincidence!) in ancient Greece. The transport method of the time was a ship. We use ships to travel in the Aegean, explore islands, set up trade posts and trade.

For these purposes the board, showing the Aegean, is divided into adjacent hex spaces, each hex corresponds to a ship position and has a certain trade value. A hex can show no, one, two or three spots for trade station in the shape of white circles, a general temple or a temple of a „High Culture“. Special spaces are the two long-distance connections at the border of the board, which can be occupied by four trading posts. Some borders of hexes are printed in bold, these hexes must be circumnavigated.

For a clear overview on the game the Merchant's Pool and the Prestige Bar on the board, their use and purpose will become clear in the description of the game.

The Aegean area is settled by 8 nations (each with its own color), wherein each nation has its own home space. The respective population for each nation is marked by round wooden disks – there are sparsely populated nations with 18 discs and more populous ones with 22 discs. These discs are called potentials in the game, as they can be used in two different ways; either for the already mentioned trade posts, or as merchant licenses. Of course, each nation needs

a leader, the King, represented in the game by the King cards. As we deal exclusively with peaceful nations here, who only want to explore their neighborhood, each nation also owns its own explorer ship and a marker for New Home. It might be possible that while exploring new areas one finds an area which one would prefer to settle and calling it New Home, instead of the old home space. Furthermore, each nation is equipped with 1 wooden disc as a prestige marker, 1 wooden disc for the early „High Cultures“ and a Nation Charter, how to use this will become clear during the explanation of the game.

To enable a nation to act, it of course needs some financial means, also called money. Therefore each nation has its own treasury, which is filled with drachmae in the shape of bills of values between 1 and 500.

On top of this each player has his own private wealth, which in the end decides the outcome of the game. It is important always to clearly separate your private wealth and the treasury of a nation.

Does every player guide his own nation? Yes and no! Players take on the kingship for one or more nations, the role of king for one nation can change between players. If you are king of a nation you must take decisions for your people:

- Where does the discovery ship go?
- Should trade posts be built?
- Should trade happen between a nation's own trade posts?
- Should merchant ships in the guise of ship cards be bought?

Merchant ships are available in the game in the shape of cards. There are 7 different types of merchant ships, in varying numbers, offering different ranges, different periods of use and different cost for buying them. During game preparation the ship cards are stacked according to cost with the cheapest ones on top, resulting in the fact that only those can be bought at the start of the game. They have a price of 100 drachmae, a range of 2 hexes and disappear from the game in phase 2. Yes, the game can have up to four phases; the change from one phase to another can be initiated by the acquisition of certain ships.

Players not only are kings, but also take over offices in the nation, represented by so called merchant licenses. The more such stone of a nation a player owns the more influence he has on this nation and the more profit he reaps from trade and prestige of this nations.

Other duties or revenues or action do not result from those merchant licenses.

Finally, players own one or more (in the case of 2 to 3 players) special cards. These 6 cards earn players an individual bonus, while he owns them as well when he uses them.

When the board has been spread on the table and each player has received his starting funds, in relation to the number of players, the game can start.

Poseidon is divided into 17 rounds, starting with a Poseidon Round, followed by Merchant Rounds or Exploration Rounds. The exact schedule of rounds is depicted on the board and is marked with a round marker during the game. In each round all players are active and rounds can only be interrupted in case of a phase change.

The first round, the „Poseidon Round“ is a special round in which the special cards are distributed. According to a special set of rules first each player buys a card for the stated price. In case of 2 or 3 players each player then buys 1 or 2 more cards, so that in case of those numbers of players all special cards are used.

**Bernhard Czermak**

*Poseidon offers many mechanisms that interlock and demand lots of planning, but despite the many possibilities the clarity is retained. A game for experts that can be quickly mastered and guarantees challenging hours of play.*

The special cards yield income to the player in relation to the Exploration Round or offer a special ability, this usually once during the game:

- The „Delian League“ doubles the trading value of a trading post and cannot be used on long-distance connections and on the temples of „High Cultures“ – please note, that the temple limitation can only be found in the FAQ section!

- „Troy, Knossos, Mykonos“ enable the owner of the card to set up a trading post on the temple of the respective „High Culture“, using the wooden disc for „Early High Culture“, thus not losing the nation a potential.

- „Poseidon“ allows you – once in each Phase (!) and beginning with Phase 2 – to double the range of a Merchant Fleet, the card is not discarded but activated again at the start of the next phase.

- „Archon“ enables you to take one free Merchant license from the Merchants Pool.

At the end of the Poseidon Round the round marker is moved one step down and sits now on a Merchant Round spot. In the whole game there are 5 Merchant Rounds! Please note, that, beginning with the 2nd Merchant Round, the top ship from the Ship Cards stack

is taken out of the game. This can result in a change of Phase as this is considered to be a buy of a merchant ship by a virtual nation – see FAQ!

In turn players now do their actions until all players have passed. In addition to this action "Pass" the active player in his turn has the choice between two possible actions: He can either establish a nation or buy one Merchant license from the Merchants Pool. The sale of Merchant licenses owned by a player is not considered to be an action. This sale you can do either before or after your action or even instead of your action, involving as many merchant licenses as you want, even merchant licenses bought in this turn.

If a player decides on establishing a nation, he receives the Nation Charter and all potentials of this nation. Now he must determine the prestige of the nation. This prestige in turn determines the value of a merchant license and is marked with the prestige marker of the nation on the prestige bar (values between 60 and 300 in increments) on the board. The decision for a low prestige enables you to buy cheaply, but you have hard work to do to increase the prestige to higher values. Then the player decides how many potentials he wants to change into merchant licenses by relocating them to the Merchants Pool. He must move a minimum of 5 potential and always an uneven num-

ber of potentials, and must buy up at least half of them, rounded up – so you must buy a minimum of 3 merchant licenses. For this decision you must consider how much you yourself can afford to pay, what the price of the licenses should be for the other players and how much money you want to earn for the nation's coffers. The number of discs in the Merchants Pool multiplied with the prestige value determines the funds for the nation. These funds are mostly used to buy merchant ships.

A player finances his buy of merchant licenses with his private funds, in relation to the conditions just stated. Three licenses he places on the King card of the nation, these merchant licenses cannot be sold. Finally he puts the Discovery Ship of the nation on the corresponding home space on the board. A player establishing a nation must not buy or sell additional merchant licenses of this nation in this round.

If a player decides on the second possible action for his turn, he buys exactly one merchant license from the Merchants Pool for a price equal to the current prestige value. For this action a limit has to be noted for the number of possible merchant licenses for one player depending on the number of players, this limit admittedly is rather high.

If a player in his turn sells one or more merchant licenses he receives money from the

bank, equal to the prestige of the nation, for each merchant license. When the player is the the King of the nation, the prestige of his nation is lowered by one level.

When each player has passed each nation is controlled as regards to whether the King holds the majority of merchant licenses per player. If this is not the case the player currently holding the majority decides whether he wants to be King or not. If he decides to become king, he receives the King card of the nation (without the merchant licenses on it). The Merchant Round ends with the handing-on of the starting player card to the next player in clockwise direction.

In an „Exploration Round“ each player at the start of the round decides upon the use of his Special cards. Depending on the phase the game is in, the cards either yield income or nothing. The player now can take the income or use the special card. Then each king can collect taxes from his nation, again depending on the phase of the game, he takes between 5 and 20 drachmae from the treasury of the nation. The king can relinquish this tax collection.

After this the nations act in the order of their prestige, the nation with the highest prestige starts. The king of the nation moves the Discovery Ship. Starting from a range of 1 the range raises by one with each phase change.





On each hex the Discovery ship enters in its movement a trade post can be set up if the hex shows a free white circle and the phase allows additional trade posts next to already existing ones. The mechanics of this are, that a player take a potential from the Nation Chart and places it on the board hex, thus changing the potential to a trade post. Within its range the Discovery ship can be moved any way you like. Instead of a trade post you can also set up "New Home". This feature has a trade value of Zero and blocks the hex for additional trade posts.

As his next action the king determines if his nation starts travelling with the merchant ships and trades. If he relinquishes the opportunity of a trade expedition the nation is paid between 100 and 400 drachmae for the treasury, again depending of the phase of the game. The range of the Merchant fleet is determined by the up to three merchant ships the nation owns by adding the range of all individual ships (between 2 and as far as you like = endless). The Merchant fleet always starts from the home space of the nation or from the New Home. Each hex that the fleet enters and that contains one of the nation's trade post yields income according to the value marked on the spot, usually either 3 or 4. The neutral temples are an exception to this rule: Those only yield income when the nation is willing to donate the same amount from the treasury. At the end of the trip all income is added. This sum is paid to the each player for each merchant licenses he owns of this nation. Due to the trip the prestige of the nation raises by one. The two long-distance connections can only be reached by a ship of endless range and a long-distance connection spot is always the final stop of a trip. In the first exploration round no nation owns a ship. Therefore no merchant travel can be implemented or can be relinquished and therefore there is now income in this round. But: Each nation must own a ship at the end of its turn in an exploration round; therefore the final event in an exploration round is to buy merchant ships. This buy is a must-do action when a nation does not own a ship at this point in the game.

Only the top ship of the ship cards stack can be bought. The amount shown on the card is paid from the nation's treasury to the bank. From Phase 2 on each nation can buy ships from other nations, for a minimum price of 1 drachma.

When a nation in the case of a forced buy does not have enough money in the treasury it must sell as many potential of the nation to the Merchants Pool as are necessary to be able to buy the ship. When this still does not bring in enough money, the player being the current king of the nation must pay the difference out of his private coffers, in the worst case by selling merchant licenses. If this also

is not enough to buy a ship the player goes bankrupt and the game ends early at the end of this exploration round.

As ships of endless range have a price of 1000 drachmae it is allowed to hand in a ship already owned by the nation for payment when buying a ship of endless range. This means that half of the price of the handed-in ship can be used for payment of the endless-ship. It is allowed to use a 4-Ship for this.

This buying of ship is the last event in the exploration round, the round marker is moved one step and a new round starts. At the end of the 11th exploration round the game ends.

Players now add their private wealth comprising cash and merchant licenses. The merchant licenses are converted into money in relation to the prestige of the nation. The player with most money wins.

Independent from the sequence of rounds as described Poseidon is divided into up to 4 phases. A new phase is always initiated by the buy of a certain type of merchant ship. So, for instance, Phase 1 ends after the first ship with a range of 4 is bought. In case of a change of phase the game is instantly interrupted and the phase change implemented, before the regular rounds are continued.

At the start of a phase change each king of a nation can place potentials of his nation – up to a certain maximum – into the Merchants pool and receives money for this for the nation's treasury.

The prestige of the nations again determines the order of play. During the change to phase 4 this action is left out. Then outmoded ships are removed from the game. So, for instance, from Phase 2 on ships with a range of 2 are considered to be outmoded and are removed from the game without replacement. The new limits of the phase are active immediately.

Poseidon can be recommended unrestrictedly for experts. I want to cite one of my fellow players from one of the test games: "This is 18xx reduced to the main components and mechanics". The big advantage as regards to 18xx: The game ends after 2-3 hours and therefore can be played more often and on more occasions than proper 18xx games.

For me the attraction of the game is the challenge to use the means and resources of the game, that in Poseidon are split into several directions, in the best or optimum way. There is my personal wealth, which can be increased by buying the "right" merchant licenses; the right number of potentials to be changed into money for the nation's treasury; to administrate the nation's treasury; to optimize the trade routes and finally, to choose the right time for using the special cards. Due to those many possibilities and choices the game remains interesting and diversified

and entices you to try new strategies in future games. Only in the last three exploration rounds it can happen that there is only one possible action left, which is to travel along your own trade routes because no nation has enough money left to buy another merchant ship. These rounds then follow the same schematic, but are fast and entertainingly played. A challenging component is introduced into the game by the phase changes, as lots of parameters can change due to the removal of trade ships. This is where you should have planned ahead!

A special mention and a compliment are due to the components of the game. All the printed material is exemplarily marked and avoids unnecessary demands on memory. Poseidon can be easily played with two players only, but you need to read the rules carefully for this option. A small paragraph at the end of the rules explains the restrictions on the use of the board, which results in only 6 nations taking part in the game. Furthermore the German rules lack the sentence that 2 players play with one 3-, one 5- and one 7-ship less. (See FAQ!)

In all other aspects the rules are good, too, you get acquainted with it very quickly.



Bernhard Czermak

## INFORMATION

**Designer:** H. Ohley, L. Orgler

**Artist:** Klemens Franz

**Price:** ca. 40 Euro

**Publisher:** Lookout Games 2010

[www.lookout-games.de](http://www.lookout-games.de)

PLAYERS:  
2-5

AGE:  
12+

TIME:  
90+

## EVALUATION

Economics simulation

For experts

Version: de

Rules: de en

In-game text: yes

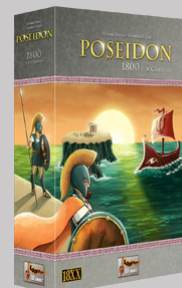
### Comments:

Good, clearly structured components – moderate time of playing \* interesting, interdependent mechanisms \* gut introduction to the 18xx games series

**Compares to:**  
18xx

### Other editions:

Poseidon, Z-Man Games



My rating:



GAMES TURNED INTO THRILLING STORIES TO READ

# DAS GROSSE KULLERN

## GROUNDHOG RACE

There is a big party today up on the mountain at the groundhog cottage. Markus and Josephine are very excited about this. At long last, they can witness "The Big Rollabout" in person.

The first groundhogs are already in position. And now Franz the Capricorn comes out of the cottage with his big megaphone and starts the welcoming ceremony: "A big hello to all participants and of course also to all spectators of today's "Grab the Marble Competition". Let me present our guests of honor to you: Markus and Josephine have been named Honorary Groundhogs a few months ago, due to their special courage enormous drive. As not all starters have arrived, we are still waiting for the current champions; we will have to delay the start of the event for a few minutes."

"What did he say?" Josephine asks her big brother.

Markus starts to grin. "That we are only allowed here because you did save the little groundhog."

"Silly you! I want to know what he said after that!"

"Oh, you mean the part with the champions. Simply that they are not here yet and so they will start later in order to wait for last year's winners."

Suddenly the spectators at the cottage start to cheer. Manfred Marmel, captain of last year's winning team, has arrived. When all are quiet again, he takes the megaphone and announces; "I have retired from active sports and handed over the captaincy of the "Marble Monsters" to one of my sons. But the team will hold up its position as a favorite, because, after all, I did train them."

Just as Manfred ends his speech and puts down the megaphone Josephine can feel a tugging at her trouser leg. Just as she wants to start grumbling she recognizes the newcomer. It is Manni, the little groundhog she did save.

"Manni, what are you doing here? Do your parents know that you did run off again?"

"I did not run off. I am the new captain of the Marble Monsters and those are my siblings."

There is no time for a prolonged greeting, because at this moment all teams are called to their starting positions. A

quick wave and Manni and his siblings are gone.

Moments later the competition is started with a loud bang.

"In the past the competition was started with a whistle", Manfred, who has joined the children, explains. "That resulted in a big chaos every time. Because when groundhogs are excited or frightened they whistle. And with so many whistles sounding nobody knew who was in the lead or when to start."

"And what must the teams do now", Markus asks the most important question.

"Each team has a Marble Roller, who is tasked with rolling the marbles downhill in a way that the other players can catch them. When it is a player's turn he may hold only up to three marbles and can take one step for each marble he holds. If he should have caught more marbles he must let go of them and must himself go back to the nearest stone. If a player arrives at the cottage, he can sit down in a deck chair and rest. The team that is the first to have all members sitting in deck chairs wins the competition."

"Sounds easy", Markus says.

But his sister has kept watching the hill closely and is of a different opinion: "Look closely, that is not as simple as you think".

Again and again the opposing team rolls down its marbles to Manni and his team mates. And if Manni cannot swerve in time he suddenly has more than 3 marbles and must move back. And his team mates have the same problem.

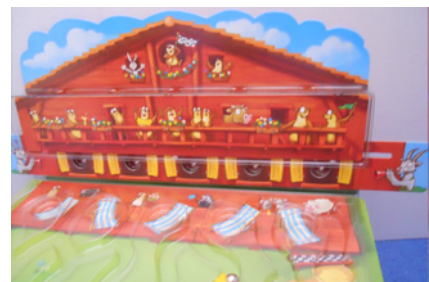
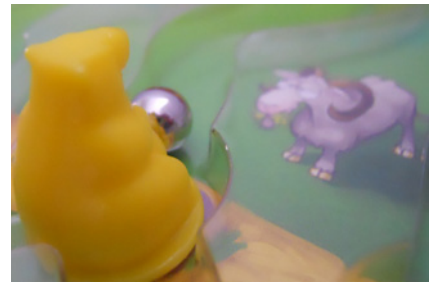
At long last they have achieved their goal. Two steps ahead of their opponents two players of Manni's team reach the cottage and win the game.

As a prize they receive a big sack full of herb-marinated roots, a real tidbit for groundhogs.

All join in at the celebration party, because fun and joy are the most important things for a groundhog. And of course they enjoy some the roots immediately.

"You and your soccer friends could take a leaf out of the groundhogs' n'book", Josephine tells Markus. "They are not miffed for a week because they did loose." ☑

Christoph.Vavru@spielen.at



### EVALUATION

**Designer:** J.-P. Schliemann, B. Weber

**Artist:** M. Menzel, W. Pepperle

**Price:** ca. 30 Euro

**Publisher:** Ravensburger 2011

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

**PLAYERS:**  
2-4

**AGE:**  
6+

**TIME:**  
30+

Race and action game

For children

Version: de

Rules: de

In-game text: no





# AISOPOS

MEN, MICE AND LIONS

8+

The game features lions, men, foxes, mice and ants – each player receives two of each of those animals in his color, all represented by colored discs. Each animal has a different value and – according to rock-scissors-paper – defeats some of the other characters and is defeated by others: The lion has a value of 5 points and defeats man, fox and mouse

and is defeated by the ant. Man is worth 4 points, he defeats fox and mouse. The fox represents a value of 3, he defeats mouse and ant and loses against lion and Man. A mouse of value 2 defeats man and ant and is defeated by lion and fox and, finally, the ant is worth 1 point, it defeats the lion and is defeated by Man, fox and



mouse. You play on a board of 19 hexes and in your turn you can either place one of your characters face-down only an empty space on the board or you move one of your characters already there to one of the spots adjacent to its location. If this spot is occupied by another character you pick both of them up – only you can look at them and check for the winner according to the five-ways rock-scissors-paper mechanism. The winner gets the character of the loser, in case of a tie both characters are given to the defender. A spot you enter cannot contain one of your own characters. If a player runs out of characters, the game ends regardless of the number of characters left on the board. Each player adds the values of the points on the conquered animals. If you have the highest score you win. A simple game with an advantage for players with a good memory to remember what they have defeated or what defeated them and thus can guess what might be still in play on the board or what might come. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** Yoshigi Ogasawara

**Artist:** T. Kakuta, M. Naitou

**Price:** ca. 5 Euro

**Publisher:** Ogasawara/Japon 10  
[japonbrand.gamers-jp.com](http://japonbrand.gamers-jp.com)

## EVALUATION

Placement game  
For families  
Version: jp  
Rules: en jp  
In-game text: no

### Comments:

Available in a normal and a deluxe version \* simple rules and well-known mechanism of five-way rock-scissors-paper\* interesting for collectors of Far East games

### Compares to:

Jungle, all versions of rock-scissors-paper

### Other editions:

Currently none



# AVANTI

EARN MONEY WITH DELIVERIES

10+

Players represent delivery services, dropping goods, earning money and having only one goal: To reach the island of their dreams. To that purpose you play several delivery tours. The start and finish of a tour is determined by random placement of an event marker, and then car movement alternates with earning money, at the end of the tour

the most successful delivery services advance on the island path. To move a car each player places a triangular power card with the number he wants to use for movement pointing at the board. If you choose a 1, 2 or 3, you can draw a card at the end of your movement. The first moves round is started by the winner of the previous one, the next



ones always by the car in last position. In your turn you reveal your card and move. If the move ends on an occupied space you repeat the move until you reach an empty spot. When all cards have been moved, the owner of the leading car is paid money by the other players: he is paid the amount printed next to each car on the board. If you cannot pay you must earn money by moving backwards on the island path. Any balance resulting from not being able to move further back is paid for by the bank. If a car reaches the event marker, or if nobody can or wants to play a power card or if only the leading player has power cards left, the player in the lead advances 3 spaces on the island path, the one in 2nd place 2 steps and the one in 3rd place 1 step.

Avanti is a simple movement game and a nice family game, a bit spiced up by the power cards, the choice between moving fewer steps and draw cards or move further, and the cost factor involved. ☑

## INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
60+

**Designer:** Heinz Meister

**Artist:** Victor Boden

**Price:** ca. 35 Euro

**Publisher:** Zoch 2011

[www.zoch-verlag.com](http://www.zoch-verlag.com)

## EVALUATION

Car race game  
For families  
Version: multi  
Rules: de en fr it  
In-game text: no

### Comments:

Standard mechanisms attractively combined \* nice topic \* very pretty car figurines

### Compares to:

Atlantis for turn end on a free spot, Cartagena for moving backwards to get resources

### Other editions:

Currently none



# BANANA JUMP

## BABOON CHALLENGE

4+

Baboon the monkey challenges the other animals: He believes he can travel around the clearing, from tree to tree, faster than the animals can line up in the clearing; he even wants to eat a banana on each tree before moving on. Players represent the animals and try to line them up in the clearing and to hinder baboon to be back at the start-

ing position before the animals are assembled.

Each player is handed five animals of one kind. In your turn you roll both color dice and for a color you may place any of the 25 animals in the game, but only on spots of the same color and into the row of this animal. If you roll the banana you can place any animal or put Baboon

back one step. The rows of the animals must be filled from top to bottom. If you cannot place an animal or roll Baboon, you must advance Baboon one step.

If you place on of your own animals or complete a row or column you win a coin. If you complete a row with your own animal you you win 2 coins. Should you place the very last animal you get two coins, and if it should be your own you receive 3 coins. When all animals are placed you win with most coins. If Baboon reaches his starting spot before that, all players have jointly lost the game.

Baboon isn't a silly game at all, featuring monkey and bananas! The ice mechanisms that seems incapable of being influenced, which also asks for the placement of animals in pre-set order – allows a bit of tactics after all, due to the choice given by the banana result. This makes the game somewhat more interesting for older players, a children's game suitable for families, too. ☑



## INFORMATION

PLAYERS:  
2-5

AGE:  
4+

TIME:  
15+

**Designer:** Max Gerchambeau

**Artist:** Jürgen van Straelen

**Price:** ca. 21 Euro

**Publisher:** Winning Moves 2011

[www.winning-moves.de](http://www.winning-moves.de)

## EVALUATION

Placement game

For children

Version: multi

Rules: de fr

In-game text: no

### Comments:

Nice components \* interesting mechanism for children \* some tactics due to choice offered by the banana die result

### Compares to:

Elefantenparade for placing animals with dice

### Other editions:

Currently none



# BELLA BLÜMCHEN

## ROLL THE DIE AND PICK FLOWERS

3+

Bella Little Flower loves flowers and enjoys roaming across the meadow to pick flowers and arrange them into wreaths and leis for her friends.

The flower tiles are arranged face-down around the meadow, Bella starts in one of the colored meadow spots, two flowers are turned up and placed next to the spot of the same color in the

meadow. In your turn you roll the die and move Bella accordingly in clockwise direction along the spots. When Bella ends her move on a spot which has flowers next to it, you can take those flower tiles. Then – regardless whether you could collect flowers or not – you turn up a flower tile from stock and place it next to the meadow spot of the same color.

When all flower tiles have been collected, you win if you collected most of the flowers. You can arrange the tiles in a row to check this or stack them; the winner is the player with the longest row or the highest stack. Of course, you can also count them! For children a little bit older or more experienced in play you can use the version that each player can decide - after he did roll the die – if he wants to move Bella in clockwise or counter-clockwise direction.

Bella Little Flower is one of those games for which Haba is well-known – simple, easy rules, pretty component geared to the children's age, a story likewise suitable and a slightly more difficult version of the game for children in the upper reaches of the age range, and topped by handy packaging. You can take Bella and her flowers along easily, it needs little room to play and therefore is an ideal game for travel, holiday or for bridging some waiting time. ☑



## INFORMATION

PLAYERS:  
2-4

AGE:  
3-6

TIME:  
10+

**Designer:** Alain Rivollet

**Artist:** Stephanie Roehe

**Price:** ca. 6 Euro

**Publisher:** Haba 2011

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

## EVALUATION

Dice game

For children

Version: multi

Rules: de en es fr it nl

In-game text: no

### Comments:

Good for traveling – simple rules \* nice story \* handy packaging

### Compares to:

All dice game for collecting something

### Other editions:

Currently none





# CAPTAIN COOL

BLUFF, FIGHT, IMPRESS THE BOSS



There's hectic activity in the harbor honky-tonks, Captain Cool and his cronies are looking for henchmen, so you need to impress the potential boss.

Players are ringleaders of their own gangs and in five rounds, each consisting of the phases Positioning, Affray and Big Deal, try to collect victory points for the purpose of impressing the

bosses.

In the Positioning phase you use action cards to place your men on the board to either acquire cards in the pubs during the affray or to score bonus points on boss spots during the Big Deal. When all men have been positioned, the affray phase begins: Each pub is dealt with separately in numerical order.



If you have the majority of men in a pub you choose one of the cards, the player with second most men takes the remaining card. In case of a tie the card goes to the worst-positioned player of those involved in the tie. Cards received are scored immediately. If you do not get a card you score 2 points. In the Big Deal you again score cards previously collected. Each card that you can play must be played on a fitting free gangster card spot, only one boss card of each color is possible, until 10 gangster card spots are taken. Again, each card played is scored immediately, but not according to its value but in relation to cards already placed so far.

The chaos indicated in the subtitle is also mirrored in the flow of the game, the immediate scoring of cards leads to rather unpredictable changes. If you love games that allow reacting spontaneously and do not mind surprising results, you will have fun with Captain Cool and his men. ✓

## INFORMATION

PLAYERS:  
2-7

AGE:  
8+

TIME:  
60+

**Designer:** Z. Aczél, P. Árvai  
**Artist:** Korcsmáros, Garisa, Zelei  
**Price:** ca. 30 Euro  
**Publisher:** Heidelbergberger 2010  
[www.hds-fantasy.de](http://www.hds-fantasy.de)

## EVALUATION

Bluff and placement  
With friends  
Special: Many players  
Version: multi  
Rules: de en hu  
In-game text: no

**Comments:**  
Very fast changing game due to the separate scoring of each card \* not really predictable \* based on a Hungarian novel \* basic mechanism is worker placement

**Compares to:**  
Other worker placement games to achieve majorities

**Other editions:**  
Hungarian Edition at Gém Klub



# COMPAÑEROS

COMRADES NEEDED!

10+

Long live solidarity! Alone you will not achieve much, you need comrades, because you should try to play cards of a color, giving you alone or together with others a higher total for this card color than is achieved by all other colors played.

For each player one set of cards, numbered 1-10, in one color, is used and shuffled into a joint

stack. For each player one card is laid out on the table face-up, the rest of the card is dealt evenly to all players.

The starting player plays one card and then all others play one card. When all have played their card, the trick is scored: The values of all cards in one color are added to yield the color value, for each player the value of his card

value applies. Starting with those who played cards in the highest color value and among them in descending order of card value each player takes all cards of one color from the display of cards for secret victory points. If there is a tie in color values, all players involved in this tie and with color values below do not take cards. Cards not taken and all cards played in this trick form the new display.

When all tricks have been played the player with most victory points in this cards wins the round, after the agreed number of rounds the player with the highest total score wins the game.

A game of pure dilemma – monochromatic is out, unless I am sure to have the highest card in the trick to be able to take the best card! To play a second color alone – probably doesn't get me anything, what should I do? Maybe partner the player who lead blue, maybe we manage the highest color value and my 7 is high enough to take cards! ✓



## INFORMATION

PLAYERS:  
3-6

AGE:  
10+

TIME:  
20+

**Designer:** Steffen Brückner  
**Artist:** Irene Wanitschke  
**Price:** ca. 8 Euro  
**Publisher:** Huch & friends 2011  
[www.huchandfriends.de](http://www.huchandfriends.de)

## EVALUATION

Card game  
For families  
Version: multi  
Rules: de fr  
In-game text: no

**Comments:**  
Unusual mechanism – ability to remember cards is an advantage – the less colors played the more player in the winning color take one color each!

**Compares to:**  
All card games with scoring of one trick after the other

**Other editions:**  
Currently none



# DAKOTA

SETTLERS AGAINST NATIVE AMERICANS

Inspired by the westward trail, Dakota combines a linear mechanism with an emphasis on the topic. You either control a group of settlers or a tribe of Native Americans. You cooperate and rival with other players to raise the status of your faction, using raw materials that have different value for settlers or Native Americans. Settlers want to exploit the

regions for agriculture and industry; the Native tribes want to conserve the land and its resources and at the same time use them for their own tribe. Each round of the game is divided into seven phases: Activation – native settlements, a settler reinforcement and a native reinforcement are activated – first and second placement phase,



3 explorer pawns in clockwise direction and 3 neutral pawns in counter-clockwise direction from each player – Collection Phase – players collect resources in territories – Market Phase, an explorer in the market can buy one resource with wealth points – Development Phase – each player can ask for reinforcements, build a settlement, sell resources, recruit a new explorer or buy victory points with wealth points – end of round. The astonishing and rather new aspect about Dakota are the really different way the game plays for settlers or native Americans, especially how they acquire resources; the neutral explorers have a huge influence on the game. Furthermore, the flow of the game is entirely dependent on the way the group plays – it can run rather confrontational and a bit nasty or cooperate within the group. In any case, it might take a few games to get really acquainted with the possibilities and strategies or tactics of Dakota. ☑

## INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
60+

**Designer:** P. Cioni, L. Pansecchi  
**Artist:** G. Albertini, M. Davini  
**Price:** ca. 50 Euro  
**Publisher:** Tenki/Heidelberger 10  
[www.hds-fantasy.de](http://www.hds-fantasy.de)

## EVALUATION

Resources management  
With friends  
Version: de  
Rules: de en it  
In-game text: no

**Comments:**  
Different game play for settlers or natives \* lots of tactical possibilities and strategies \* supply shortages can happen \* neutral explorers heavily influence the game

**Compares to:**  
All worker placement games for the basic mechanism, first game in the overall play

**Other editions:**  
In French at Iello



# DER VERFLIXTE ZAUBERTRANK

TOAD'S LEG AND SPIDERGOO,  
WE NEED TWO!

5+

The little magician's apprentices are again brewing potions, but this time they need not take the ingredients to the cauldrons, but must find the ingredients directly in the cauldrons. Each player has two fireplaces, firestones and 4 cauldron parts in his color and places his marker at the start on the board. The recipe book is opened, it shows

the necessary ingredients. Players assemble their cauldrons so that – with or without using the mirrors – the exact number of ingredients is visible: You turn the fireplace and look into the cauldron; whenever you can see one or more ingredients you mark the border of the fireplace with a firestone. When you are done, you call out "The magic is



over!" and the others check your markings if you found all the correct ingredients. If you are right, you move your marker two steps, if not, your marker stays in place and all others move 1 spot. Then all dismantle their cauldrons and a new leaf in the recipe book is turned up. When a player reaches the mouse spot, the mouse assistant helps the rearmost player always with mushrooms, he need not look for them in the cauldron. When apprentices appear in the recipe book you may advance your marker 2 steps for each of your own apprentices. When all recipes have brewed, you win if you are in front, otherwise the player reaching the finish first. The Darned Magic Potion brings you a magic game with fantastic components in a world of magicians, gnomes and vampires, and gives you a rather hard task – you need concentration and imagination to assemble the cauldrons for the desired result! Practice will make you Master Magician! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
25+

**Designer:** Gebrüder Frei  
**Artist:** Rolf Vogt  
**Price:** ca. 26 Euro  
**Publisher:** Drei Magier 2011  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Game of logic and position  
For children  
Rules: de en fr it nl  
In-game text: no

**Comments:**  
Fantastic interplay of background story, components and mechanism \* needs concentration and spatial thinking \* good family game, too

**Compares to:**  
Burg der 1000 Spiegel and others for use of mirrors, doubling images by mirrors is a new detail

**Other editions:**  
Currently none





## DJAM

BLACK + A, E, K, O, R = SHIP!

10↑

Djam is a word game with dice. You choose one of the topic cards, this card is valid throughout the game, and roll the number die at the start of each round to determine a topic for the round. Then you roll the color die and the letter dice. If the color die shows black, you must name a word fitting the topic that does not contain any

of the letters rolled. For any of the other colors you must name a word fitting the topic and containing as many dice-letters as possible and starting with the letter of the color shown on the color die. For each dice-letter in a word you score one crystal, but only the first four players naming a word. For manifold use of a letter you only score a number



of crystals equal of the number of dice showing this letter. If you play according to the black result, the first player to state a word scores 4 crystals. In any case a player can only score for one valid word. When all crystals are given out you win with most crystals.

In the version „Ohne Grenzen“ you set out 2 crystals per player and can name more than one valid word. For a valid word in case of black you take the crystals from the box, not from the display. Then you start a new round, set out 2 crystals per player and leave a rest from the previous round on the table. In the version “Freie Themen” you can name a word for any of the categories on the card, but each topic can only be chosen once per round.

Djam is a nice version of well-known mechanisms, fast, simple and challenging, handy and attractively packed, an ideal language-independent game for at home and on the road. ☑

### INFORMATION

PLAYERS:  
2-6

AGE:  
10+

TIME:  
30+

**Designer:** William Attia

**Artist:** not stated

**Price:** ca. 12 Euro

**Publisher:** Asmodee 2011

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

### EVALUATION

Dice game on words  
For families  
Version: de  
Rules: de fr  
In-game text: no

**Comments:**

Language independent  
due to the dice \* handy  
packaging \* simple rules \*  
good scoring mechanism \*  
nice versions \* goodtravel  
game

**Compares to:**

Boggle and other games with forming words from given letters

**Other editions:**

Djam, Asmodee France



## DRACO

DRAGON RIDERS STORM THE PEAK

8↑

Dragon riders race each other to the top of Mount Draco. For the race they have herded 10 wild dragons at the foot of the mountain and race them to the peak. All 10 dragons are assembled at the start; they are not allocated to players, but can be moved by any player. Each player chooses a dragon symbol and takes both markers. Then you pick up a card

of any color, it shows the dragon you are currently controlling. 6 cards are dealt to each player. In your turn you play a card and move the dragon of this color forward the number of steps shown on the card. If you play a card for a dragon controlled by another player you place the card underneath your open card. If you play a card for a dragon



that is currently not controlled by any player, you place the card on top and now control this dragon. If you would have to take over the rearmost dragon, you can choose whether you want to take over control or not. When a dragon moves onto a blue or a green square the stage is scored: For a blue square all dragons on a square of value 3 or lower score the value of the square. For a green spot all dragons score the value of their current location. If a dragon is moved to the top of the mountain a big = green scoring happens. At the end of your turn you draw a card, but only if no scoring occurred. The third dragon reaching the top wins the game. You win with the highest score of victory points. Dragons are always fascinating, here due to the amazing graphics and the very simple mechanism. Draco is a good game for beginners or for a family with younger children, rather chance-driven, but nice! ☑

### INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
30+

**Designer:** Leo Colovini

**Artist:** Beyit, Pätzke, Schiller

**Price:** ca. 20 Euro

**Publisher:** Schmidt Spiele 2011

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

### EVALUATION

Card-driven race game  
For families  
Version: multi  
Rules: de en fr it kr  
In-game text: no

**Comments:**

Good game for beginners  
\* very easy mechanism \*  
Chance-driven

**Compares to:**

All card-driven race game

**Other editions:**

Currently none



# EMMI

## 5TH SEGMENT ON RED

4↑

Caterpillar Emmi is sad, her back is only showing black dots and she would love to show colors like butterflies. The little earthworm tells her to tumble down a short hill; this surely would turn the segments over and get some colors on her back. Emmi is not too sure about that, but luckily there is another way, players help Emmi to achieve a colored back:

Emmi is laid out on the table so that only black dots are showing on all segments of her back. Each player chooses a color and takes the corresponding caterpillar card. All players in their turn roll both dice: The picture die either shows head or tail of the caterpillar; this is where you start to count off the number of segments equal to the number of dots on



the number die. The segment you reach is turned over to show your color. If Emmi only has only one black dot left on her back the winner is the player with most spots of his color on Emmi's back.

Emmi the Caterpillar is simple cute; her segments can be easily turned over; the spacer marbles help to avoid unintentional turning over of other segments. The very simple mechanism trains counting up to 6, identifying numbers at a glance as shown in the dice dots and also color identification. Emmi's body consists of 12 segments, so that each segment can be reached either from her head or from her tail. In a game for two players you might want to give two color tiles to each player, the winner will be who has the highest total of spots in both colors on Emmi's back.

The wooden components are nicely designed. All in all a nice first game with lots to learn from, Emmi can be used for free play as well. ✓

## INFORMATION

PLAYERS:  
2-5

AGE:  
4+

TIME:  
10+

**Designer:** Gerhard Piskowsky  
**Artist:** Almut Wagner  
**Price:** ca. 30 Euro  
**Publisher:** Beleduc 2011  
[www.beleduc.de](http://www.beleduc.de)

## EVALUATION

Dice game  
For children  
Version: multi  
Rules: cn de en es it fr nl  
In-game text: no

**Comments:**  
Very nice topic \* trains counting up to 6, color identification and quantity identification

**Compares to:**  
First such combination of standard mechanisms

**Other editions:**  
Currently none



# ESCAPE

## FROM THE ALIENS IN OUTER SPACE



The Selva, a deep-space explorer and research vessel, has been heavily damaged and to make things worse an alien plague has invaded the ship and changes humans into aliens who want to devour the humans.

Players are either human searching for the escape hatch or alien hunting humans. Humans each play by themselves, aliens try

to cooperate. You secretly note down the coordinates of the sector where you want to go, humans can move 1 sector, aliens 1 or 2. In dangerous sectors you draw a card and follow the instructions as regards to announcing your location, bluffing about your location or silence, this card is kept secret, too. After movement aliens can attack: If



you are present in the attacked sector you must announce this and quit the game, regardless if you are alien or human. So attacks must be carefully timed as they declare the alien status of a player! The Black Edition of the game features three different maps for the ship. Galilei is a good introductory scenario, Fermi is strategically challenging and best played by up to 6 players, and Galvani is best with up to 8 experienced players. The rules for the advanced game add new character abilities and items to the game, and it is possible that both aliens and humans win, because whoever survives is a winner.

Escape from the Aliens is game of bluff and deduction game with a horror Sci-Fi background, which somewhat reminds me of Battleship, with the difference that it only needs one hit to sink a player – but it is funny and challenging and stays interesting due to the advanced rules and the scenario tool available from the web. ✓

## INFORMATION

PLAYERS:  
2-8

AGE:  
12+

TIME:  
30+

**Designer:** not stated  
**Artist:** Nicolo Tedeschi et al.  
**Price:** ca. 20 Euro  
**Publisher:** Cranio Creations 2010  
[www.eftaios.com](http://www.eftaios.com)

## EVALUATION

Game of bluff/deduction  
With friends  
Special: Many players  
Version: en  
Rules: de en es fr it kr pt  
In-game text: no

**Comments:**  
Topic only for fans of Horror Sci-Fi \* basically simple mechanism \* stays interesting due to advanced rules and scenario download possibility

**Compares to:**  
Battleship or Scotland Yard for deducting secret locations

**Other editions:**  
Angriff der Aliens aus dem All, Heidelberger Spielverlag, and others





# FABULA

SNOWMEN, LIBRARY OR CEREMONIES



One player embodies Wilhelm Grimm, who is expecting ideas for his stories. Grimm directs the game and awards points. He chooses one of the illustrations and places item cards equal to 3 times the number of players plus 2 cards face-up on the table. The other players are possible characters from his tales and play the phases Prologue, Chapter 1 to 3

and Epilogue. To start the game Grimm reads the Prologue part of the chosen story and then Chapter 1 of the story. Now all players choose one of the item cards and suggest a continuation of the story to Grimm. Grimm chooses the order in which players present their ideas and marks suggestions he likes with a quill marker. You cannot



question his verdict. The second and third chapter is played the same way, and accepted suggestions are awarded two or three quill markers, respectively. Items one used for an idea cannot be used for another presentation. After three chapters the two players with most quill markers must provide an end to the story. Grimm reads them the Epilogue and then each player has 30 seconds to present an end to the story using the two remaining items. Grimm chooses the end he likes best and thus the winner of the game.

Fabula invites you to spin tales; imagination and creativity are the aim of the game. Due to the random selection of items cards the scenarios stay fresh and interesting and invite new ideas for surprises and unexpected turns of the tale. For games with younger players the cooperative variant could be a good choice; Grimm only gives his opinion, no quill markers, and all players participate in the finale. ☑

## INFORMATION

PLAYERS:  
3-8

AGE:  
8+

TIME:  
30+

**Designer:** Roubira, Bonnessée  
**Artist:** Melanie Fuentes  
**Price:** ca. 26 Euro  
**Publisher:** Libellud 2010  
[www.libellud.com](http://www.libellud.com)

## EVALUATION

Story telling game  
For families  
Special: Many players  
Version: multi  
Rules: de en es fr it  
In-game text: no

**Comments:**  
Simple basic mechanism  
\* Very individual art \* unusual scoring mechanism

**Compares to:**  
Once upon a time and other games of storytelling, scoring mechanism new

**Other editions:**  
Currently none



# FLOCKI, SUCH' DAS SOCKI!

RED STRIPES, BOLD OR NARROW?

5+

Flocki and his doggy friends play at retrieving socks, so the single socks lying about are somewhat useful again. Each player chooses a dog in the shape of one of the colored discs. The 6 sock tiles are displayed openly for a few moments and then turned over. The active player rolls the die and thus determines the sock that the dogs should retrieve in

this round. All players now simultaneously "look" for this sock and place their dog disc - as fast as they can - onto the sock tile they think is the correct one. More than one dog disc can be placed on a sock tile; the second and any other disc on a sock tile are stacked on top of the first one. When each player has placed his dog disc the sock tiles are re-

vealed. If you placed your dog on the correct sock you score points in the guise of chips: You earn 3 points if you were the fastest and 2 points if you were second on the correct tile. All other players on this tile score 1 point. If you selected a wrong sock, you lose points: The first dog on a wrong sock discards 1 point, the second on the same wrong sock 2 points, and any more dogs on the same sock lose 3 points each. If you have not enough points to discard, to hand in what points you have. Then you switch two sock tiles. When all chips have been given out, you win with most points from your chips.

Flocki such das Socki is just cute! Dogs and socks have been painstakingly and lovingly drawn, the rules are very simple and the fun is huge. Children who can count up to five can easily play this nice combination of memory and reaction without adult supervision. ☑



## INFORMATION

PLAYERS:  
3-4

AGE:  
5+

TIME:  
10+

**Designer:** Jan Vodicka  
**Artist:** Arthur Wagner  
**Price:** ca. 11 Euro  
**Publisher:** Piatnik 2011  
[www.piatnik.com](http://www.piatnik.com)

## EVALUATION

Game of memory/reaction  
For children  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Funny title \* topic and mechanism go wonderfully together \* simple rules \* nice art

**Compares to:**  
All reaction and memo games

**Other editions:**  
Currently none



# GANJIFA

CARD GAME OF KINGS

6+

This card game with the round cards originates from India, it is a trick-taking game called the Game of Kings. There are 8 suits with symbols, in each suit/color there are 2 picture cards, the Raja and his Minister, and 10 number cards. The mechanism how tricks are taken is very unusual: The non-active players must assist the active player to take

tricks. A round is started by the owner of a certain Raja card. He lays out this Raja and his highest number card, the other players must place a card of lower value first next to the Raja card, then to the number card. Then the round proper starts with the starting player, he must in Phase 1 place one or more of his highest cards, and the others again



place lower cards. Then in Phase 2 he must place one or more of his lowest cards; who now takes the trick is the new active player and begins with Phase 1. If in Phase 1 another player must top the card of the active player, he takes over as active player and starts again with Phase 1. If the active player places one or more cards of different suits, there is no rule for card placement, should he play only one card or cards of the same suit, the other players must follow suit. If you cannot do so you must discard the same number of any cards, but can never take trick in this way. When all cards are played you win with most tricks. If after a pre-set number of rounds you scored most tricks, you win the game. In this edition within the Series Edition SOS – Kinderdörfer Spiele aus aller Welt historic rule expansion and variants are given. An unusual game, an interesting game, a very beautiful game! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
45+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 15 Euro

**Publisher:** Grubbe Media 2011

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

## EVALUATION

Trick-taking Card game  
For families  
Version: de  
Rules: de  
In-game text: no

### Comments:

Unusual cards \* Unusual mechanisms for trick-taking \* Versions listed

### Compares to:

All trick-taking card games

### Other editions:

Currently none



# GENESIS

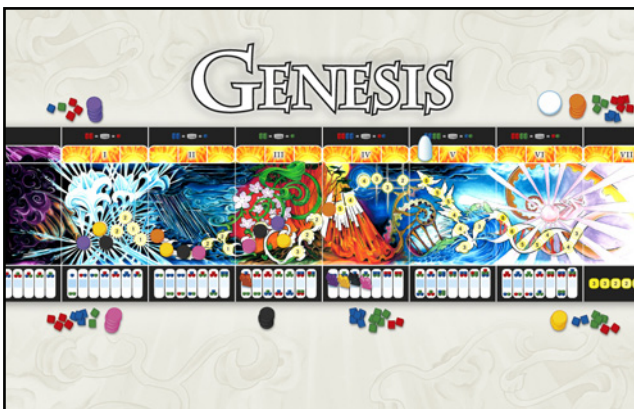
DAILY WORK FOR ANGELS

In the beginning God created Heaven and Earth – and we can be assisting angels, follow in the path of God, collect essences of chaos, matter and life and complete a day's work. 21 rounds for morning, midday and evening for 7 days are played: The starting player is determined, then each angel has a turn, then the Dark Angel has his turn and finally God moves. An angel's turn

comprises collecting a bonus if work has already been done in that day and then one action, chosen from collecting essences, movement or doing a day's work. If you collect essences you take essence cubes according to the allotment of your current position. Movement is possible to each day that God has al-

ready activated by entering the space, or into the void. A gap in a day that is left if you move your angel away is closed by the other angels present in this day closing ranks. To do a day's work, you give back the necessary kind and number of essence cubes and place your marker on the first free work spot of the day. The Dark Angel has only one action in his turn: He moves to the day where God is. If he is already there he can do a day's work without having to relinquish essences. Finally, God moves one step; he activates a day for the angels' work by entering it. At the eve of the 7th day you add the points for the work you did and also resting points if you are with God in the 7th day.

Basically, Genesis is an abstract game of resources management and of good decisions at the right time, but it is fascinating, also due to the inventive topic which one wants to try, and also due to the fantastic graphics. ☑



## INFORMATION

PLAYERS:  
2-6

AGE:  
10+

TIME:  
60+

**Designer:** Peter Hansson

**Artist:** E. Lundström, J. Moberg

**Price:** ca. 30 Euro

**Publisher:** Gigantoskop 2010

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

## EVALUATION

Placement and acquisition  
With friends  
Version: multi  
Rules: dk de en no se  
In-game text: no

### Comments:

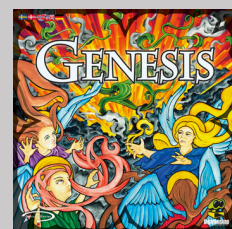
Unique topic \* very beautiful graphics \* needs continuous decisions \* basically an abstract resources management mechanism

### Compares to:

Abstract games with set collecting

### Other editions:

Currently none





## GOAL!

ROLL, ADD, SCORE A GOAL!



For a game of card-driven Soccer each player takes 3 attackers, 3 defenders and 1 goal keeper from the cards for the team he has chosen, the tactic cards are laid out. Each player has a fan card for a screen and behind this the dice of his color. At the start you roll your dice and one player rolls the white dice which are placed in the middle and are

used by both players. Now you try to find a combination on a card corresponding to the dice result and choose a card from your hand for attack or defense, only an attacker can achieve a goal. Then the dice are revealed and the chosen card, too, and you choose the best possible combination from the card as regards to all dice. Boni from



the tactics cards are added and then the total strengths are compared. An attacker with a higher value than your opponent's defender achieves a goal. After 7 cards you win with the highest number of goals scored.

For a more challenging game you can add Midfielders to the game as well as special tactics and special abilities. You can make use of all players. If you play a tournament, money comes into play: You buy and sell players and you earn price money for goals scored and use of special abilities.

All in all Goal offers an astonishing amount of fun in a tiny box; the simulation works well – you can choose from two starter boxes, Czech Republic against Germany or Slovakia vs. England, teams for France, Italy, Spain and The Netherlands are available. A bonus for soccer fans are the slightly modified player names and funny caricatures of players and the ongoing decisions about tactics, attack or defense. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
8+

TIME:  
15+

**Designer:** Jíří Mikoláš

**Artist:** Jíří Langer

**Price:** ca. 10 Euro

**Publisher:** Jira's Games 2010

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

## EVALUATION

Soccer simulation  
For families  
Special: 2 players  
Version: cz  
Rules: cz de en  
In-game text: no

### Comments:

Handy package \* funny, nice caricatures \* 2 starter with 2 teams each \* more teams available \* good for single games or for tournaments

### Compares to:

Soccer Sonic, Power Shot Fußball

### Other editions:

Currently none



## GRAND PRIX EXPERT

ENGINES, TYRES, SPONSORS

Grand Prix Expert is a car racing simulation offering all features and aspects of a complete Formula 1 season – players are owners and managers of a racing team and must look after finances as well as the technical development and then attend all the races of the season on different tracks.

Basically the game comprises

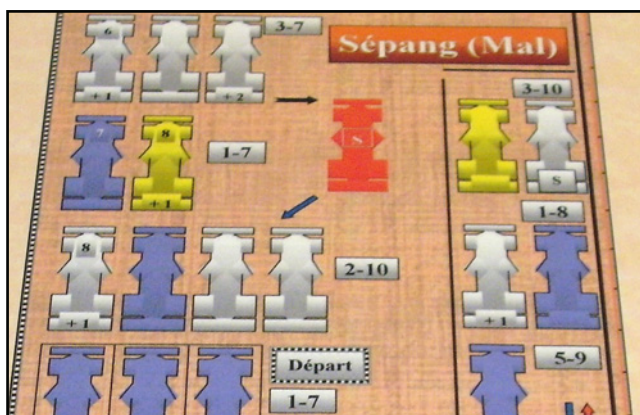
two phases, which are repeated for each race – the Interrace phase, in which players configure and improve their cars, and the race itself. The results of the race are noted on the champion ship board.

Cars start with a chassis, eight components, an engine, tyres and petrol. All parameters of a race are taken into account: Re-

placement parts, engines, tyres, petrol, strength and weakness of drivers, costs of technical improvements, dangers and peculiarities of the tracks, impact of meteorological conditions, race strategies etc. You must acquire sponsors and try to win the title or Formula 1 Champion at the end of the season. Financial support comes from your starting capital, price money based on race results, TV royalties and sponsors.

The race itself is card-driven, you always have a choice from 7 cards. The card value is modified by a bonus or malus derived from the potential of the car, pit stop strategy and the strategy cards of the race track.

Grand Prix Expert is a game for absolute fans of the topic and definitely not a game for the casual gamer, but a challenging and realistic simulation which demands time to get familiar with and time to play as well as paying close attention to all details of the specifications for all tracks of a Formula 1 season. ☑



## INFORMATION

PLAYERS:  
2-6

AGE:  
13+

TIME:  
180+

**Designer:** André Bonnet

**Artist:** not stated

**Price:** ca. 60 Euro

**Publisher:** Grand Prix 2011

[www.grandprixexpert.fr](http://www.grandprixexpert.fr)

## EVALUATION

Car racing game  
For experts  
Version: fr  
Rules: en es fr  
In-game text: yes

### Comments:

Complex simulation \* specifications for all tracks of a season \* game play experience necessary \* only for fans of the topic

### Compares to:

Rallyman, Formula Dé and other complex race simulations

### Other editions:

Currently none



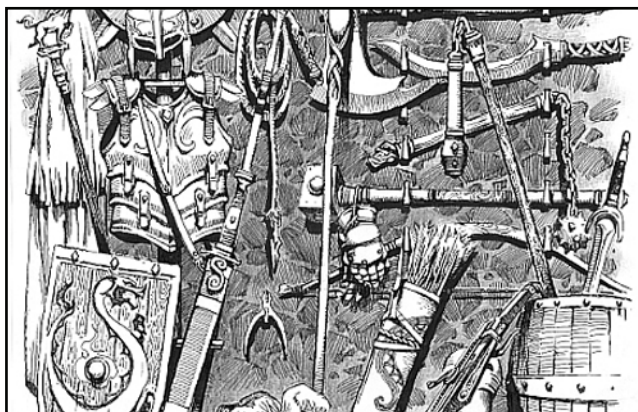
# GUIDED LANDS

TABLETOP FOR ALL



Guided Lands is a rules compendium for tabletop games which can be used for all kinds of miniatures regardless of manufacturer or material. The deploying of armies is regulated by a modular system, which allows you to design and equip your own races, be it humanoids, monsters or mounts. This is amended by artillery units and rules for the use of

magic. Players can choose which miniatures or landscape markers to use. Each player individually defines the characteristics of his races to his own preferences, so the elves of one player can have completely different abilities and characteristics from the elves of his opponent. The rules recommend to only create one race for miniatures with the same char-



acteristics and to avoid similar races only differing in details, like "with spear" or "without spear". The alignment of miniatures in the game is not important, a miniature always can execute all actions possible in a given situation.

In interesting feature is the Golden Rule: If a situation is not entirely covered by the rules and players cannot come to an agreement a die is rolled – an even result implements the opinion of the younger player, an uneven result that of the older player. Game play is divided into rounds comprising the phases Form Initiative Stack, Activate Units, check for end of round and check for end of game.

Guided Lands is in interesting compendium and a very good framework of rules, very tight and concise despite all its variety. All aspects of a tabletop game are covered. The book offers an ideal aid to newcomers to the genre and very clear instructions for a first game. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
14+

TIME:  
180+

**Designer:** Jörg Weseloh et al.  
**Artist:** Göwe, Mittag, Peishu  
**Price:** ca. 23 Euro  
**Publisher:** Smiling Monster 2010  
[www.smiling-monster.de](http://www.smiling-monster.de)

## EVALUATION

Rulebook for tabletops  
With friends  
Special: 2 players  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Rulebook for every kind of miniatures \* scenarios available for download \* very good introduction into the genre for beginners

**Compares to:**  
All rulebooks for tabletops

**Other editions:**  
Currently none



# HEROICA FORTAAN

GOBLIN KING  
AND HELMET OF PROTECTION

8+

With Heroica Lego is offering a series of currently four adventure games. Each game of the series can be played independently and introduces new adventures, weapons, monster, heroes and treasures. You can combine all games to make up a gigantic adventure land. At the start of the game you choose an adventure. Each

player carries a Hero pack, with which he can transport gold, potions, weapons and other things, at the end of an adventure you keep your Hero pack with its content for the next adventure. The game is set up according to the adventure. In your turn you move your hero or fight a monster, you can use special abilities of your hero or use items like po-



tions or keys or search chests. If you have lost all life points, you must rest and recuperate, the die determines how many lives you get back. For gold you can buy weapons or sell them for gold, weapons give you additional combat abilities. As a variant one player can guide all monsters, his turn is the last of the round after all hero turns. The monster player cannot attack recuperating heroes.

Castle Fortaan has fallen to the Goblin King and his army, players must get past the horde of monsters to defeat the king and return with the Helmet of Protection. This helmet increases your health to 5, you can keep it for the next adventure or sell it for 2 gold and discard it.

Of course, as all other Lego Games, Heroica Fortaan can be varied by your own rules and additional materials. The game is pure adventure, can be combined with other games and adapted to your personal taste – a ticket into a fantastic world full of adventures and fun! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
20+

**Designer:** not stated  
**Artist:** not stated  
**Price:** ca. 30 Euro  
**Publisher:** Lego 2011  
[games.lego.com/heroica](http://games.lego.com/heroica)

## EVALUATION

Adventure game  
For children  
Version: multi  
Rules: de en fr it nl  
In-game text: no

**Comments:**  
Part of a series \* can be played as a stand-alone game or in combination with all or other games of the series \* can be varied and enhanced with rules and components of your own \* SPIELE HIT FÜR KINDER 2011

**Compares to:**  
Other Lego games, especially those of the Heroica series

**Other editions:**  
Currently none





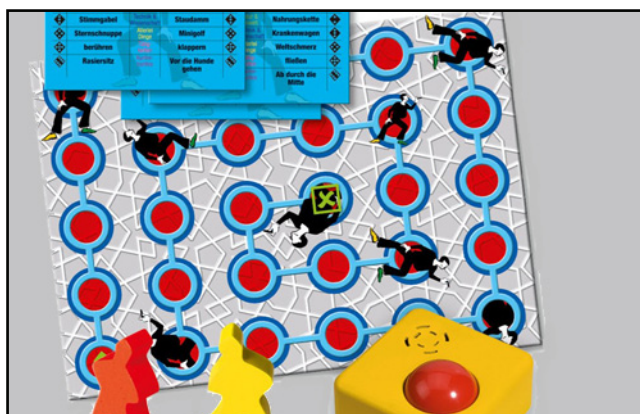
# IMAGO

NEIGHBOR OR AMERICAN?



The game mechanics and idea of Pictionary has inspired many successor games, one of those is Imago. Players are sorted into two teams of roughly the same size, teams alternate to play. One member of a team is the active player. He draws a card, chooses a side and a column and then rolls the die to determine the category. Now he has 1 minute to

draw the term so that the other members of his team guess the term correctly and can move the marker. This sequence is repeated until the marker of one of the teams crosses the finish line. The cards not only list terms, but also phrases. The timer runs 30 seconds, but you have a minute for drawing the term. When the supervising team forgets to start



the timer a second time, the active team keeps the additional time. The terms and phrases are sorted into six categories: "Among Humans", "Nature & Environment", "Science & Technology", "A few things", "Tasks & Activities" and "Motley". If a team manages to guess the term correctly within a minute, the team advances its marker one step; should the team guess the term within 30 seconds, the marker is advanced two steps. The active artist may not utter comments, may not write down the term and not point at items in the room. He can confirm correctly guessed parts with gestures or mimic, and also indicate with gestures or mimic that his team mates are close to the solution. With Imago, a well-established game principle has been modernized, not only as regards to the design but it has also been given cool, young, modern terms. The game is fun and the reward of two steps for quick drawing and guessing within 30 seconds is an especially nice detail. ☑

## INFORMATION

PLAYERS:  
4-14

AGE:  
12+

TIME:  
30+

**Designer:** not stated  
**Artist:** Michael Rüttinger  
**Price:** ca. 10 Euro  
**Publisher:** Noris Spiele 2011  
[www.noris-spiele.de](http://www.noris-spiele.de)

## EVALUATION

Game of guessing  
For families  
Special: Many players  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Established basic mechanism \* nicely varied details \* good selection of categories and terms \* nice scoring mechanism due to time allotment

**Compares to:**  
Pictionary, Activity and other games featuring drawing

**Other editions:**  
Currently none



# JUNTA:

VIVA EL PRESIDENTE

Business as usual in the Republica de las Bananas, only the rulers have changed! Now private militias dictate daily life instead of the generals, players either hold the office of president or are ex-functionaries hiding in their well-guarded compounds and living on their Swiss bank accounts. One round of this sequel to Junta

comprises 6 phases, always for all players. In Phase 1 cards are drawn. In phase 2 the president selects cards from his hand as promises to the rebels. Rebels can look at those promises. In phase 3 the rebels give orders to their militias, for either attacking or for defending themselves or the president. The president cannot attack and his militia



defends him automatically. In phase 4 conflicts resulting from the orders are resolved. At first the defender plays cards and then the attacker; then the dice are rolled for the militias and loot is distributed for conflicts won. If nobody attacks the president all his promise cards are handed out. In phase 5 you can spend money on new militias, cards and buildings. Buildings strengthen your defense and earn you victory points. With 5 victory points you win the game. In the expert game you need 6 points to win, the presidential sun glasses are also worth a point and a die result of 1 destroys opposing militia. This is dyed in the wool satire, from the presidential sun glasses to the luxury car made up from bananas, if you like Junta this is a must-have! This game is one of the very rare cases in which a sequel nearly surpasses the quality of its predecessor! Fast undiluted fun to play! ☑

## INFORMATION

PLAYERS:  
3-5

AGE:  
10+

TIME:  
45+

**Designer:** S. Resl, C. Reiser  
**Artist:** Claus Stephan et al.  
**Price:** ca. 25 Euro  
**Publisher:** Pegasus Spiele 2010  
[www.pegasus.de](http://www.pegasus.de)

## EVALUATION

Dice game with cards  
With friends  
Version: de  
Rules: de en  
In-game text: yes

**Comments:**  
Sequel to Junta + Topic nicely continued \* Mechanics have been pared down and shortened \* satire and fun are the same

**Compares to:**  
Junta for the topic, Cosims and similar game for dice-driven conflict resolving

**Other editions:**  
Junta: Viva el Presidente, Z-Man Games



## KLEINE FROSCHMUSIK

**YELLOW, BLUE, RED –  
WE CROAK MIDDLE, LOW, HIGH**

5+

For the Little Frog Music we use concert tiles, frog tiles and water lily tiles. Each of the frog tiles shows a frog, either squatting down or standing upright and holding his arms out horizontally or standing and stretching his arms upward – these postures correspond to low, middle or high croaks. The water lily tiles each show a water lily leaf, and

the concert tiles each show three frogs which represent a short melody made up of the croaks corresponding to the frogs. At the start of the game the concert tiles are stacked, the frog tiles are spread face-down and one is placed on each of the water lily tiles, also face-down.

In your turn you roll the die: For white you switch two frog tiles,

for green you turn up a frog tile on a water lily tile, and for yellow, blue or red you try to turn up a frog of this color. If you manage correctly, you have another roll. If you can turn up three frogs your turn ends. All players imitate the frog postures and croak their melody. Then you can take a concert tile. If you collect three concert tiles you win the game and all players together croak the melody from all three concert tiles.

In the master version the concert tiles are stacked face-down, one is turned up and in your turn you turn up three frog tiles. If they show the frogs from the concert tile, you get the concert card.

This game makes you hum, croak or sing happily, with instrument or without, a bit of gymnastics, too – and along the way you train recognizing sounds, to differentiate and imitate them, train your memory and your body. What a wonderful game, also for use in nursery schools. ✓



### INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
10+

**Designer:** Anja Wrede

**Artist:** Anja Wrede

**Price:** ca. 13 Euro

**Publisher:** Ed. Siebenschläfer 10  
[www.edition-siebenschlaefer.de](http://www.edition-siebenschlaefer.de)

### EVALUATION

Musical memory game  
For children  
Version: de  
Rules: de  
In-game text: no

**Comments:**

Cute design \* fantastic mix of mechanisms training memory, sound identification and reproduction as well as body movement all while providing fun

**Compares to:**

All memory games

**Other editions:**

Currently none



## KULLEREI MIT DRACHENEI

**BABY WAKES UP, EGG STARTS TUMBLING!**

5+

The dragon sleeps, but his baby is rolling about in its egg and is cannoning through the forest! Don't get caught! A pawn for each player is set at the starting spot, the 12 treasure tiles are placed on the board and one dragon egg tile is set green side up for each player next to the board. The egg is placed into the dragon nest. In your turn you roll

the die and move towards the treasure, either directly on the shorter path or along a detour. If you arrive at a treasure tile, you pick it up and end your turn. If you already hold a tile, keep the new one and put the other one back on its spot. If you roll the egg-symbol, turn over one of the dragon egg tiles. When all the tiles show the egg on an

orange-colored background the baby dragon wakes up. You take a push at the egg and it tumbles across the board. When it overthrows a pawn the owner must put the pawn back to the location of the treasure tile he currently holds. If you do not own a treasure tile when your pawn is overthrown, you must put your pawn back to the start. If the egg rolls off the board you set it back into the dragon nest, otherwise you leave it where it stopped. After that, all dragon egg tiles are turned over again to show the green side. If you are the first to arrive at the treasure chest with your pawn you win the game.

Kullerei mit Drachenei is a funny, cute and very pretty version of the well-known Ludo/Pachisi mechanism, the tumbling of the egg and overthrowing of a pawn is usually greeted with glee regardless who the pawn belongs to. The game can easily be played by children alone. ✓



### INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
20+

**Designer:** Marco Teuber

**Artist:** Julia Patschorke

**Price:** ca. 30 Euro

**Publisher:** Selecta 2011  
[www.selecta-spielzeug.de](http://www.selecta-spielzeug.de)

### EVALUATION

Roll & move game  
For children  
Version: multi  
Rules: de en es fr it nl  
In-game text: no

**Comments:**

Very attractive story \* cute gimmick \* well-known standard mechanisms, nicely combined \* pretty components

**Compares to:**

Kiki Ricky and other roll & move games with a send-you-back-to-start gimmick

**Other editions:**

Currently none





# LORDS OF VEGAS

**BUILDING AND MANAGING CASINOS**

Players are managers and Casino bosses, trade building lots, play in other players' casinos and administrate one's as best as they can. You win with most points and score points when the colors of your own casinos are drawn, larger casinos earn you more points.

In rounds roughly corresponding to a year a player turn consists of

Drawing and Playing. At the start of the turn you draw a card and take over the corresponding lot. Such transfers are marked with dice set on tiles; their values correspond to influence values. Then you earn money from all lots you own and points from casinos mentioned on the card. It is interesting to know that you can only score in increments of



two; that is if you score 3 points you advance one level, scores of 1 cannot be marked and not be added. In the Playing Phase you can build, sprawl, reconstruct, reorganize and play, in any order and everything more than once with the exception of play. After each action you must check casinos for ties in highest dice values, these dice must be rerolled. Anytime during the game you can trade with other players, with all commodities except points, casino tiles or promises for further actions.

Lords of Vegas is one of those games where mechanisms and topic fit together like hands in gloves, a well-made mix of luck and tactics. You must always carefully consider if taking a risk will be rewarded, which again nicely transports the Casino flair, the trading and negotiations strengthen the Casino feeling. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
12+

TIME:  
90+

**Designer:** J. Ernest, M. Selinker

**Artist:** Franz Vohwinkel

**Price:** ca. 48 Euro

**Publisher:** Mayfair Games 2010  
[www.mayfairgames.com](http://www.mayfairgames.com)

## EVALUATION

Development game  
With friends

Version:

Rules:

In-game text: no

### Comments:

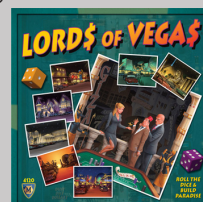
Topic and mechanics fit together fantastically \* attractive components \* well-balanced mix of luck and tactics, enlivened by negotiations

### Compares to:

Chinatown and other games on ownership of allotments

### Other editions:

Currently none



# MOERAKI-KEMU

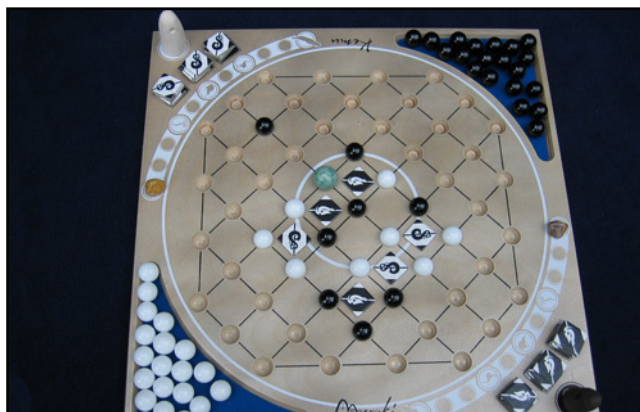
**GUARDIANS OF THE BEACH**



Two Maori tribes lay claim to holy ground; the winner of the confrontation on the beach near the rocks can use the beach and is responsible for it to Mother Nature. If a whale runs abeach and is returned to sea, the claim is decided again.

The starting player places the neutral Moeraki marble and both players alternate in placing

a marble, marbles placed cannot be relocated. If a square is enclosed by marbles, the player with the majority of marbles there places one of his tribal tiles. You win the game when you completely enclose a square with your own tiles only or if you create a diagonal row between edges or if you occupy all four dents along a straight edge. If



none of these conditions apply you win, when all dents are occupied, with the majority points from tiles placed. In the master version Warrior pieces are introduced. In the master version of the game Warrior pieces, the so called Tanes, are introduced. Once in the game you can place your Tane instead of a tribal tile. Along his line of sight he removes all tribal tiles and blocks all those squares for majorities. When the lines of sight of both Tanes cross, the crossing square is not blocked.

Moeraki-Kemu is a beautiful game, elegant and sophisticated, with wooden board and glass marbles, the warrior figurines are hand-made. The mechanics of the game are beautiful too, and the many ways to win are a surprise – you should take care not to be surprised by a quick end because you overlooked a trap! If you want a longer game, you can use the Moeraki range to choose the number of games you must win for an overall win of the game. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
8+

TIME:  
25+

**Designer:** Stefan Kiehly

**Artist:** Florian Buchner

**Price:** ca. 50 Euro

**Publisher:** Kiehly 2011  
[www.kiehly.de](http://www.kiehly.de)

## EVALUATION

Position game

With friends

Special: 2 players

Version: de

Rules: de

In-game text: no

### Comments:

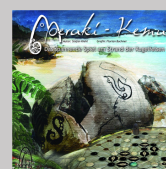
Very attractive background story \* pretty and elegant components \* some very good rules details \* remarkably many ways to win

### Compares to:

Other placement games with formation of groups or lines and enclosure of territories

### Other editions:

Currently none



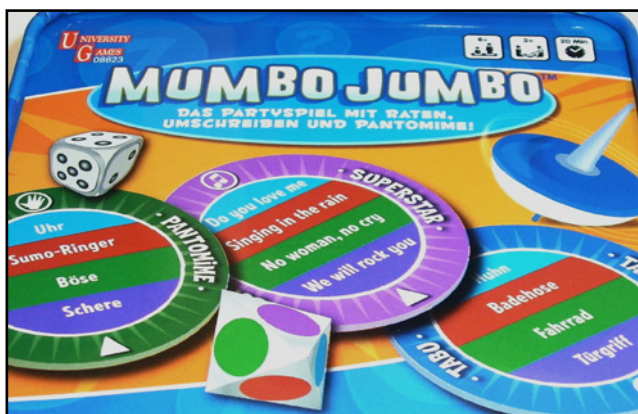
# MUMBO JUMBO

WHO CAN HUM BED OF ROSES?



In English Mumbo Jumbo is the term equal to the German words Hokuspokus or Kauderwelsch, used as a game title it promises a varied mix of definitions which you should enact, guess or give, and this promise is very well kept. Of course Mumbo Jumbo is a version of the well-known mechanisms used in all games of definitions

and creative associations, the difference to these other games are the details. This starts with the timer, no egg timer, no sand timer, but a spinner, you can go on describing or acting whatever until it topples over. One team member rolls both dice – the number die determines the number of cards you draw and the color die determines the



word on the card you must convey. The active player of the team tries to convey the terms on all drawn cards, for each card the colored border determines the method the player must use, he always names the method. Possible methods of presentation are: Pantomime, verbal description without gestures or mimes, Quick = reading out the task and naming the demanded number of terms, 7 words = explain the term with 7 unconnected words or humming the song or piece of music named. When the spinner topples the team keeps the cards with correctly guessed terms, the other cards are passed to Team B. The active player there can try to make his team guess, but must not name the method. Team B can keep all guessed cards; remaining ones go out of the game.

No Mumbo Jumbo, but a felicitous variant of well-known mechanisms, fun for the whole family with a good mix of definitions and questions. Having to hum melodies is a cute and challenging detail. ☑

## INFORMATION

PLAYERS:  
3+

AGE:  
8+

TIME:  
45+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 9 Euro

**Publisher:** University Games 11

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

## EVALUATION

Explanation game

For families

Special: Many players

Version: de

Rules: de en

In-game text: yes

**Comments:**

Handy stable tin box \* unusual components \* cute details \* standard mechanisms nicely varied

**Compares to:**

All such games of definitions and explanations

**Other editions:**

English Language edition at University Games



# MUNCHKIN ZOMBIES

MONSTER-MUNCHKINS GEGEN MENSCHEN

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 Zombies takes the macabre feeling in Munchkin to new heights, and keeps up the black humor and the satirical side-lines as usual: Munchkins

have turned zombies, sometimes helpless, sometimes highly dangerous or villainous, but always searching for brains to be eaten for higher purposes. Aus usual, they are fighting Monsters, only this time Humans are the monsters that must be defeated to get at their brains. All clear? Well then – even a Zombie likes a Wish Ring to end all curses. And then there are Mojos, they are your source of special zombie abilities, you might be a Plague Zombie or a Voodoo Zombie or and Atomic Zombie, but only if you have a mojo, otherwise you are a plain zombie. If you die, you keep your mojo(s), usually you can only have one but ...

Munchkin fans need not be sold the idea of having fun with Zombie Santa or Enough Brain for Two and a Small Child with a lolly wielding +5 against a Plague Zombie has to be seen to be believed! Weird as usual, funny as usual and can be combined with everything that lives in the Munchkiversum, so we maybe could .... Aargh! ☑



## INFORMATION

PLAYERS:  
3-6

AGE:  
12+

TIME:  
60+

**Designer:** Steve Jackson

**Artist:** J. Kovalic, A. Fernandez

**Price:** ca. 10 Euro

**Publisher:** Pegasus Spiele 2011

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

## EVALUATION

Satirical card game

With friends

Version: de

Rules: de en

In-game text: yes

**Comments:**

Edition with 168 cards \* this time for fans of horror, satire and black humor only \* gaming experience is of advantage \* can be combined with all other editions of Munchkin

**Compares to:**

All other Munchkin games, Killer Bunnies etc.

**Other editions:**

Munchkin Zombies, Steve Jackson Games





# NOUSORY

LEARNING BY PLAYING



Nous in an English word originating from Greek, it means brain, intellect, mind or wit. Noursory spielend lernen consequently is a new system of educational games based on the mechanisms and principles of memory games: Each game features between 18 and 30 pairs of images. The images on pairs are not identical, but are paired due to

content. There are games featuring 2 cards for a sub-topic and games featuring 4 cards per sub-topic, for instance the theme box Austria features 4 cards for each province, the province itself, its capital, the colored-in area of the province on a map of Austria and one of the landmarks of the province. These 4 cards can be combined any way to a pair.



The cards are laid out face-down as usual and then turned over in pairs; if you find a corresponding pair you take it. At the end each pair scores 1 point, if you find both pairs of a topic you score 1 extra point.

Many different topics in groups: 1 – Preschool and Primary, 2 – Secondary, 3 – High school, and 4 – General knowledge. Available topics are ABC in handwriting and in printed letters, English, English – Numbers from 1 to 180, Austria and its provinces, EU and its member states, professions, The Rain Forests of Middle America and its animals.

Noursory combines well-known standard mechanisms. What makes the game particularly interesting is the hand packaging, the felicitous conversion of the different topics into card images and due to the additional information that sometimes is provided by the markings for pairs, for instance the coats of arms of the nine Austrian provinces. ☑

## INFORMATION

PLAYERS:  
1-8

AGE:  
6, 8+

TIME:  
20+

**Designer:** Erwin Murlasits

**Artist:** not stated

**Price:** ca. 10 Euro

**Publisher:** Noursory 2010

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

## EVALUATION

Educational Game

For children

Special: 1

Special: Many players

Version: de

Rules: de

In-game text: yes

**Comments:**

Well-known standard mechanism nicely varied

– Educational effects

from recognizing the connections between the images of a pair

**Compares to:**

All other memory games with different images on pairs of tiles

**Other editions:**

Several other theme boxes



# PFERDEFREUNDE

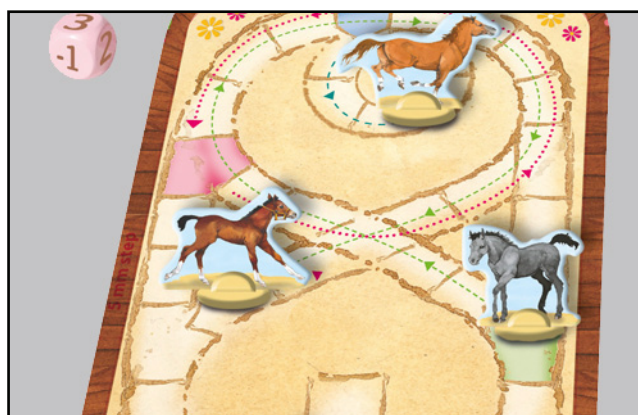
SADDLE FAST

6+

The riding lesson at the riding stable goes a bit haywire today, all is higgledy-piggledly and horses move as the want. Can you manage to get your horse along the track and across the finish all the same?

The lid of the game box is set into the bottom of the box to serve as game board; each player takes one of the horses and puts

it on the starting spot. You roll the die and move your horse forward in counter-clockwise direction. Occupied spots are passed and not counted. If the result of the roll is -1 your horse senses danger and shies, you must go back one spot. Horses immediately behind your horse must go back, too. If you reach one of the spots marked in color, your horse



leaves the regular outside track:

From the blue spot you move the small circle, called Volte. You must stop on the blue dot within the volte and pass a turn; any steps that you might have left are forfeit. From the red spot in the outer track you must ride the big circle; you follow the red arrows and at the end of the circle move back onto the outside track. The same happens when your turn ends on the green spot; you must ride the biggest circle of all and follow the green arrows until you are back on the outside track. If your horse is the first to reach the finish you win the game immediately.

This is a charming little game for all occasions. Basically you just roll the die and move your horse. The charm of the game comes from the elegant box, its practical use as a game board, the easy playability anytime and anywhere and the fast explained exceedingly simple rules. Little pony fans, of course, love the topic, too. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
10+

**Designer:** Kai Haferkamp

**Artist:** Thea Roß

**Price:** ca. 6 Euro

**Publisher:** Coppenrath 2011

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

## EVALUATION

Roll & Move game

For children

Version: multi

Rules: de en es fr it nl

In-game text: no

**Comments:**

Series: Travel game \*

Packed in a tin \* nice for on the road \*

Box lid serves as game board

**Compares to:**

All games of this travel series and all roll & move games

**Other editions:**

Currently none



# PRESSURE MATRIX

**MOVE CLEVERLY, DON'T GET BLOCKED!**

In a futuristic setting players race each other through the matrix, try to block or cut off other players and collect most Credits. 50 square tiles are partitioned into four small squares = Nodes with different instructions: Pay, win credits or steal credits, turn a tile, change pressure level etc. Each player starts his marker at level 10 of the credits track and

a Blackout Marker is set on Level Green of the pressure gauge. With blackout markers you also bid for starting player, with the highest bid you win lose the same number of credits. Depending on the number of players the game starts with a grid of between 9 and 25 tiles. A turn consists of Movement Phase and Pressure Phase. To move



you roll three dice, depending on the pressure level you move your man for the lowest, middle or highest result, straight and not diagonally, but you can change direction and must not enter occupied or blocked tiles. If you cannot move your full complement you stay put, lose a control marker and the pressure rises by 1. Control markers are activated you use the special abilities of a node. At the end of your movement, in the Pressure Phase, you choose a free node of the tile you ended on, follow the instruction and place a blackout marker on the node. If nobody can move, the game ends and you win with most credits.

An abstract and clever game, offering an interesting mix of planning and dice results for movement. Control markers and special abilities of the cards more than make up for the chance provided by the dice – and if you are familiar with the tiles you have an advantage. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
14+

TIME:  
45+

**Designer:** Jonathan Leistikio

**Artist:** G. Lambrakis, H. Mangold

**Price:** ca. 25 Euro

**Publisher:** Alderac 2010

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

## EVALUATION

Roll & plan movement  
With friends

Version: en

Rules: en

In-game text: yes

### Comments:

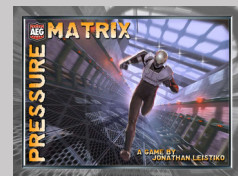
Mechanisms demand only clever combinations of movement rules and possibilities – no futuristic weapons or other means to fend of blockades, topic rather forced

### Compares to:

All games with movement optimization

### Other editions:

Currently none



# SAGALAND

**30 YEARS TREASURE HUNTING IN THE FOREST**

6+

The king of the story in this game does not have children and is looking for an heir to the throne: He has announced: "Whoever can show me the path to three treasures in the wondrous and weird wood of Sagaland will become my successor." So, players search the wood by rolling a die and moving accordingly. Each roll of the die is handled

separately, you may move in any direction, but always the full number of a die, and you can pass other players. If you end on a spot with another player, you send his marker back to the village. If you send your turn on a blue spot you can look underneath the tree- If you find what is demanded by the top card you go to the village as fast as pos-



sible to reach the spot with the key. When there you point out the tree with the treasure and show it. If you are correct you receive the card.

In this new edition of the game within the series "Unsere besten Familienspiele" rules for a variant are offered: If you roll Seven you are given the Good Fairy and have another turn. Furthermore, the Fairy protects the player, he cannot be sent back to the village while holding the Fairy. To celebrate the Jubilee there is also a version of the game in the "take me along" sized box, featuring a small change in the rules – only if you roll a doublet of ones you can look beneath a tree of your choice or change the top question of swap two trees instead of being sent to the castle. Since the last edition a few years have gone by, but still the game is a marvelous family game, simple, beautiful and nice to play over and over again! ☑

## INFORMATION

PLAYERS:  
2-4/6

AGE:  
6+

TIME:  
30+

**Designer:** Randolph, Matschoss

**Artist:** Funhouse et al.

**Price:** ca. 22 Euro / 7 Euro

**Publisher:** Ravensburger 2011

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

## EVALUATION

Dice and memory game  
For families

Version: de

Rules: de

In-game text: no

### Comments:

Very beautiful components

### Compares to:

All roll & move games with a memory components

### Other editions:

Editions in English and Portuguese





# SCHNECK SCHNECK

THERE AND BACK AGAIN

6↑

Players need to make their way out of the snail's shell, and can choose between the slow safe way and the fast risky way. If you are the first to reach the salad at the end of the green path, you win.

At the start of the game you roll two dice and set them on the snail's antennae. In your turn you roll the third die and then choose

between the two possible results of adding one antenna die plus the die you rolled. The dice you chose are set on the antennae, the now surplus one is handed to the next player, and you move your snail forward on the green path or backwards on the red path. In case of a doublet you of course have only one choice for your move, but you get another



turn, even if you deliberately choose a doublet, if this is possible. Results that would lead to closed spots cannot be chosen. If you move onto an occupied spot, you place your snail on top of others already there. If you move on, you must take snails on top of your snail along, snails below your snail you leave on the spot. When your turn ends on a spot connected to the other path you must automatically change paths and move along this path in further turns.

This introduces a choice between safe play and risky play – you can try to deliberately switch paths and move backwards on the red one, hoping for the convenient roll to be able to change back to the green path and so find a shortcut of nearly on turn of the spiral.

Schneck Schneck is an attractive, modern version of the old, well-known Snakes & Ladders mechanism, the spiral introduces a bit of tactic into the prettily made race to the salad, for all the family. ✓

## INFORMATION

PLAYERS:  
2-6

AGE:  
6+

TIME:  
30+

**Designer:** Inon Kohn

**Artist:** not stated

**Price:** ca. 13 Euro

**Publisher:** Noris Spiele 2011

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

## EVALUATION

Roll & Move Game

For families

Version: de

Rules: de

In-game text: no

### Comments:

Very pretty design \* simple rules \* well-made version of a standard mechanism

### Compares to:

All roll & move games based on the Snakes & Ladders mechanism

### Other editions:

Currently none



# SCRABBLE TRICKSTER

A WORD ANYPLACE, NEXT ONE PASSES

10↑

Scrabble – the probably best known letter placement or cross-word placement game. Who is not familiar with the board featuring a symmetric pattern of special spots? And who has never grumbled about the continuously high scores of his neighbor or of lacking opportunities to place that wonderful word?

Well, with Scrabble trickster help

is on the way. This new edition introduces new spots on the board and new cards to vary the standard rules of the game. The board now features 32 trick spots, which give you one of 22 trick cards. The game is played using the standard rules, but: If you cover a trick spot with a letter, you draw a trick card from the stack. This card can be used

immediately on another player, but not to the advantage of your just placed word. So you can steal the score your predecessor has just achieved. Other possibilities offered by the cards are to let a player pass a turn or place a word anywhere on the board or to place a word backwards. You can never hold more than 3 trick cards at the same time, but are allowed to discard an unused one to draw a new one. Cards that have been used go out of the game; if you manage to use all three of your trick cards in one turn you score a bonus. As in all Scrabble games you win with the highest score at the end of the game.

A cute version, which changes the way you play; with 22 cards for 32 spots, very often a run on the trick spots starts at first, sometimes with very short words, and the good bonus spots are taken card of later. I personally like the possibility to place a word anywhere on the board best, this helps to get rid of a nasty Q or X. ✓



## INFORMATION

PLAYERS:  
2-4

AGE:  
10+

TIME:  
90+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 35 Euro

**Publisher:** Mattel 2011

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

## EVALUATION

Word placement game

For families

Version: de

Rules: de en

In-game text: yes

### Comments:

Beautiful components \* interesting variations of the standard rules \* good for players with very different ages

### Compares to:

All editions of Scrabble, other word placement games like Topwords, etc.

### Other editions:

Scrabble Trickster, Mattel, USA



# TALISMAN

## DIE HEILIGE QUELLE

Another new expansion for the 4th edition of Talisman! Each player guides a character in possession of a basic equipment of talent, luck and gold, this can vary during the game. These characteristics and the event cards plus reactions of the character influence the game. The Sacred Pool expands the game again with new cards introduc-

ing with new events, enemies, strangers, objects, companions and locations, 3 sheets for alternate endings of the game and reward cards for completing Warlock Quests as well as Stable Cards introduce new elements into the game, as do the 4 new characters. These new characters are Mage, Cleric, Dread Knight and Chivalric Knight. The Stable



Card stack holds mounts that characters can acquire during some encounters on the board. The alternate ending for the game that gave the name to the expansion, THE SACRED POOL, lets players keep the reward cards for completed tasks, even if the character is killed, if you reach the Crown of Command with four such reward cards you win the game. JUDGEMENT DAY – Fate markers and a roll of dice decide on one or more winners if you enter the Crown of Command area. DEMON LORD – A character entering Crown of Command area must attack the Demon Lord using talent until the demon loses all live points to win the game.

This expansion provides another chapter in the ongoing Talisman saga; if you love the game you will need The Sacred Pool, the well-known game play was extended with attractive, lovingly detailed features, especially the mounts for the character are cute; the Sacred Pool ending considerably accelerates the game. ✓

## INFORMATION

PLAYERS:  
2-6

AGE:  
13+

TIME:  
90+

**Designer:** Harris, Goodenough  
**Artist:** B. Schomburg, R. Horsley  
**Price:** ca. 20 Euro  
**Publisher:** Heidelbergberger 2011  
[www.hds-fantasy.de](http://www.hds-fantasy.de)

## EVALUATION

Fantasy adventure game  
With friends  
Version: de  
Rules: de en fr it pl  
In-game text : yes

### Comments:

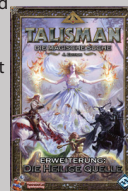
New feature Stable Card \* needs basic game to play \* can be combined any way with other editions and expansions of the game \* Alternate ending for accelerated play

### Compares to:

All other editions of Talisman, other fantasy adventure games from Heroquest to Dungeon Twister

### Other editions:

Talisman: The Sacred Pool, Fantasy Flight \* La Source Sacrée, Edge Entertainment \* Lo Stagno Sacro, Stratelibri \* Pani Jeziora, Galakta



# THE LAST OF THE INDEPENDENTS

## MODELS, ENGINEERING, CAR OF THE YEAR

Design and title of the game somewhat remind me of the Roaring Twenties and Prohibition, but topic of the game are small independent American car producers in the Fifties. Each player has a company chart and 20 disc markers, 10 of those he places the company chart as his capital. The rest is then assigned to sections in the categories

models, engineering, and promotion, after which you can allocate any number of the markers previously placed on the company chart. Then you play cards fitting the active category, always one card in turn until all players have passed. Now each section of the active category is resolved, resulting in markers remaining or being relocated to



the return pool. For majorities in the sections of a category you win a victory point marker. After completing all three categories, a random candidate for "Car of the Year" is drawn for each category, one of those is randomly drawn to win "Car of the Year" and a victory point marker. Then you get back markers from the return pool and use them to determine your fiscal status by placing the required markers on your company sheet. If six or more are left over, your company has been successful. If a player goes bankrupt at that stage, he starts with a new company. If a player goes bankrupt, he starts with a new company. After three such rounds you win with most victory point markers.

This is a tight little game with unusual and attractive retro design, but despite the topic an absolutely abstract game on successfully achieving majorities, which then results in absolutely random allocation of a victory points marker. ✓

## INFORMATION

PLAYERS:  
3-6

AGE:  
10+

TIME:  
90+

**Designer:** Patrick Stevens  
**Artist:** not stated  
**Price:** ca. 35 Euro  
**Publisher:** Numbskull Games 10  
[www.numbskullgames.com](http://www.numbskullgames.com)

## EVALUATION

Placement for majorities  
With friends  
Version: en  
Rules: en  
In-game text: yes

### Comments:

Abstract game despite the topic \* idiosyncratic combination of planned placement for majorities and random results

### Compares to:

Abstract majority games

### Other editions:

Currently none





# TOHUWABOHU

TRIANGLE AT LEVEL 5

8↑

Players implement task cards by setting up, reconstructing and tearing down of constructions and by placing figurines. Depending on the number of players you receive 6, 4 or 3 construction cards of each color and stack them face-down. Blue cards determine blocks and how to use them, red card set the number and shape of levels and

green cards tell you where and how many figurines to place. Each player has 15 seconds for his turn. In your first turn you turn over your top card and build. If you can complete the construct within the time limit, you can discard the card and turn up the next one and start on it. If you cannot complete the construct within 15 seconds



the cards stays open-faced and you continue to build in your next move, but meanwhile each of the other players uses it for his purposes. There are stringent rules for the use of arches, blocks, levels and figurines. The images on the cards are sample images; your construct can be quite different, only the requirements of the card must be met. You can use both hands to build, but you can only hold one block with each hand. Within your turn you can reconstruct, expand or tear down as you wish, but you cannot completely. If you are the first to discard all your cards you win. What a mess! Hectic searching, oh yes, figurines are not considered to be blocks, so where is a block for the red card's 4th level, I need three blocks – damn, time-out! Now the next player can use my construct to complete his task and Heaven knows what ruin I will have to face when it is my turn again! Hectic fun for all the family! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
30+

**Designer:** M. Prinz, I. + M. Brand  
**Artist:** M.-A. Casasola Merkle  
**Price:** ca. 30 Euro  
**Publisher:** Kosmos 2011  
[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Construction game  
For families  
Version: de  
Rules: de  
In-game text: some

**Comments:**  
Hectic game play \* images are only examples how to meet a requirement \* simple rules

**Compares to:**  
Make, n' Break

**Other editions:**  
Currently none



# ULURU

RED NEXT TO GREEN  
ON THE LONG SIDE

8↑

During the night Australian animals fly as dream birds around the Sacred Mountain Uluru. But they have special wishes where and next to whom they want to land. If players cannot fulfill those wishes they score negative points. A round comprises placing of wish cards, placing birds and scoring. At the start of a round you place a

wish card next to each animal on the board. This determines how each animal on the board wants to be positioned as regards to the animal shown on the card – next to each other, face to face or across a corner or within the boomerang group. The timer is turned over and all players try to place their birds accordingly on their personal board before



the timer runs out. If you cannot place a bird on time, you immediately receive 1 penalty glass bead. Then each bird is checked for correct placement for each player. Each bird wrongly placed earns the player 1 glass bead. Wish cards come in five degrees of difficulty, if a card in front of a bird has the same color as the bird, the wish is considered to be fulfilled automatically. A correct solution for each bird is not always possible. After six rounds, the player with the fewest glass beads wins. The rules also offer a solitaire version, furthermore the back side of the board offers double rows for card placement, so you can play simultaneously in two levels of difficulties, with wish cards sorted accordingly. Uluru is an abstract game with a marvelous back ground story, and an ideal training for logical thinking with attractive haptic features. And don't imitate your neighbor's arrangement, as that only repeats his mistakes! Thinking for yourself is better and much more fun! ☑

## INFORMATION

PLAYERS:  
1-5

AGE:  
8+

TIME:  
30+

**Designer:** Lauge Luchau  
**Artist:** Harald Lieske, Sensit  
**Price:** ca. 32 Euro  
**Publisher:** Kosmos 2011  
[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Placement game  
For families  
Special: 1 player  
Version: de  
Rules: de  
In-game text: no

**Comments:**  
Spiele Hit for Families 2011 \* Abstract game despite topic \* demands logical thinking and fast recognition of relations \* attractive components

**Compares to:**  
Other abstract logical arrangement puzzles

**Other editions:**  
Currently none



## WORKSHOP OF THE WORLD

### INDUSTRY, CANALS AND RAILWAYS

At the height of the industrial revolution England was known as "Workshop of the World". The game pictures this time in a canal era and a railway era: At the beginning of an era a demand marker is chosen and revealed by each player. Then for each round of the era one town card per player is laid out open-faced and then the turn order for the

round is auctioned. In your turn you choose one of the town cards, place one of your industry markers into the town just chosen and can build up to two links to connect your industries, canals for 3 Pounds, railways for 2 Pounds. The first link you place must come from the city you just marked, the second link can continue this link or leave town



in another direction. Towns with industries of your own that you linked in this town are scored and your marker on the revenue bar is moved accordingly. After the last town card the era ends: You earn money from industry according to the revenue marker, the demand value of industries and for the value of your network: Each link in your largest networks earns you 2 Pounds, all other links 1 Pound, the links are removed from the board. At the end of era 2 the richest player wins.

With astonishingly simple rules a dense game with lots of tactical depths develops always demanding a good balance between your money resources, the use of money for the turn order auction to take advantage of having your turn early in the round. You also must keep a balance between short-term advantages and the best network in the long run, keeping in mind your second demand marker for each era. So it's tight decision after decision! ☒

### INFORMATION

PLAYERS:  
3-5

AGE:  
14+

TIME:  
90+

**Designer:** Kendall, Kendall, Dicken  
**Artist:** Creative Design Partnership  
**Price:** ca. 35 Euro  
**Publisher:** Ragnar Brothers 2010  
[www.ragnarbrothers.co.uk](http://www.ragnarbrothers.co.uk)

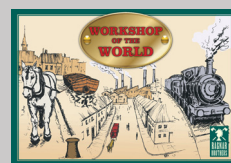
### EVALUATION

Economic simulation  
With friends  
Version: en  
Rules: de en  
In-game text: no

**Comments:**  
Abstract simulation \* Lots of tactics with simple basic mechanisms \* Simple, easy to use components \* good concise rules

**Compares to:**  
Canal Mania and other simulation of the Industrial Revolution in Great Britain

**Other editions:**  
Currently none



## ZWERG RIESE

### GIANT GNOME TRAVELS

6+

Gold, Gold, Gold – the dwarves want gold! To collect gold they travel from city to city. For their travels they use the shoulders of Giant Rick, because he travels so much faster! But for each step that Rick takes across meadows, fields, mountains or rivers he wants payment in the shape of a corresponding landscape cards. The dwarves start in a city of their

choice, cities without dwarves are then given a gold coin each. In your turn you can either draw landscape cards or travel. If you draw cards you decide after each card if you want to stop or not. If you stop, you keep all cards that you drew in this round. If you draw a robber card, you lose all cards of this round, you must deal them one by one to

all other players. If you draw the robber as your first card, you may steal two cards from other players. If you decide to travel, you pivot Rick on his foot to the next landscape and discard a card for each step he takes. The last step into a city is free and you pick up the gold coin and a new one is placed into the city. If your move does not reach a city Rick does not travel and you get your cards back. When all gold coins have been given out, you win with most gold. Experienced players can bring the cloud into play, it blocks a landscape. When the robber appears, you can relocate the cloud.

Giant Gnome is an enchanting game of planning and movement, estimating the length of Rick's steps and planning of the best route trains distance estimation and route optimization, while providing lots of fun with the pretty components and well-working mechanism. ☒



### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
25+

**Designer:** Marco Teubner  
**Artist:** Michael Menzel  
**Price:** ca. 21 Euro  
**Publisher:** Haba 2011  
[www.haba.de](http://www.haba.de)

### EVALUATION

Collecting game  
For families  
Version: multi  
Rules: de en es fr it nl  
In-game text: no

**Comments:**  
Very nice background story \* wonderful implementation of the story \* trains route optimization and distance estimation

**Compares to:**  
Basically all games with "stop or lose turn" mechanism, giant's step mechanism is new

**Other editions:**  
Currently none





**DER HERR DER RINGE AUF DER JAGD NACH GOLLUM**

Publisher: Heidelbergberg  
Designer: Nate French



Schatten des Dürsterwalds Auf der Jagd nach Gollum / Shadows of Mirkwood The Hunt for Gollum is the first Adventure Pack for the Living Card Game Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game. Those adventure packs feature 60 cards each, 24 of them new, the cards and their ratio is the same in each pack, there is no chance distribution and no varying rarity. The level of difficulty for the scenario "The Hunt for Gollum" is 4, the cards for this scenario are coming from the Adventure Pack and the Decks "Saurons Einfluss" and "Reise den Auin hinab" from the Core Set. **Version: de \* Rules: de en \* In-game text: yes**

Expansion for the card game for 1-2 players, ages 13+

**DER KLEINE RABE SOCKE LOTTO**

Publisher: Amigo



A game of lotto - featuring images from the license character Der Rabe Socke from Esslinger Verlag J.F. Schreiber. For each player there is a board featuring Rabe Socke and his friend, the single images complete and color in these pictures. You play according to standard rules: In your turn you uncover a tile: When the frame has the color of your board you can take the tile and place it. The last tile you place must be the friends tile. If you find it earlier in the game, you must put it back. With younger children you can play the version that you can place the friends tile as soon as you find it. **Version: de \* Rules: de \* In-game text: no**

A placement game for 2-4 players, ages 3+

**JISHAKU**

Publisher: Piatnik  
Designer: Steve Velte



18 magnetic pieces and a foam board, aim of the game is to place the pieces as demanded by the version. Version 1 - you alternate to place a piece, if pieces attract each other you take the conglomerate, if you are out of pieces you win. Version 2 - When pieces aggregate in your turn you take the conglomerate and score 1 point per piece. Version 3 - You and your opponent place pieces until 10 are on the board, then you place a piece in a way so that it attracts as many pieces as possible, you score for all pieces you caught. In the Solitaire version you try to place the most pieces without attraction. **Version: multi \* Rules: cz de hu sk \* In-game text: no**

Magnetic placement game for 1-3 players, ages 15+

**KOOKOO PUZZLES**

Publisher: Winning Moves  
Designer: Ariel Laden



24 big picture cards can be combined to puzzles of different size, depending on which side of the cards you use. If you take the front side, 4 puzzles can be made up from 6 cards each, a big puzzle of 24 cards results when using the back side. The cards are color coded for use to form the small puzzles, and you must place the cards partly overlapping to form the correct image. The rules give a picture of all puzzles big and small, but you must find out yourself how to arrange the picture cards.

3 different versions - Flugspaß, Märchenspaß, Tanzspaß

**Version: multi \* Rules: de en fr nl \* In-game text: no**

Placement Puzzle for 1 player, age 7+

**LILLI LOTTO**

Publisher: Haba  
Designer: Hans Baumgartner



The friends are playing merrily and at the end there is an untidy pile of things, that needs clearing up. Each player has a deposit card, the red picture cards are laid out face down, and each player is dealt 4 blue cards, which are laid out openly next to the deposit card. The things on these cards you need to find. In your turn you turn up a red card. If you find that image on one of your cards, you receive the card and place it on the blue one. If you have all four cards, you feed your animal and a new round begins. If you can feed your animal for the 2nd time you win.

**Version: multi \* Rules: de en es fr it nl \* In-game text: no**

A game of memo and assembling for 2-4 players, ages 3-6

**LOTTO WALDTIERE**

Publisher: Selecta



Animals are always a fascinating topic for children and so this placement game made up from wooden tiles is especially attractive for toddlers, the topic is forest animals. There are three boards with images for squirrel, hedgehog and deer, picturing the animals, their feed and their nest or place for sleeping. Each board has room for four images. A game master turns up a picture, describes it and all check if they have that image on their personal board. The first one to fill his board wins. For older children you can vary the game by only describing the images without showing them.

**Version: multi \* Rules: de en es fr it nl \* In-game text: none**

Placement game for 1-3 players, ages 2½+

**NORIS STROLCHE TALENT SHOW**

Publisher: Noris



A game of memory combined with a kind of lotto - Strolche is the name of cute children characters featured in the game - Ballerina, Big Mo, Melody, Jamie, Ronny as well as Alice & Push. Depending on the number of players each players receives 1, 2 or 3 boards. These boards show one of the characters on a color background and a few items belonging to the character. These items are taken out and placed backside up on the table. In your turn you choose a disc: If it fits your board you can place it. The first to fill his board wins the game.

**Version: multi \* Rules: de fr it nl pl ro \* In-game text: no**

A game of memory and placement for 2-6 players, ages 3+

**TOP TRUMPS CLASSICS EUROPA**

Publisher: Winning Moves



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

**Version: de \* Rules: de \* In-game text: yes**

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

**UNO 40 JAHRE JUBILÄUMSEDITION**

Publisher: Mattel



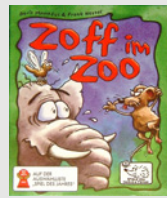
The best selling card game worldwide is celebrating its 40 years jubilee. The occasion is honored with an Anniversary edition with exclusive cards in retro design. The box features a game of UNO in a box, marked as anniversary edition, too, plus a scoring pad and a pencil. You play according to standard Uno rules - you discard a card that matches the top card on the discard pile in color, number or symbol. Action cards change direction of play or let you draw cards or pass a turn. If you have only one card left, you must announce this with UNO. If you can place your last card you win.

**Version: de \* Rules: de \* In-game text: no**

Card placement game for 2-10 players, ages 7+

HUGO KASTNER RECOMMENDS

# ZOFF IM ZOO

**AUCH EISBÄREN HABEN KALTE FÜSSE!**

Dear readers! „Zoff im Zoo“/“Frank’s Zoo” is one of the many variations of the kind of card games where the aim of the game is to get rid of all cards in your hand, but Doris Matthäus and Frank Nestel have enlivened the basic mechanics with some really clever ideas. The origin of this game mechanism can be found in China. There the getting-rid-of-cards is kept up under the hard-to-remember name „Zheng Shang You“ (Two Giants). Another way to play is called “Tichu Tientsin”. Both versions use the 56 cards typically used in in China (Colors: Jade, Swords, Pagoda, Star plus four special cards: Mah Jong, Dog, Phoenix and Dragon). In “The Playing Card”, published by the International Playing-Card Society this way to play was described for the first time my John McLeod and thus got known in the western hemisphere. More similar versions can be found in the guise of the Russian games “Durak” (Fool) and “Korol” (King). 1988 the German games publisher Hexagames published a modern version of the game under the name of “Karriere Poker”, followed in 1996 by Richard Garfields “Der Große Dalmuti” at Amigo. Many other commercially sold editions follow the same game mechanism. The Chinese name has the meaning of “climbing up” with a clear emphasis on social advancement. The Japanese “Dai Hin Min” (A very poor Man) or the French “Troudac” (elegantly translated by the not very flattering term “Bum”), too, attribute a sociological flavor to the game by its name. In the London Card Club one talks about “Pits” (Grube), card expert David Parlett calls that kind of game “Bum Game” (see also the French name). Whatever the name, the game mechanic offer lots of fun and demand a lot of card management ability. (From: Folkvord/Kastner: „Die große Humboldt Enzyklopädie der Kartenspiele“) And in “Zoff im Zoo” a bonus is added in the guise of changing partnerships and special abilities of all the land

and water animals. Simply try it out in the Austrian Games Museum in Leopoldsdorf. And don't get cold feet!

Website: [www.spielen.at](http://www.spielen.at)

When the light of the lamp falls on the cute little box for the first time you might think that you see a children's game because of the round-eyed timid elephant and the cocky needling mouse. If you take a closer look at the inhabitants of the zoo this your opinion will be strengthened due to the masterpieces from Doris Matthäus' pen. The inhabitants are: A luxurious whale, an insecure elephant, a hungry crocodile, a sleepy polar bear, a dreamy lion, a contemplative seal, a clever fox, a greedy perch, a happy hedgehog, a school of smug sardines, a heavy-muscled mouse, an irritating gnat and last but not least a versatile chameleon joker. But don't let yourself be fooled: This cute design is just camouflage for the game depth of a pleasurable card hit! Not for nothing was “Zoff in Zoo” put on the selection list for Game of the Year 2000.

The repeatedly interlocking game mechanisms, the mixture of discarding cards and trick-taking, the necessity of taking into account a partner and the many special effects of the respective zoo inmates makes everyone cry out for a re-match immediately at the end of the round. The points are not only scored by discarding all animals from your hand, but you also need to tame lions, acquire hedgehogs and deploy elephants in battle. If you cannot achieve this at first try the designers allow us to make a mountain out of mole hill, contrary to the general recommendation not to do so. “Zoff im Zoo” is different - providing a beastly good time. ☑

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

**TIP #67**

PLAYERS:

**3-7**

Designer: D. Matthäus/F. Nestel

Price: ca. 15 Euro

Jahr: 1999

Publisher: Spiele von Doris &amp; Frank

<http://doris-frank.de>

AGE:

**10+**

ZEIT:

**60+**

Tactics Info+ Chance

The corner stones of tension – Tactic, Info and Chance – are wonderfully balanced in this Matthäus/Nestel creation. Without a tactical approach you cannot win, but due to the general lack of information some element of probability comes into it. And luck is necessary too, especially when cards are dealt at the start of each round.

**Hugos EXPERT TIP**

The rules in „Zoff im Zoo“ are basically simple but due to elements in the game like Joker, Showing, Forcing etc. they need some time to get used to. Furthermore it is not easy to remember the defeat abilities of all 12 animals in the first game. My recommendation; Make a copy of the “who defeats whom table” from the rule booklet for each player. One more thing: “Zoff im Zoo” plays best with 4-6 players, no more and no less.

**Hugos FLASHLIGHT**

The might of the mice, the habitus of the hedgehogs, the weight of the whales, the lot of the lions, the mutation of the mosquitoes and much more turn „Zoff im Zoo” into a turbulent card game where the aim of the game seems to be to get rid of your cards. But there are changing partnerships to consider. You take advantage of the success of your partner, therefore egocentric play should be avoided, even if somebody super cool arrives at the table. As mentioned before – even polar bears get cold feet!

**PREVIEW****SCHWARZE KATZE**

Trick game classic in a team version

**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) Deutsche Ausgabe Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5



# OLYMPUS

