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Die

GulliPiratten

Der Schrecken der Kanalisation



INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

THREE FRIGATES ARE WAITING

DIE GULLI PIRATTEN

SCOURGE OF THE SEWERS

The box reports: Deep down under the realm of thriftless humans lies an unexplored world, unnoticed by the busy bustle of the surface dwellers. Only the most courageous of those creatures of the upper world descend down into the mysteries of the underground and challenge fate aboard one of the legendary sewer frigates, wanting to loot immense treasures.

This game *Die Gulli-Piratten* takes you down into Oceana full of garbage and dirt and offers you the chance to become your own pirate's legend, in the midst of dirt and feces. Assemble a fearless crew of pirates and choose its members from charismatic rats, lightning-quick cockroaches, persevering toads and

brawny raccoons which will all support you with their variety-specific abilities. Don't be content with less than fast-food leftovers and thrown-out toys to finally attain your goal and become a true legend among sewer pirates.

Sometimes, one gets the chance to accompany something from the start, to be present when something comes into existence instead of only seeing the finished product. For many years now the Viennese Games Academy together with the Games Museum holds a meeting of game designers in August in the museum in Leopoldsdorf. Designers from all over Austria congregate and show their designs. Several times al-

ready the presentation at this meeting has resulted in the publication of a game.

That was the case, too, when Andreas Pelikan in 2009 showed a game under the rather dry working title „Pirates on Booty Quest“ to the CEO of Heidelberger Spielverlag, Harald Bilz. At that point the Heidelberger were – besides being distributors for small publishers – especially renowned for publishing German versions of the opulent miniature games of FFG. A short time ago, though, they had begun to enlarge

Ferdinand de Cassan

A pirate game of the first water, always you need to take the best decision to get the best part of the booty; an attractive game by an Austrian designer.

their range of self-produced games. In the pirate game Harald Bilz spotted a potential for their first home-made miniatures game. This opened up the possibility to equip the different kinds of pirates with different spe-



cial abilities. And so the designer was tasked with developing and testing such special abilities.

On occasion of SPIEL in Essen, 2011, the game will now make its appearance under the name of „Die Gulli-Piratten: Der Schrecken der Kanalisation“, that is, „Gulli Pirats: The Scourge of the Sewers“

The big square box, nowadays standard fare with many games publishers, is well filled. Foremost you notice the 30 plastic miniatures. Six different clans of sewer inhabitants in pirate's garb are at first reminding one of „Pirates of the Caribbean“, at a second glance a little bit also of „Flutsch und Weg“. Five rats, racoons, cockroaches, toads, snails and weasels, all in neutral grey, wait to be equipped by players with color clicks on their feet.

Each of the two to five players holds four of those clickable color markers, which thanks to noses at the sides stay in place very well. He uses them to mark the four members of his crew. Added to this, the game components comprise three big ship boards, 42 square booty markers, 14 round booty upgrade markers, 54 talisman cards, 6 animal tribe cards and two summary cards.

The three wittily-illustrated ship boards are placed next to each other in the middle of the table; they represent the legendary sewer frigates: An old bathtub, car tires that were lashed together and an inflatable crocodile. On each frigate you find three spots for the crew and a spot for the captain, separated by a sail. Left front on each ship the ship's talisman is shown: A cat's skull, fishbone and a bird's skull.

In front of each frigate you place a group of three booty markers and one booty upgrade marker, all face-up. These treasures drift along the sewers and are available to be picked up by the crew of the frigate. To allow for a little planning ahead, a second group of three booty markers and one booty upgrade marker is placed in front of each frigate. The other markers serve as face-down stock.

The talisman cards are shuffled and placed as a face-down draw pile at the backside of the ship boards, four cards are laid out face up. Finally, each player receives a certain number of talisman cards and four pirates, which he marks with his color clocks. The exact mode for this depends on the level of the game you did choose. You can choose from a basic game and three more levels. In the basic game, which in essence is identical with the prototype presented in 12009,

the starting player and his left neighbor receive three cards each, all other players are dealt four cards. It does not matter which figurines you take, as you play without special abilities. The basic game is also suitable for younger players from ages 8+, or for getting acquainted with the game mechanics. In the advanced levels the special abilities of the clans are added. The three advanced levels only differ in the set-up of the game. Aim of the game is to loot the fattest booty, in this game fattest is to be taken literally because – disregarding a few exceptions – only edibles do count. All markers show a score value in a round bubble or in a star. Markers with a bubble score their value directly, points in a star only score in combination with other appropriate markers of the same color. Ketchup alone, for instance, is without value, but increases the value of each of your French Fries marker by 5 points; the Fries markers alone already have values between 2 and 4. In the same way you can boost Wok Noodles (3-5 points) with Chili (+4 points) or Burgers (4-6 points) with a milk shake including a crown (+3 points). Even more points, 7-10, can be scored by dolls and teddy bears, but you need a talking parrot to do so, because only he can exchange those „hostages“ for food from humans.

Using a parrot you can either score all your own dolls or all your own teddy bears. If you want to score both groups of toys you need two parrots. Each parrot on his own scores one more point, probably because of all the stories he can tell. The list is topped by tins, 10-15 points are possible with tinned food, but you need a tin opener for each tin that you want to score! The tin opener by itself, with or without tins, scores two points.

Now, how do get those booty markers? Well, by going for a booty quest in the sewer frigates. But to do this you have to board the frigates first, and as you are a superstitious pirate you need a talisman for this. The game is played in turns around the table. In your turn you have one brief action, you choose from four different actions: Take a talisman card, move a pirate to a crew spot, become captain or set sails.

If you draw cards, you may take two cards from the open display and/or the face-down draw-pile. Then the open display is augmented to four cards. If the active player now has more than 6 cards, he must discard redundant cards of your own choice. If you discard a talisman card corresponding to the ship you can place a pirate on the most backward free crew spot of the ship and move him on to the next free spot(s) by discarding additional talisman cards.



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

Not only the weather enters stormy times, players do so, too. The huge Essen event starts a storm attack on your purse with more than 700 new games, presented for the first time. This demands a lot of consideration for each decision on what **MUST** be added to the games cupboard, too many good games have been announced.

To make the decision easier we have added a **PREVIEW** on the new releases announced for Essen to our database **LUDORIUM**. This new database is intended to be of some help to the plethora of news sorted out.

We have added a feature that everybody can collate his own personal wishlist. And we have provided the preview in a format that can be used on any mobile device, be it Smartphone, Mobile phone or Tablet, anywhere you want.

Why not take a look at it:

<http://www.ludorium.at/preview>

No review that was published in 35 years of **WIN**, can be missed, they are all available from our database. Currently this amounts to 28.000 texts and more than 20.000 pictures, quite a respectable number.

WIN The Games Journal can now also be read as eBook on Kindle (in German and English) and is therefore again easier read on the diverse modern devices than a ODF. For all subscribers the eBook is available for download now.

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<http://www.gamesjournal.at>

If crew spots are already taken you jump over them, and you can also move a pirate further ahead that is already on board the ship.

To become captain is possible by applying the same rules, but is a separate action. Because you can only move to the captain's spot when there is no free spot between the intended pirate and the captain's spot. For a pirate already on board this costs you exactly one talisman card. If all crew spots are taken on a ship, you can move a pirate from your stock to the captain's spot, but this costs you three appropriate talisman cards. The Pirate's Union looks after their own and sees to it that cannot easily ignore faithful seamen.

When at the start of your turn one of your own pirates is on a captain's spot, you must set sail with this frigate. This is your action of the round. The captain receives the booty upgrade marker and can choose one of the three booty markers first. Then the pirates on the front-most spots can choose one each of the remaining booty markers. Pirates who did loot booty take it and go off board back into stock of their owners. Pirates that did not manage to loot booty stay on board and advance one spot. Then the ship sails on to the next booty pile, which is also can be moved to the ship, just as the size of the table allows. Finally, a new booty pile is placed for preview purposes.

When the stock of booty and booty upgrade-markers has been used you go on playing without preview booty piles, until there is no booty pile left in front of one of the ship. When this happens, ships where the captain's spot is occupied set sails immediately and then the game ends instantly. Players add the values on their booty and booty upgrade markers and the player with the highest total wins.

Due to the short actions the game is played

rather fluently and quickly, even with five players. If somebody sets sails you need to pay attention who is next in turn, because the game continues with the player to the left of the captain, and not to the left of the player who was the last to choose a booty marker.

It is advisable to collect sets deliberately. The relative values of the different sets shifts according to the number of players. In a game for two the cumulative bonuses come into play more, with a full complement of five players the tins are more efficient. But if all only try for tins French Fries in Red-Red turn into a delicacy that you should not turn your back on.

In the advances levels the special abilities of the six different clans come into play. Rats are greedy and take two booty markers when the loot is shared. Behind a rat, not much is left to take. Cockroaches do not fear the wrath of the gods and pay one talisman card less for each movement; to move onto the next free spot for them is free of charge. This saves actions, because you need to draw cards less frequently. If you move over a raccoon, you must pay an appropriate talisman card to its owner. This can be used to countermand the cockroaches a little bit. The toad can renounce its share of the booty and remain on board.

This gives her an excellent starting position for the booty in the next pile. The weasel can do two actions in a row. This seems to be rather powerful, but is evened out when you remember that both actions must be done with the same weasel and that drawing cards is not a character action. The snail can always, when it moves on a free crew spot, slide on to the next one, if it gets lucky, by turning up the top talisman card from the pile, and when the talisman fits the ship the snail moves on to the next spot, which can also be the captain's spot. When the next spot is taken, the snails exchanges

places with the pirate there.

Level 1 is intended to get you acquainted with the strengths and weaknesses of the different clans. Four clan cards are drawn blindly, each player takes one piece of each clan that was drawn; talisman cards are dealt as in the basic game. The length of the game equals that of the basic game.

In a level 2 game each player assembles a team of four by chance; several pirates of the same clan are possible. When the teams are assembled, they are auctioned; each player receives 8 talisman cards for bidding. In level 3 number of players times four pirates are lined up in a row and auctioned one by one. For the pirate in front 0 is a valid offer, for each pirate that you leave out the minimum bid is raised by one card. Due to the auction the length of the games in level 2 and 3 gets a bit longer, for level 3 you should plan 10 to 15 minutes more.

All in all this is an attractive new game which title and design assign to the the Fantasy genre, surely a good move, because it could have been an abstract game which would have not created the same interest and flair. ☑

Ferdinand.de.Cassan@spielen.at

INFORMATION

Designer: Andreas Pelikan

Artist: Marina Fahrenbach

Price: ca. 30 Euro

Publisher: Heidelberger 2011

www.hds-fantasy.de

PLAYERS:
2-5

AGE:
10+

TIME:
30+

EVALUATION

Fantasy pirate game
With friends
Version: de
Rules: de
In-game text: yes

Comments:

Fantastic components * cute topic *
three different levels of difficulty * topic
and mechanics go well together

Compares to:

All games of set collecting and worker
placement; first game with this combination
of mechanisms

Other editions:

Currently none



My rating:



GEMS LOCATED NEAR DIAMANTINA

DIE GNOME VON ZAVANDOR

PROSPECTING PERMITS FROM THE MIGRANT GNOME

As ZEPTER VON ZAVANDOR is one of my absolute favorite games I was looking forward very much to the new release of THE GNOMES OF ZAVANDOR.

The cover of the dark brown box shows a gnome who writes complicated formulas and graphs on a board or wall.

When we open the box we find: 1 Board for marking the gem prices, another board made up from 6 parts, 15 cards showing jewels, 12 cards with artifacts, 6 cards for a trader, 80 cards with gems, 6 joker gem cards, 10 discount markers, 2 migrant gnomes, 1 start player marker and 1 alternative start player disc. This is something new, the game holds 2 different markers for the start player, you can use either the oversized gnome for a marker or only the disc that goes by the attribute „alternate“ start player marker. You definitely need only one of them.

The 64 gold cards come in values of 1, 2, 5, 20 and 50 gold talers. The 80 gem cards are made up from four varieties, diamonds, rubies, sapphires and emeralds, for each variety there are 14 cards showing one gem and 6 cards showing 4 gems. First of all, if you pay with a card of 4 gems, you are given back the difference!

The 6-part board is placed in the middle of the table. The board for marking the prices for gems is set next to it.

A migrant gnome is placed on its spot on part number 1 of the 6-part board.

24 prospecting permits are shuffled face-down and placed into their intended spaces on the 6-part board.

Artifact cards show either I or II on their back. The artifacts are sorted accordingly and shuffled separately; then you first place the II cards and put the I cards on top. From this stack you turn up the first three artifacts and lay them out.

The backs of the jewel cards show numbers I, II and III and the cards are also sorted and shuffled according to these numbers, then stacked from I to III from top to bottom and the first three cards are turned up and laid out.

Jewel cards and artifact cards show numbers for victory points in the right hand top corner and their cost to be paid for them in gems in their top left-hand corner.

The artifacts either give additional actions to the player, reduce costs for jewels or earn him additional income.

The 6 traders are also laid out next to the board.

The markers for the gem prices are placed on the special board for gem prices on the starting spots for each variety, the start price for diamonds is 5, for rubies and sapphires it is 4 and 3 for emeralds.

For each variety of gems there are two columns. One shows the current price, the other marker shows the tendency and, further into the game, the target price for the variety. As the prices and tendencies change very frequently, you should name a market administrator for each game, as is also suggested in the rules. He alone can adjust prices on the gem tracks.

Finally, each player is given gold cards of value 23, all in all.

The game is played in rounds. Each round comprises two phases. Phase 1 of the round is an action round; phase 2 of the round is the prospecting round.

In each action round each player has a total of 3 action, but you can buy artifacts which can grant you an additional action.

An action round is played like this: The start player takes his first action, then all other players follow in clockwise direction and take their action, this is continued around the table until all players are done with their actions in this current round.

You can choose from the following actions:

- Buy gems
- Sell gems
- Buy prospecting permits
- Buy artifact of jewel
- Take up face-down artifact or jewel
- Take or exchange trader
- Hire trader
- Take 4 gold

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)

Kinder:

Games for children an 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

In our game my husband Walter, my sister-in law Gitti, my brother-in-law Gerhard and I were playing.

Walter was start player, he also took the job of marked administrator, I took the job of administrating the bank, Gerhard looked after the movement of the migrant gnome and Gitti did administrate the jewels and artifacts, handing them out and replenishing the display.

Walters's first action was to buy 2 emeralds. One buy raises the marker for the target price by 1 step, regardless of how many gems of this sort have been bought. In one action you can only buy gems of one kind. Walter paid 6 gold, as the basic price for emeralds starts at 3; then he moved the marker for the target price of emeralds to 4. The price for gems is always at a minimum of 1 and can rise to a maximum of 15.

Then it was Gitti's turn. She started by paying one gold and looking at a prospecting permit. This action can be taken anytime, it is independent of the turn actions, but you have to pay 1 gold taler for each tile that you look at. This you can do before each of your actions.

For her action she then bought 3 rubies and paid 12 gold. Walter moved the marker for

the target price of the rubies up by 1 step. Gerhard paid 2 gold talers and looked at two prospecting permits, then for his first action he took the trader exchanging diamonds to emeralds.

Now it was my turn, I also looked at two prospecting permits, one showed an emerald, the other a ruby. I bought 4 emeralds and paid 14 gold talers, 12 for the emeralds and 2 for looking at the tiles. Walter adjusted the target price for the emeralds by one step to 5.

Now it was Walter's turn again, he bought 3 diamonds for 15 gold talers and adjusted the target price for diamonds by one up to 6.

Gitti now bought two emeralds and paid 6, and Walter raised the target price for emeralds by 1.

Gerhard in his turn now bought 4 emeralds, paying 12 gold, and Walter raised the marker for the emerald target price once again by one.

I did buy 2 rubies for 8 gold and was left with 1 gold taler. Walter adjusted the marker for rubies by 1.

Walters's next action was to buy an artifact,

which cost him 3 diamonds and 1 emerald, so he was left with 1 emerald. The artifact immediately granted him one additional action per round, already in this round he had one more turn at his disposal. A new artifact was displayed immediately.

Gitti now bought a prospecting permit, which she paid for with 3 rubies and 2 emeralds, which meant that she spent all her gems. Her prospecting permit, which she displayed face-up, showed 1 ruby. The markers for the target prices for rubies and emerald were moved up by Walter accordingly, the target price for rubies raised by 3

Maria Schranz

I am sure that this game will be given a place of honor in the games collections of many expert players or those who are seasoned gamers in what we call a group of friends.

steps and that for emeralds by 2 steps.

Gerhard now used his trader and and changed the two emeralds to two diamonds.

I bought myself a prospecting permit, too; this showed an emerald. I paid 2 rubies and 3 emeralds for it, which left me with 1 emerald.



Now it was Walters turn again, as he was the only one allowed to do four actions in a turn. Walter took 4 gold talers.

This ended the action round and the first prospecting round started. Walter had no prospecting permit and did not receive gems.

Gitti received one ruby for her prospecting permit, which moved the marker for the target price of rubies one step down, it now rested at 10.

Gerhard did not have a prospecting permit either, so he did not receive any gem. I got 1 emerald and Walter moved the marker for the target price to 11.

The marker for the diamond target price was now at 6 and the marker for the sapphire target price remained at 4.

At the end of the prospecting round the prices for gems are now adapted to the target prices: So in round 2 diamonds will cost 7 gold, rubies 10, sapphires 5 and emeralds 11 gold talers.

In round 2 there is a one-time money allocation from the bank, each player receives the value of the most costly gem. As the highest price was 11 for emeralds we all received 11 gold talers from the bank. The start player marker moved to Gitti. The Migrant Gnome was placed on number 2 of the 6-part board. This was possible, because prospecting permits were bought in the previous round. Those prospecting permits can either be bought in Diamantine which is the center place of the 6-part board, or at the tile on which the Migrant Gnome is situated. Should no prospecting permits be bought in a round, the Migrant Gnome stays in place.

For her first action in round 2 Gitti took up up two face-down jewels and put one of them back under the jewel pile, the other one she added to her hand. In the course of the game you can always hold only 1 secret card, either 1 jewel or 1 artifact; if you want to take another secret card you must reduce the number to one card after taking the new one, you can of course also decide to return the card that you just picked up. Cards always go back under their respective stack. To activate the secret card you need the action "Buy artifact or jewel!", which means that you must pay the number and kind of gems depicted in the top left-hand corner of the card.

Gerhard now sold 2 emeralds and received 22 gold talers; the marker for the emerald

target price was moved one position lower by Walter to 10.

Gitti bought 3 sapphires and 1 sold one emerald for 11. Walter moved the target price markers for Sapphires and emeralds accordingly.

So the game continued for 5 rounds until Gerhard was starting player for the second time; in this round I reached a total of 16 victory points which meant that our game would end in this round. Unfortunately, Gitti managed to buy a jewel that she held in hand to reach 18 victory points and win the game.

The game offers a great many tactical and strategic possibilities, especially via buying artifacts, which render additional strategic and tactical actions useful. There are 3 artifacts which enable a player to take an additional action; 2 artifacts earn the player who acquires them 5 discount tiles which drastically reduce the gem prices; there are also 3 artifacts which earn a player an additional income of either 10, 12 or 18 gold talers in each prospecting round; another 2 artifacts earn the player once in the game either 3 or 2 joker gem cards, which can be used for any kind of gem.

A very special kind of artifact is the Scrounger; this artifact acquires for the player owning it one gold taler per gem in a prospecting round from each player who is prospecting. As you receive 3 rubies for 2 ruby tiles when prospecting, you must pay 3 gold to the Scrounger, as you are receiving 3 Gems. The special feature is that if you cannot pay this amount of gold, you only can prospect the number of gems that you can pay to the Scrounger.

The jewels show 2-6 victory points; the artifacts feature 1 or 2 victory points. The cards with the 1 on the back side feature the most valuable jewels with most victory points. In general, the higher the number on the back of the card the lower the number of victory points that can be obtained from the card.

You can win the game in a lot of ways. This variety produces a long-living tension in the game that carries on to the end. Additional games have shown that it is very nearly impossible to predict a winner. The game does not introduce any real new or innovative mechanisms or actions, but the allover composition of the game and the great variety of actions it offers provide an unusual and very entertaining fun game.

The graphic design of the game is very attractive and supports players in under-

standing the rather complex rules.

Basically, the game comprises a pure economics simulation and therefore the topic of mining and gnomes is not really picked up by the mechanism and remains rather aloof. All the same, the high tension level and the dramaturgy of the game provide lots of interest and pleasure in the game.

Due to its complex structure and the manifold tactical and strategic possibilities in the game I cannot recommend the game for families and would rather recommend it for friends, that is, seasoned players. And, of course, all real experts will also fully enjoy the game.

The game is a more than worthy representative of the Zavandor games line from Lookout Games and should strongly appeal to all players who are familiar with other games from the series. I can only repeat my recommendation to all players that are interested in a plethora of tactical and strategic possibilities to take a look at this game and try it out.

My resume: A very good game offering lots of tactical and strategic possibilities. ☑

Maria.Schranz@spielen.at

INFORMATION

Designer: Torsten Landsvogt

Artist: Klemens Franz

Price: ca. 20 Euro

Publisher: Lookout Games 2011

www.lookout-games.de

PLAYERS:
2-4

AGE:
10+

TIME:
90+

EVALUATION

Economics simulation

With friends

Version: de

Rules: de en

In-game text: no

Comments:

A very attractive and well-working design enables easier approach to the game * a rather abstract economics simulation despite the topic * many tactical and strategic possibilities

Compares to:

The Mines of Zavandor

Other editions:

The Gnomes of Zavandor,
Z-Man Games



DEVELOP YOUR NATION

DAS 20. JAHRHUNDERT

REDUCE GARBAGE TO A MINIMUM

DAS 20. JAHRHUNDERT is a game for expert players: You start as the President of a small area and you should develop a complete Nation adding new towns and factory sites, connecting all of them by railway and take care of the garbage and pollution that your population will produce building recycling centers.

The box includes a central board where the auctions are handled and the victory points are marked, personal boards where each of the 5 players will adjust his properties and the garbage/pollution situation of his nation, 45 regional tiles and 30 technology tiles (all similar to the classic "Carcassonne style" tiles), a set of wooden chips for each player, a bag of black "garbage" plastic cubes, two decks of cards (money and technology) and a few extra items (garbage cards, wooden sticks, etc.). A well fitted box indeed.

Each player receives 10 money and 10 technology points (all of them in cards), he plac-

es his "starting tile" (showing a small railway net connecting two towns and a recycling site) in front of him to start his Nation, then he put one of his "chips" (colored small disc) on each of the two towns; finally he places another chip on each track of his personal board (level 3 for the money, level 2 for the technology, level 0 for the Victory Points (VP) and case "0" for the pollution). Adding new tiles means that the player will increase his territory step by step (following his strategy), adding new town and thus gaining more money and/or technology; he will adjust the level of each track accordingly, thus earning more money (which is necessary to buy new territory tiles), technology (necessary to get the technology tiles and to avoid the worst garbage/pollution penalties) and VP.

New territory and technology tiles are added on the main board (how many of each depends on the number of players) and the game starts. There are 5 regular turns and a

final special 6th turn to complete the game. Tiles are printed on the back (turn I-II, turn III-IV and turn V) in order to add increasing values as long as the players proceed with the game.

The first step of each turn is an auction for the territory tiles: you bet to try to get the tile (or tiles) that you need in order to follow your game strategy. The minimum bet is 2 money units (turns I-II) but this increases on the following turns. Each tile goes to the last player who remains in the auction, who pays the offered money and takes it together with one colored chip from his reserve and one garbage cube: then he selects an-

Pietro Cremona

Another very thought development game and another hit from Czech Games Edition

other tile and launches another auction. Alternatively he may retire from the auctions and take one of the available technology tiles, paying the actual price in "technology points": the earlier you retire from the auctions the more you pay the technology (but you have the best choice of tiles).

Auctions proceed until all players retire or all tiles are assigned: being the last to retire means that you will pay only the minimum



cost (and very often the last player is able to buy 2-3 tiles in a single turn) but you will find available only the worst technology tiles.

At this point it is important to underline a few hints: all the territory tiles show one or more towns with symbols (money, technology or VP) or a recycling center. It is really important to try to decide a strategy from the beginning in order to concentrate your effort only on those tiles that are in line with this strategy. For example you may try to make the most money possible in order to always be the richest player during the auctions, thus acquiring even better tiles; or you may try to concentrate on technology in order to get few or no penalties at all on the pollution board, thus avoiding to lose VP at the end of the game; or you may go for the VP, so you need to concentrate on few tiles with a lot of VP and on special technology tiles with extra VP available. Of course we tried all those strategies during our first games, but none seems really "the winning one" even if the "combo" of the VP (territory and technology tiles) seems very strong, but only if you are able to follow it strictly, keeping a minimum of technology cards to avoid severe penalties on the Pollution board.

Once the auctions are finished the players have to "bet" again on the pollution/garbage table (a five column table with each column going from "0" to "25"): a garbage card is turned over at the beginning of each turn and it will show the penalties assigned to each column of the table (for example: no penalties on column 1, one garbage cube on column 2, 1 garbage cube and 1 pollution point on column 3, etc.). In turn players put their indicator on one case of the table (for example case "0" of column 1) and they remain on this case until someone else put his indicator on a higher case of the same column (for example on case "3" of column 1), at this point you may increase the bet (example: case "5" of column 1) or change column (example going to case "1" of column 2), and so on until we will have only one indicator on each column. Now everyone must PAY a number of technology points equal to the case number where his indicator was placed and takes the eventual penalties of that column. The player who got the worst penalty will be the first to auction in the following turn (and this sometimes will be vital for your strategy, so do not hesitate to take a bad penalty, paying it ZERO technology points, if you want to be first. You will have the opportunity to select and get the best needed territory tile: note also that offering ZERO technology points you will save all your technology cards for

the next turn. Of course this strategy is possible only once in the game, because no one may support too many pollution points).

Going for territory tiles with a lot of technology points will help you to avoid a lot of penalties (especially the terrible pollution points) but this is not so vital if you are able to get the special technology tiles with positive pollution points: so, again, an initial strategy is very important to define your "tactical" moves in each turn. Once you decided how to proceed you will have to concentrate only on what is necessary for your strategy: you absolutely need that technology tile? Well, make a good offer for an interesting territory tile and immediately retire from the auctions and buy your target. You want to go for the territory tiles with the most VP? Well, you need to accumulate money on the first two turns and then you will be able to bet high when the VP tiles arrive in play later in the game.

Once the garbage cube and the pollution points have been assigned you may finally assemble your newly gained tiles to your Region: as in Carcassonne you must connect side by side the tiles (never in diagonal) and follow the territory features: if you connect a tile that has a railway on its side you MUST use another tile with a railway, etc. All the chips are then assigned to the towns or recycling sites of the new tiles and the black cubes are placed on the different tiles. If you got technology tiles with a train you may also move ONE chip per train, if you wish, from towns connected by a railway line (remember: once placed the "chips" cannot be moved without trains, so it is very important to get at least one of them to shift some chips from town to recycling centers or other richest town in the 4th, 5th and 6th turns, when the most powerful tiles appear).

At this point you may discard one black cube for each active recycling center and that is connected to a railway arriving on a tile with garbage cubes (a center is active when you place a chip on it).

Finally each player check what his towns offer to him now (money, technology and VP) and adjust his board's tracks accordingly. A new turn starts, distributing new tiles, etc.

The 6th turn is a shorter one: no auctions, no new tiles, and no garbage/pollution penalties. You may still move chips with the trains, use recycling centers to eliminate black cubes and gain money, technology and VP.

Then you make the final calculations:

- for each territory without black cubes you will get 2, 3 or 4 VP (this depends on your

pollution level)

- for each territory with ONE black cube you get 0 VP

- for each territory with TWO cubes you lose 5 VP

- for each territory with THREE cubes you lose 10 VP, and so on

- you add or subtract the VP indicated on your pollution track

- the player with most money get 8 VP (5 to the second and 3 to the third)

- the player with most technology points get 8 VP (5 to the second and 3 to the third)

The player with most VP, of course, wins.

The pollution track of each player has 13 cases, going from -28VP to +34VP: therefore it is VERY IMPORTANT to continuously check it in order to avoid a severe penalty at the end of the game: most of our test were won by the player having the best value on his pollution track, so if you are obliged to "pay" a severe penalty on the garbage/pollution board you need to try to get a few technology tiles that give you positive pollution point (they have "daisies" printed on them).

Technology tiles, as you surely guessed, are very important: some of them allow you to acquire an "extra chip" to place where

INFORMATION

Designer: Vladimir Suchy

Artist: M. Vavron, M. Murmak

Price: ca. 35 Euro

Publisher: Heidelberger / CGE 2010

www.heidelbaer.de

PLAYERS:

3-5

AGE:

12+

TIME:

120+

EVALUATION

Development game

For experts

Version: de

Rules: cz de en fr

In-game text: no

Comments:

Overall strategy is essential for the game * fortuitous implementation of the eco topic into the game * compact, attractive components

Compares to:

Other development games with territory development and auction mechanics

Other editions:

Rio Grande Games, USA; Iello, Frankreich



My rating:



you like in your nation, others give you a "bridge" to connect two tiles that do not have a railway, others offer a train (used to move a chip from a town to another place, via railway) but the most valuable tiles are those that gives you positive Pollution points (allowing you to move your chip to the right on the pollution track) or extra VP (they show railway connected factories that have VP on each entrance and give you those points for each active adjacent town). Of interest are also the tiles that transform items in positive Pollution points or VP (example: instead of receiving 3 money you may move your pollution indicator one case on the right; instead of getting 3 technologies you may take 5 VP, etc.).

The game offers also a variant: I cannot claim to have enough experience because we tested it only twice and then we decided not to use it anymore. At the beginning of the game the players may randomly take TWO "BONUS CARDS" from a small deck and place them on turn II and IV: if you accomplish the requested characteristics you get bonus VP (for example if may get VP for each money or technology produced in this turn, or get 2VP for each active recycling center, etc.). Those cards add extra ... thoughts to an already "busy" game and for that reason we did not like too much them (but this is just a matter of personal feeling).

I cannot suggest this game to novice players nor to families, but hard core gamers will get a very interesting and brain storming evening. Turn ONE is the base of your future strategy: once you see what you were able to get in the first auctions and which kind of penalty you paid on the garbage/pollution board you may decide how to proceed in the following turns. This means that you will absolutely NEED "that" particular territory tile, so you must bet high on it and therefore you have to make money before; or you MUST take "that" technology tile; etc. Do not forget to pay the maximum attention to your pollution track and try to keep your chip always on the right sector (the one that assign positive points) for two main reasons: the first is that your territory tiles will get 4 VP each and the second is that each right sector case gives only positive points. It is impossible to take all the technology tiles with the "daisy" on them, but you must try to get at least 3-4 of them if you took too many bad penalties on the garbage/pollution board. ☑

Pietro.Cremona@spielen.at

KNIGHTS OF THE HULA HOOPS

ARTUS

WE ARE KNIGHTS OF THE ROUND TABLE

9+

England, 932 A.D.: The King let's his gaze wander silently round the round table, despite his knights running excitedly about and squabbling over chairs; all want to be as near to right of the kind. But where is right or left at a round table? And where sits the king? How fortunate that Merlin has wrought magic on the piglet in the middle – its magical snout always unerringly points to the king's crown. And if the king changes seats or one of the three princes is crowned king, the piglet and the table move with the king.

This absurdly-funny background story could have been a fitting transformation of the first Monty Python film into a game. But unfortunately everything- except the piglet providing the center and highlight of the design – comes across absolute in earnest. Accordingly, the 'beginner' version plays very dryly: All Players hold the same identical set of cards, split into two draw piles. One pile holds the cards which you use to

bilities of the moment and have made their move. Planning ahead, obviously, is rather impossible; when it is my turn the next time round, my knights might be in their chairs, but the table probably has turned once again (including the dishes shown on the table, following the credo of „we dine well here in Camelot, we eat ham and jam and spam a lot“). As already mentioned, this can happen due to two different actions: Either the king is moved or a prince is crowned new king and the former king demoted to prince, because a fellow player has graced a prince with his third hoop.

This introductory version offers an easy and fast entry into the game, but whether the occasional players, targeted with this version, will really have fun with it must be doubted. The design of the components is much too insipid and virtuous for this; caricatures of drunk and jaded former heroes, whose best years are long gone, would

Harald Schatzl

Artus is a card-driven tactical movement and position game with few, simple rules, and therefore little fun and only rating 3 stars in the basic variant. Artus plays best in the advanced version and only for two players; a deplorable drawback is the – basically given – chance of a witty and ironical design has been missed.

move your own knights, mostly in clockwise direction, no fixed number of steps is given, you can choose any number between a minimum and maximum distance. The other pile holds the cards for moving the king or one of the three princes or for equipping one of the princes with another additional hoop – the princes and king figurines are available to und usable by all players. The point of these movements: On the familiar Kramer track you instantly score positive or negative points for the spot the moving figurine has just vacated - NOT for the spot where the figurine ends its move – or for the spot where the figurine remains in place (the so-called Prince's Turn.) This rule at first feels funny, because it is a very unusual one. So, first you should work out the possibilities offered by the four cards you draw at the start of the game for all your own and neutral figurines before you decide on the best possible move. This results in quite some down time, until all other players have calculated their possi-

INFORMATION

Designer: W. Kramer, M. Kiesling

Artist: C. Stephan, M. Hoffmann

Price: ca. 20 Euro

Publisher: Alea / Ravensburger 2011

www.aleaspiele.de

PLAYERS:

2-4

AGE:

9+

TIME:

60+

EVALUATION

Movement and position game

For families

Version: multi

Rules: de en fr

In-game text: no

Comments:

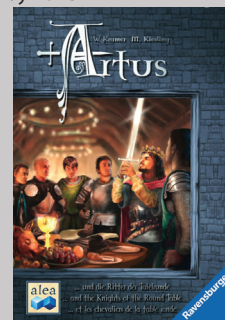
Rather simple rules * good rules booklet * very "serious" design * too much waiting for one's move

Compares to:

All tactical movement games

Other editions:

Currently none



My rating:





have been much for fun and fitting. Such characters would also fit the table much better. Rather subtly pictured, you can see that the „traffic-light“ division into three areas – green for positive scores, yellow for zero points, and red for negative points – is based on the fact, that all dishes are empty in the red zone. Could it be that the knights want to seat as near to the king as possible not because he tells such funny stories but because there is something left to eat there?

This would also provide a fitting and plausible explanation for the idiosyncratic „three-hoops-make-a-new-king“ rule. We feed gigantic doughnuts to the princes to make them as well-fed as the king who in turn is so frightened that he speedily loses weight and loses his crown. By the way, the real meaning of the hoops is rings; but what rings have to do in this background story remains totally unfathomable. For one thing, rings usually are not worn around your belly, maybe with the exception of oriental belly-dancers, and for another, rings are the sole provenance of Middle Earth and not Medieval England.

At least, the advanced game provides a bit more fun in playing. This version holds a third drawing pile, the scoring cards. These

provide – in relation to the actual positions of your own knights – not only valuably extra points, but sometimes also provide funny dilemma situations: Accept 50 negative points instantly or try to move three knights into the red zone or leave them there, with the disadvantage of a bad future starting position? Or should you score two knights on the red carpet, a rather narrow region on the board? Because if you do not, you must go back 25 steps on the scoring track! There is now way around these scoring cards, as all players must play all their cards at one point in the game.

This also enters some memory effect into the game – which cards did I already play, which will I still be able to draw And you should keep in mind and carefully consider from which pile it would be currently best to draw! Furthermore, in each move you need to combine two cards from your hand, which offers some interesting tactical possibilities. Which in turn result and even longer down-times, as all players consider their possibilities much longer than the wing beat of an African Swallow – you might want to pass the time by going on a quest for the grail. ☑

Harald.Schatzl@spielen.at



CONQUEST BY MOVING

KHAN

PLACE AND COVER YURTS

- I want to play something new today.
- Well, there are several new games for you.
- Something where I can settle and conquer regions?
- OK, I have an idea? Anything else?
- A little bit nasty but no nasty that you do not talk to me for the rest of the week!
- That can be arranged. Any other requirements?
- Well, if you ask ... we are three at the moment, but it should work as well for two as it does for four players!
- You can't imagine how well you have summarized Khan. I will put it on the table instantly and we can start.

Everybody has heard about the Mongolian Empire or Genghis Khan. Our game is taking place exactly there, in Genghis Khans realm which ranged from Eastern Europe to the Pacific. We are Mongolian Khans which invade the regions, drive off the local rulers and take the land for ourselves. Taking over or conquering is our special characteristics, we do not need to build armies, we are the armies.

The board shows the land regions we are supposed to conquer, featuring six different landscapes. The board also features 8 local rulers, on each of the landscape squares there is one pawn. In the course of the game players try to place their personal yurts on the board and then overbuild those yurts with conquest tiles. Not the yurts, but only the conquest tiles will yield victory points at the end of the game.

- Wait a minute. Genghis Khan is ok, Mongolia is okay, but what is a yurt?

- A yurt is a circular tent, which are the housing facilities of the Mongolian people.

A conquest tile can only be placed if it can be completely placed on yurts. The tile can only be placed by a player who has the sole or a shared majority in yurts underneath such a conquest tile. The yurts of the 8 original, local rulers are not taken into account to determine majorities, they are considered to be neutral.

Juraj: It's cute to allow a conquest tile only to

be placed over your own yurt and many others --- but the only thing is, you must see to it that those other yurts are neutral ones. So no shared majorities come into play and I get to score all the points myself.

This is exactly the way it is done: The player who holds the majority of yurts underneath the conquest tile is considered to be the owner of the tile and scores the victory points at the end of the game. If several players are tied in the majority the victory points are divided and if necessary rounded down.

- Well, now I know what's happening, but you could start to explain how we do it.
- That's what I was just going to do.

On the board we already have the local rulers and next to their images there are five spaces for yurts. These yurts are placed there and are used for counting down to the

Monika Dillingerova

A beautiful game if you play with two or three, with four I considered that it had too little planning; despite the topic the atmosphere of the game remains rather abstract

final phase of the game. There are additional neutral yurts at the bottom of the board. Now players can, depending on the number of players, place between one and three of their own yurts on the board. Thereby the



must stick to the rule, that there cannot be two yurts in the same landscape. In the later course of the game cards are used for every kind of action. These cards have three different characteristics and can therefore be used for more than one purpose. Each card shows a type of landscape, a ruler and a direction.

Monika: The direction is indicated on a compass rose and is somewhat unclear, lots of players had problems getting used to this feature.

Each player is dealt four such cards and also special cards. The 40 yurts in his personal color are at hand.

The essential feature of the game are the irregular, kind of serrated, pieces, which remind me of Blokus tiles. The smaller ones are in play several times, the larger ones are available only once. All of those tiles or pieces have a number, which denotes the number of victory points this tile will earn you. Some of the tiles are of a different color – a stone path instead of boards; these are bridges which must be built across the river on the board.

A player's turn consists of 3 phases.

In the first phase you draw a card from the face-down pile. You show the card to all other players and move the ruler depicted on the card, in the direction indicated on the card. On the square the ruler has just vacated a neutral yurt is placed. This yurt comes from the ones next to the ruler's portrait on the board. You can only decide if the ruler moves 1, 2 or 3 squares. The ruler can move across occupied squares, but can end his move on an empty square only. If such a square is not available in the direction indicated, the next one in clockwise direction is taken.

In the second phase you have two actions. You can even do the same action twice and can choose from:

1. Invade a region. You play a card from your hand and place a yurt on a square in the corresponding landscape.
2. Chase off a ruler. You play a card from your hand and move any ruler in the direction indicated on the card, over a distance of 1-3 squares. In this case the yurt is taken from the bottom of the board. You cannot speed up the game this way.
3. Conquer. You take a conquest tile and place it over yurts on the board. It is important that all squares beneath the conquest tile – with the exception of river squares – are occupied by yurts and that you have the majority in these yurts. So that you know who has the majority beneath a conquest tile all players who are part of the majority

place one of their yurts on top of the tile. The victory points are scored at the end of the game and split in case of shared majorities.

If you believe that you cannot do anything useful with the cards in hand, you can use both actions of this phase for one blind invasion into a region without having to consider the type of landscape.

In the third phase you can use one of your special cards. These special cards can allow you a third action in your turn, or protect your own or neutral yurts from conquest for a round or can reserve tiles for the duration of a round.

Monika: The special cards should not be saved to the end of the game, where they will be of no use at all. And there is also the well-thought out mechanism that the same yurts cannot be protected by several players.

Your turn ends with drawing cards to make up your hand to four cards again. Now it is the next player's turn and he plays his three phases, and so on and so on.

When a ruler cannot move at all on the board – all squares in his neighborhood that he can reach are already taken or if he has placed his last yurt, he is taken off the board. The final phase of the game is started instantly when the 5th ruler is taken off. In this final phase players only play phase 2 of their turn and may still use the action conquest. Play goes on until nobody can do a conquest action anymore.

Then victory points are scored. These are awarded for each conquest tile you own and you can earn a bonus for the biggest connected area. Counting victory points is a terrible job and the game lacks a track for victory points. What makes it even worse is that not only people with motor function problems have problems when placing yurts as well when counting and taking them away.

Zdena: When playing with two players, you can start as if playing two solo games, but finally you will have to enter confrontations. If was fun, regardless whether confrontations started at the beginning or came into play later.

Juraj: There were moments when I thought the cards were not coming properly. But then I grasped that I have so many possibilities for my turn that this does not matter at all.

Peter: When playing with four you cannot predict at all what other players might do. You can see how they could hurt you, or what would be best for them but the question remains. Will the do it? Can they do it?

Monika: The best games were those with two

and three players. In the game with four you cannot do strategic moves properly. Your own strategy simply turns into tactics answering the moves of other players. ☑

Monika.Dillingerova@spielen.at



INFORMATION

Designer: Christwart Conrad

Artist: David Cochard

Price: ca. 35 Euro

Publisher: Huch & Friends 2010

www.huchandfriends.de

PLAYERS:
2-4

AGE:
10+

TIME:
60+

EVALUATION

Placement game with cards

With friends

Version: de

Rules: de en fr nl

In-game text: no

Comments:

Very attractive components *
Topic nicely implemented *very little strategy possible in a game of four*
handling, especially for scoring, rather difficult

Compares to:

Placement games for area majorities

Other editions:

White Goblin Games



My rating:

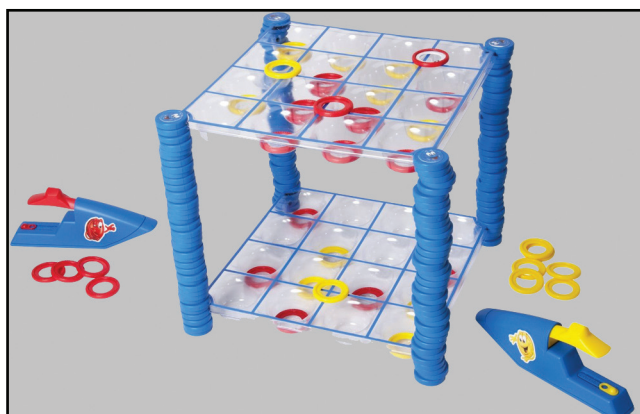
4 GEWINNT

SCHNIPP DEN CHIP



A new version of Connect 4, that offers surprisingly new and surprisingly challenging ideas. You do not place checkers or put them into slots to form a row of 4! From two game plateaus in the form of clear plates with 4x4 dents and four columns you construct a game board on two levels. Each player has chips in his color and a catapult. As a

basic move you snip a chip with your catapult and try to hit one of the levels and make up a row of four chips of the same color. When two chips end up in the same dent, the one on top is the one that counts. For this basic mechanism the rules list three varieties to play. 1) Best Frantic Launch: You make up a row of four chips as usual, if you are



first to do so you win, regardless in which level the row is situated. 2) Championship Frantic Launch: For a complete row of four you score points; 2 points for a row on the top level and 1 point for a row in the bottom level. You play until one player has 5 points. 3) Advanced Power Launch: You score as in variant 2), but you can use your power chips. These can either give you an additional move, or remove all chips from adjacent dents or rows or from only one adjacent dent. If a power chip ends up outside a dent, the power chip is not active, and does not become active if it should fall into a dent later. For all games versions for team play are listed.

This snipping version turns the tactical game into a game of dexterity, which needs a good eye, dexterity and a nice sense for distances to snip the discs into the spot you intend it to land. A very nice addition to the family of Connect 4! games. ☑

INFORMATION

PLAYERS:
2+

AGE:
5+

TIME:
10+

Designer: not stated
Artist: not stated
Price: ca. 20 Euro
Publisher: Hasbro 2011
www.hasbro.de

EVALUATION

Dexterity game
For families
Version: de
Rules: de en
In-game text: no

Comments:
Same name * totally different game

Compares to:
Kissenschlacht and other launching games

Other editions:
Connect 4 Launchers, Hasbro USA



AGE OF INDUSTRY

ERWEITERUNG JAPAN & MINNESOTA

Industrial revolution in 19th century England; six industries must be expanded like railway companies. Industry counters must first be built and then be turned over; this turning earns profit and happens when goods are sold or harbors are used or coal mines and iron foundries are exhausted or neighboring fields are exhausted in the case

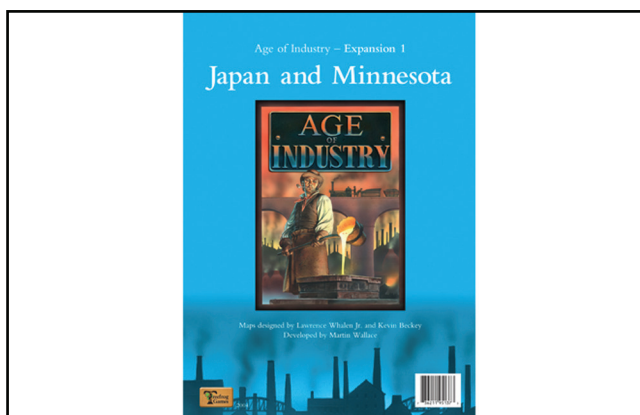
of ships. You play rounds made up from player actions, turn order and payments. Player actions allow you two actions, e.g. building of industry or railway, selling goods, development, drawing cards or passing. Victory points are gained for industry on the board and cash.

Age of Industry Expansion #1: Japan and Minnesota is the first

expansion for Age of Industry:

The rules of Age of Industry apply with some modifications. Japan: Sea lanes with harbors at both ends and a ship can be used to transport coal/iron and to sell cotton/manufactured goods. Iron works are built only on spots with this symbol. If ships are overbuilt, neighboring spots are not refilled. A rail-link is worth 3\$ plus number of counters at each end. Minnesota: The "sell" action is valid for coal/iron, too. At some locations you can build cotton mills or manufactured goods factory without coal; there are special rules for rail-links and Twin Cities.

The revision has streamlined and shortened the original game of Brass, so that with Age of Industry now a realistic and challenging simulation of the Industrial Revolution in England has emerged. Cards are now assigned to regions and that allows you to act a bit more flexible, despite decisions themselves being still limited by the cards. ☑



INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
120+

Designer: Martin Wallace
Artist: Peter Dennis
Price: ca. 35 Euro
Publisher: Treefrog Games 2011
www.treefroggames.com

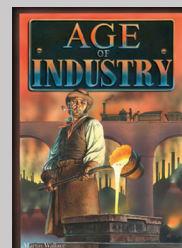
EVALUATION

Economics simulation
For experts
Version: multi
Rules: de en fr jp
In-game text: no

Comments:
Revised edition of Brass * streamlined rules * shorter time of play

Compares to:
Brass and other complex economics simulations

Other editions:
Limited wooden edition, Treefrog Games



BIBI & TINA

DAS GROSSE SPRINGREITEN

5+

On the Martinshof there is a lot of work to do, the animals need to be fed and the stables must be mucked out. But the most important thing is the training for the big Jump event – Bibi and her mare Sabrina, Tina with Amadeus, Alexander von Falkenstein, Tinas friend, with Maharadscha and Bibi's brother Holger with his Pascal are going

to participate. The race track is set out and each player chooses a horse and a character. In your turn you roll the die and move your horse; in front of an obstacle you stop and roll again. Now you use the bale of hay like a spinner for as many times as the die shows dots. When the bale falls over you hold the upside next to your horse. If the



horse is attracted, it jumps over the obstacle, you may lift it over. If not, you try again, if necessary, you roll again next round. Spots showing persons are event spots, which are activated when your turn ends on those spots: Mrs. Martin calls you, you go back to Martinshof. The blacksmith has freshly shod your horse, you move ahead three steps. The forest ranger knows a shortcut; you can move your horse to the end of the shortcut. Freddy on his bike frightens your horse, you go back two steps. If you are first to reach Martinshof again, you win the game.

This is a very simple game of roll & move, exactly right for the intended age group. The horses as well as characters of Witch Bibi and her friend Tina are well-liked by children, and the pawns in the game are very life-like. The bale of hay with its magnetic effect used for a chance mechanism to overcome obstacles is a nice and well-working detail. ✓

INFORMATION

PLAYERS:
1-4

AGE:
5+

TIME:
20+

Designer: not stated

Artist: not stated

Price: ca. 21 Euro

Publisher: Schmidt Spiele 2011

www.schmidtspiele.de

EVALUATION

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

Comments:

Well-known characters *
horses are a favorite topic of girls * simple rules * nice components

Compares to:

All roll & move games with a horse topic

Other editions:

Currently none



BREMER STADTMUSIKANTEN

CAT IN YELLOW ON DOG IN YELLOW



5+

In the range of games from „Die Spiegelburg“ there is a new line of card games. The series starts with four titles: Affenzirkus, Bremer Stadtmusikanten, Monster-Alarm und Rasend Schnell. In Bremer Stadtmusikanten the animals must climb on each other's back as they do in the fairy tale. The game is made up from cards showing the animals from

the fairy tale, depicted either in a red, green, yellow or blue frame, always two animals in a frame of different color on a card, You place animals in the order of donkey – dog – cat on top of each other, always only animals in the same color frame. By the way, animals are depicted on a background of the same color as the frame, only the last animal in



the stack, the cockerel, has a gray background with colored frames. You may also cover both halves of a card, if you have a card that fits both animals on the bottom card. If you place the cockerel, you draw a card and choose one of the animals on it. Then you hand to card to your neighbor; if he holds the animal you named he can add a card and hand both to his neighbor. If this player also holds the animal, he adds the card and hands them on etc. If you do not have the card named you must take all cards and then have a normal turn. When you place your last card but one you must announce this by making the noise of one of the animals on the card or draw a card. If you cannot place a card, you draw a card, too. If you can place all cards, you win the game.

Bremer Stadtmusikanten offers an enchanting variety of the domino mechanics, players learn to add cards in a non-linear way, and rarely topic and mechanism go together as beautifully as in this game. ✓

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
10+

Designer: Steinwender, Lepuschitz

Artist: Günther Jacobs

Price: ca. 10 Euro

Publisher: Die Spiegelburg 2011

www.spiegelburg.de

EVALUATION

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

Comments:

Topic and mechanism go beautifully together *
Nice variant of the domino mechanism * Stacking mechanisms trains non-linear placement

Compares to:

All versions of Domino

Other editions:

Currently none



BUGS & CO

COLLECT TWO-EYED MONSTERS



The game features 75 monster tiles, the monsters are depicted on a white background and have different shapes, colors and 1, 2 or 3 eyes. Depending on the number of players a different number of monster tiles come into play, as well as 5 victory point tiles. In case of 2-5 players one tile less than there are players are used. All play simultaneously,

with one hand only: You pick up a tile, look at it and either return it face-down to the table or put in into your other hand. When returning a tile you can try to pre-sort tiles of potential further interest, but of course others can do the same and disturb your plans. Monster tiles in your "storage" hand must not be looked at again and cannot be put back on



the table. If you want to do so, you can pick up the victory point tile of highest value still available and stop playing. When all victory point tiles have been taken, the players holding a victory point tile provide the end of the game by counting backwards together: 10, 9 8 to 2, 1, stop, which ends the game for all players. Now all sort the monsters in their hand as regards to image; groups of identical monsters, regardless of their color, score 3 points, all others lose you one point. You win with the highest score from monster groups and victory point tile. Bugs & Co is a very simple game, which demands a hefty amount of memory and observation; the monsters are similar enough to cause confusion, but different enough to be remembered if you try! I would call it chaos memo with single choices. A fun game for all occasions, easy to take along and very quickly explained. ✓

INFORMATION

PLAYERS:
2-8

AGE:
8+

TIME:
5+

Designer: Bruno Faidutti u.a.
Artist: Noiade
Price: ca. 14 Euro
Publisher: Libellud 2011
www.libellud.com

EVALUATION

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

Comments:
Funny graphics * need good observation and memory * nice idea for end of game

Compares to:
Other collecting games with a memory component

Other editions:
Currently none



CATERPILLAR

AGE OF TANK

For a few years now Korean games have been coming to Europe, they are mostly shown at the SPIEL' in Essen. One of the publishers exhibiting there is Visionary with a wide range of games.

Caterpillar is set in the future; Earth has been nearly completely destroyed by a collision with an asteroid. All roads have

been overturned, they are all nearly gone, and so transport is a major problem. Tanks with their caterpillars became the main means of transport and the use of solar energy was developed. The survivors built new cities and the new profession of Tank Master surfaced, he is responsible for safe delivery of raw materials. In each of three rounds you play

three phases: 1) Choosing and implementing of an action 2) Choosing and Implementing of another action, different from the first; 3) Play goes to the next in turn. All players can choose from five basic actions – Move, Load, Attack, Double-Move and Recharge. If you want to use the backside of a card, you pay the costs to use either Develop, Rest, Instant Recharge, Distant Attack and Build. For an attack you use dice, successful attackers receive freight and victory point markers. If you deliver all goods needed at a destination you receive a bonus and discard the card; you keep the goods, they are victory points at the end of the game. At the end of the round you move the weather marker. After three rounds the player with most victory points wins the game. Caterpillar offers a nice mix of standard mechanisms in a minimalist implementation; it is mainly of interest due to the unusual topic and as an example for games from Korea. ✓



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
60+

Designer: Donghoon Lee
Artist: Seungpyo Hong
Price: ca. 30 Euro
Publisher: Visionary 2009
www.visionarygames.co.kr

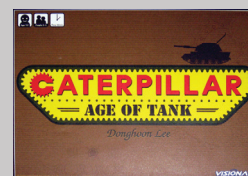
EVALUATION

Warentransport-Spiel
With friends
Version: en
Rules: en
In-game text: yes

Comments:
Nice mix of standard mechanisms * unusual topic * rather minimalist components * of interest to fans of games from other cultures

Compares to:
All transport games

Other editions:
Currently none



CLEOPATRA'S CABOOSE

RAIL BARON GODS AND PYRAMIDS

18xx at the time of Cleopatra – players place track, erect buildings and use the special abilities of Egyptian Rail Baron Gods to build up a network of railroads in ancient Egypt in order to deliver fruit to towns.

The game comprises a fixed number of rounds, always equal to the number of players. Each of these rounds comprises ex-

actly two phases – an auction, followed by player actions. In Phase 1 you bid with money for the order of play, only the first player can pass free of charge, the two players last in the bid pay their full bid, the players in between half their bid, rounded up. Adhering to the new order each player chooses a god. In Phase 2 you take auction cards



and can then place track, set up a building, transport fruit or produce fruit, build a pyramid or draw town cards. After the last round you score: Each town has a total prestige of town prestige + pyramids and building markers as well as a number of trains in its neighborhood. You count for each town, which player has how many trains in her neighborhood. For the majority in a town you score the total prestige of this town, for second and third place in majorities you score half or one quarter of the total town prestige. Then you score 1 point each for each set of 3 money units and points for openly displayed buildings and fruit of each player.

With this game Z-Man has managed to make a parody on a whole genre of games, the 18xx range of games, and an absolutely well-working and good railway game at the same time. Fun to play, even without shares and operation rounds, which should not be missed by any fan of 18xx. ☑

INFORMATION

PLAYERS:
3-5

AGE:
10+

TIME:
60+

Designer: Steve Zamborsky

Artist: not stated

Price: ca. 47 Euro

Publisher: Z-Man Games 2010

www.zmangames.com

EVALUATION

Railway game
With friends
Version: en
Rules: en
In-game text: yes

Comments:

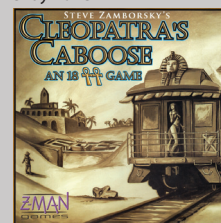
Parody of 18xx games, plays very well * very nice components * harmonious mechanisms, well combined

Compares to:

All railway games on track building and majorities

Other editions:

Currently none



DA IST DER WURM DRIN

WHICH WORM WILL SURFACE FIRST?

4↑

Worm burrowing party in neighbor's garden! A very beautiful flower meadow is set up from two parts, resulting in four underground passages for four worms; two slits in the meadow allow you to check the progress of the worms. To start the game each player makes his individually patterned worm head disappear in the passage. Then in

turn you roll the die and you push a worm body part of the color you did roll into your own worm's passage, this pushes the head of the worm forward. If no body part of the color you rolled is left, you may choose any part. When the first worm head surfaces again at the end of the passage, you play on to the end of the round and then the win-



ner is the player whose worm has advanced furthest.

In a version for older children you can bet using a daisy and a strawberry tile which worm will be visible first in the corresponding slit in the meadow.

To bet you place after a few rounds – but don't wait too long! – first your daisy next to the first slit for the worm which you believe will appear first. The same you can do for the second slit. Due to the color coding of the body parts of different length you can guess nicely how long a worm might be. When the first worm appears it is too late to place your marker at this slit! If you guessed correctly you may feed the daisy or the strawberry to your worm, that is, push it into the passage and elongate your worm.

"Da ist der Wurm drin" is an enchanting game for small children, training an eye for measurements and also memory. The betting version makes the dice game interesting for older children, too. ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
10+

Designer: Carmen Kleinert

Artist: Heidemarie Rüttinger

Price: ca. 20 Euro

Publisher: Zoch Verlag 2011

www.zoch-verlag.com

EVALUATION

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

Comments:

Game of the Year 2011 for Children * impressive components * pretty story * pure dice game

Compares to:

Tempo, kleine Schnecke

Other editions:

Currently none



DAYS OF STEAM

LOCOMOTIVES

You play track from your hand or place a city and move trains to pick up goods or deliver goods or you use the water tower. Circular tracks and delivered goods earn you victory points; color variety in goods earns you bonuses. Between towns there must be a minimum distance of two tracks; new tracks must be connected to a town. A circular track con-

nects a minimum of two cities; for a finished circular track you receive a circular track marker, only one marker per train, even if you finish more circular tracks; and only for the first seven circular tracks all in all. Movement is paid for with steam points, using the water tower and placement of tracks earns you steam points. Each good delivered earns you 2



victory points; each circular track marker is worth 1 victory point. 2, 3 or 4 colors of goods earn you 1, 3 or 5 victory points. When a player has accumulated 13 victory points, he wins instantly. When the last track tile is drawn the player with most points wins. The expansion "Locomotives" introduces track tiles with factories and Coal Stations. Factories are not towns and you cannot deliver goods there. Coal Stations yield 2 coals which must be changed to steam. The new engine tiles introduce improvements in the categories stability, coal Tender and Steam Boiler. When you place a town tile you receive coal instead of steam; you cannot build over water towers.

Days of Steam + Locomotives is a straight, fast railway game with good rules, which in their degree of difficulty are clearly below complex games like 18xx, but despite this transport the flair, the functionality and importance of steam railways. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
45+

Designer: Aaron Lauster
Artist: Patrick Turner Studios
Price: ca. 30/10 Euro
Publisher: Valley Games 2010
www.valleygames.com

EVALUATION

Railway game
With friends
Version: multi
Rules: de en
In-game text: no

Comments:
Simple, clearly structured components * challenging game play with not-too complex rules * also good for families with a bit of gaming experience

Compares to:
Age of Steam for delivering goods, 18xx and other railway games for construction of tracks

Other editions:
Stratamax Edition 2008



DISNEY WINNIE THE POOH

WO IST I-AAHS SCHWÄNZCHEN?

3↑

I-Aah, the donkey, that's his name in German, he is of course Eeyore in English, has lost its tail; Winnie the Pooh and his other friends go looking for it in the 100Acre wood and find lots of things that Eeyore could use for a tail, a balloon or a funny hat – but is the right tail among all these things? First the 100 Acre Wood is assembled; the trees are put

into the board in a way that only the treetops are visible. Then the top card is turned up and all players now search for the tail shown on the card. To search you roll the die and move from one tree to the next, up to the number of steps you rolled, but you need not take the full number of steps, you but can stop earlier. Then you look at the tree;



if you have found the currently looked-for tail you take it off the table and place it on your own board. If not, your turn ends and the next player goes on searching for the tail on the card. When you find Piglet you can look at another tree: If you find Tigger you have another turn and if you turned up Owl you may switch switches two trees, all other players must close their eyes. When you roll Eeyore you shuffle all cards and turn up a new one. When all tails are found, all players now look for the owl; she has the correct tail and gives it to the player who finds her; it is worth two points to the finder; all other players score 1 point for each tail they hold, if you have the highest total you win.

This is an attractive memory game with an all-time favorite nursery topic. The big Eeyores for each player to really attach a tail are a very nice detail. ☑

INFORMATION

PLAYERS:
2-4

AGE:
3+

TIME:
15+

Designer: Kai Haferkamp
Artist: Paul Windle Design
Price: ca. 18 Euro
Publisher: Ravensburger 2011
www.ravensburger.de

EVALUATION

Game of dice + memory
For children
Version: multi
Rules: de fr it
In-game text: no

Comments:
Favorite children's topic * excellent components with loving details * basic mechanism is memory

Compares to:
Other memory games

Other editions:
Currently none



EXPEDITION DINO

KNOCK, HAMMER, FIND BONES!

4↑

Expedition into the Dinosaur Valley: You set up the rock according to the rules, the Dino shape is enclosed completely inside the rock. In your turn you roll the die and advance Tim the explorer accordingly. If he reaches a hammer spot, you may dig using the hammer, if he ends on a spot with hammer and chisel, you may use both to dig and if he ends on a

magnifying glass you can explore. To dig you have 3 tries to loosen a rock cube by using the tool or tools indicated so that it falls off. If it ends showing a bone on its top surface, you take the cube, otherwise you put it in on the storage board. When several cubes fall or if one hits Tim, all blocks loosened in this turn go into storage. If you can explore you take a block from



storage and roll it like a die – if it ends showing a bone you take it. When the Dino shape tumbles the game ends and the player with most bones wins.

The rules for an advanced game are basically those of the basic game, but: You have as many tries to dig as the green die shows dots and the player who topples Dino while digging has lost in any case, regardless how many bones he collected. Therefore you can decide before you roll the dice to pass on your turn. When all players have passed or when Dino tumbles, you win with most blocks, provided you did not topple Dino.

Expedition Dino is yet another example how to magnificently vary a topic well-beloved by children, even if it has been used as often as Dino topics. The knocking out of the blocks with the realistic tools is challenging, not as simple as it looks and really gives off an exploratory flair! ☑

INFORMATION

PLAYERS:
2-5

AGE:
4+

TIME:
15+

Designer: Gunter Baars

Artist: Cornelia Haas

Price: ca. 25 Euro

Publisher: Haba 2011

www.haba.de

EVALUATION

Dexterity game

For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Beloved top, fantastically varied * attractive, sturdy components * realistic tools * a game with lots of flair

Compares to:

First game in this combination of mechanisms

Other editions:

Currently none



GALAPAGOS

FOLLOWING THE MOVES OF THE BEAGLE

Players embody biologists following in Darwin's footsteps; they want to discover rare species on the Galapagos Islands and mount exhibitions.

In 12 rounds the phases Bid for a Bearing and Starting player as well as Playing and implementing of action cards are played. For a bearing you offer money, the highest bid in total deter-

mines the direction, the player with the highest bid for this direction is start player.

In Phase 2 you play as many cards showing the actual valid direction as you want and implement all card actions; then it is the next player's turn. Possible actions are Exploration, that is, Movement for money. Expedition to acquire an animal; the

direction determines the kind of animals available. Sale of an animal for money, the fixed price for an animal is 600 Pounds. The last action you can choose is Exhibition, mounted with one or more different animals; for each animal you score 2 expedition points; and you might also receive bonus in case of the exhibition meeting the conditions on one of the exhibition tiles in the open display. Two cards in the color of the currently valid direction can be used as a joker for any action. When all 12 rounds are played, the two players with the best score for exploration score 4 or 2 points, for 1st and 2nd place respectively, and each player scores one point for any two animal tiles and one point for 1000 pounds each. You win with most points.

Galapagos offers a challenging mix of auction and set-collection game, you are permanently pondering how to best use the rather chance determined possibilities of the cards. ☑



INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
60+

Designer: Åse und Henrik Berg

Artist: Hans-Georg Schneider

Price: ca. 37 Euro

Publisher: White Goblin Games 10

www.whitegoblingames.com

EVALUATION

Set collection game

With friends

Version: multi

Rules: de en fr nl se

In-game text: no

Comments:

Some tactics are possible despite chance-determined cards * very individual but interesting graphics

Compares to:

Mix of well-known mechanisms used in many other games

Other editions:

Galapagos, Axel, Poland



GEOLino

REISE INS TIERREICH

8+

From an expedition you want to bring back at least one animal from each of the 6 continents and from each of the five animal groups – mammals, amphibians, reptiles, fish and birds. The animal cards show the symbol for the animal group, the name of the animal plus the information for size, weight, age and offspring on the one side and the

continent on the other side. The cards are stacked sorted by continent. Each player draws a card from his start continent, you can choose where you begin, but everybody must begin on a different continent. One card from each continent is laid out to form the National Park. You roll the dice and use the action spots of ship, airplane and escalator track



to travel faster. On Paw spots you can swap cards from your hand with cards from the National Park. On Q spots for Quiz and W spots for contest (=Wettbewerb) you can win animal cards. On Q spots you pick up three cards from the stack and must guess which of the three animals has the highest or lowest value. The category and whether the lowest or the highest value must be guessed, are determined by dice. On W spots you win a card if you have the best value in a category on your card, the card bid is marked and cannot be used in the next contest. The card you win you draw from the continent pile corresponding to the location of your marker. In case of a tie both players win a card. This mixture of quiz and travelling game offers an attractive possibility to get familiar with the origins of lesser known animals; the game is also absolutely eligible for a family game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: Inka + Markus Brand
Artist: Mirko Suzuki, Kodiak
Price: ca. 20 Euro
Publisher: Kosmos 2011
www.kosmos.de

EVALUATION

Assessment game
For children
Version: de
Rules: de
In-game text: yes

Comments:
Good mix of travel game and quiz game mechanisms * Very good family game, too * attractive design with fantastic pictures

Compares to:
Fauna and other assessment games featuring animals

Other editions:
Currently none



GOLD!

DONKEY EARNS GOLD FROM THE DISPLAY

8+

A donkey is well-known for delivering gold, but you must use him diligently to achieve this. You start your display with a donkey card, which you display in front of yourself, the remaining donkey and gold cards are stacked as a draw pile. Two cards are set aside without looking at them and another five cards are laid out to form a display called of-

fering. Gold is played with open card, you place your cards sorted by color on the table, and there are no hand cards. In your turn you take either the lowest card from the offering into your own display or you swap cards with the offering: Only one of your own gold cards for a gold card of lower value from the offering or one of your donkeys for any



gold card from the display. Three cards of the same color form a set which is instantly scored, and allows you to take a card from one of your fellow players, but not in a color that is present in your display, and also not in the color of the set just formed. The Set is set aside face-down for points. If you take the last card from the offering, you replenish it with five cards from the stack. When the draw pile is empty, each player sums the cards of each color in his display. If you have the highest total of a color, you place your highest gold card of this color on your scoring stack. Then you add up the cards in your scoring stack and win with most points. Gold! A fast quick card game, in which it is paramount to decide when you take which cards – sometimes it is better to take a lower card to avoid that your neighbor uses it to make a set. Don't forget the color scoring at the end and keep an eye on the display of your opponents! ☑

INFORMATION

PLAYERS:
2-3

AGE:
8+

TIME:
15+

Designer: Michael Schacht
Artist: Design/Main
Price: ca. 8 Euro
Publisher: Abacusspiele 2011
www.abacusspiele.de

EVALUATION

Set collecting game
For families
Version: multi
Rules: de en fr it
In-game text: no

Comments:
Fast play * needs observation of opponents * tactical use of card selection mechanism is essential

Compares to:
All set collection games and all such games comprising an open display

Other editions:
Currently none

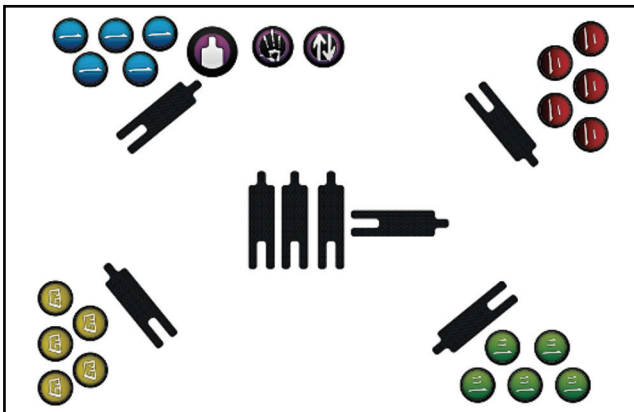


HATTARI

SUSPECTS, BLUFF AND ACCUSATIONS

Bluff and brains for one crime scene, one victim, three suspects and a few witnesses – whodunit? 7 of 8 suspect profiles carry a number; other components are accusation markers and marker tiles. The culprit is always the suspect with the highest number; but if among the suspects there is a 5 then the culprit is the suspect with the lowest number.

You are dealt one face-down profile for a clue; the rest is laid out as suspects and victim. You look at your clue and then pass it to your right; thus every player knows 2 of 8 profiles. In the accusation phase you as first player look at 2 of the 3 suspects and mark the 3rd as “unknown profile”; then you decide if want to exchange the victim for one of



the profiles you checked; if you do so you may not look at the victim. Then you mark one suspect with an accusation mark. The other players in turn look at two profiles, too, but never at the one just marked by the immediate predecessor, and place an accusation marker; in case of accusing someone again the new marker goes on top of the other. At this point you need to bluff to entice others to follow your accusation. When all have placed their markers the solution is revealed and according to results markers go back to players, color side up or black side up. When several players did mark an innocent, the top player in the stack takes all markers. When one player holds 8 markers or all his markers are black you win with the fewest markers.

A game as abstract as its name! Pure deduction and lots of bluff, the real aim of the game is to lure others to follow your lead so that they have to take your markers! ☒

INFORMATION

PLAYERS:
3-4

AGE:
9+

TIME:
30+

Designer: Jun Sasaki

Artist: Ian Parovel

Price: ca. 10 Euro

Publisher: Moonster Games 11

www.moonstergames.com

EVALUATION

Deduction game
With friends

Version: multi

Rules: de en fr

In-game text: no

Comments:

Purely abstract game despite the detective topic * curious mix of deduction and bluff * aim of the game are to make others draw wrong conclusions rather than the correct solution

Compares to:

First game of its kind

Other editions:

Currently none



HEKTIK

I OFFER THREE CARDS!



The game comprises cards featuring 20 different symbols; there are 7 cards for each symbol. For a game you need to use one set for each player in the game, or, looking at it the other way, up to 20 players can take part in the hectic search for cards. The necessary number of cards according to the number of players is shuffled and each

player is dealt 7 cards. You may not look at the cards before the game starts.

On a signal all take up the cards and now can simultaneously trade cards with others, adhering to the following rules: If you offer several cards, all cards must have the same symbol. The problem with this: You can only name the number of symbols

you offer, never the symbol itself and you can never show the cards you are offering. And you can only trade with a player offering the same number of cards. The first player holding 7 identical symbols calls “Hectic!” and wins the game.

All you can do is act blindly, for instance offer two cards and take to cards. Oups – the two cards you received fit a card that you already hold – so now you can either offer one of the remaining cards and hoping that it is one fitting the three, or you can offer all three cards and hope that you get three others fitting one of your four remaining cards .. and then it gets difficult, because if you sit on four cards you can only acquire the missing three via single offers or hope to make up a set of three from the singles and trade it for the three you miss.

Hectic, as promised! But somehow it works out all the time – a nice party game, especially good for large groups! ☒



INFORMATION

PLAYERS:
5-20

AGE:
6+

TIME:
5+

Designer: Raphael Kasmai

Artist: Stefanie Zander

Price: ca. 10 Euro

Publisher: Sejo Spiele 2010

www.sejo-spiele.de

EVALUATION

Card game

For families

Version: multi

Rules: de en

In-game text: no

Comments:

Party game * good for large groups * tactics nearly impossible * easy to explain

Compares to:

First game of its kind

Other editions:

Currently none



KAIGAN

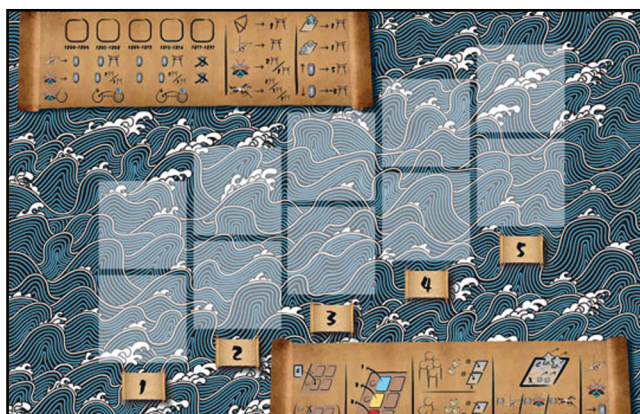
CARTOGRAPHING THE COAST OF JAPAN

In the year 1800 Tadataka Ino started his project to create a true to scale map of Japan's coastline – it took him 21 years to complete it and his work remained the reference map for more than a century. Players rival for creation of the map.

The game is played over 5 rounds, in which six phases are played: 1) Action cards: All play-

ers hold a set of identical action card; you choose one of these cards and place it face-up on a free space on the board, but not on other tiles or on action markers pre-printed on the board. Or you can place the quadrant tile, if you hold it, and can take over a row by placing your disc. 2) Actions – the action cards that were placed and also printed-

on actions are now implemented by the owner of the row, for each row in turn: You can improve artisan abilities or kart government contacts, travel or map regions by placement of markers. 3) Neutral markers – the owner of the quadrant card rolls the die to complete unfinished cards by placing the missing tiles. 4) Scoring – completed cards earn you honor points depending on the number of markers on the card. 5) Income is received depending on the position of your marker on artisan and government track. 6) In rounds 2 and 4: Honor points are awarded according to the position of your marker on artisan and government track. After 5 rounds and a final scoring you win with most honor points. Kaigan is a highly recommendable game with an entirely new topic and a well-working mix of mechanisms. Even if you do not achieve the combination of actions you might want you can always do something and the game offers several strategies to win. ☑



INFORMATION

PLAYERS:
3-4

AGE:
10+

TIME:
60+

Designer: Kanabe Kenichi
Artist: W. Porter, A. Lake
Price: ca. 35 Euro
Publisher: Ascora Games 2010
www.ascoragames.com

EVALUATION

Placement game
With friends
Version: multi
Rules: de en fr
In-game text: no

Comments:
New and interesting topic * many strategies for winning * very good components * clear, good rules, self-explaining graphics on the components

Compares to:
Coloretto for claiming / taking a row

Other editions:
Inotaizu at Takamagahara, Japanese edition



KAWUMM!

NO FLASK IN THE CARDS! KABOOM!

8+

Players rival with each other to complete sets of ingredients and thus complete their experiment. To complete a set you need the number of cards stated on the ingredient cards. All in all there is double the amount of cards for an ingredient in the game of what is stated on a card of this ingredient, so two players have a chance to acquire a complete

set of any given ingredient. You turn up three cards, place two on the table and discard the third. Then you again turn up 3 cards and need only discards you cannot use. If you have acquired three different ingredients, you can go on or stop. If you go on, you again turn up 3 cards: If one fits your cards in the middle you can again go on or stop. If not,

your cards explode and are discarded. If you stop you take the cards in the middle and place them in your secure display and your move ends. You can only have four different ingredients in your secure area, you can swap them with new secure cards, and the rest must be discarded. Complete sets are marked with one card turned by 90°, the rest is discarded. In later turns you may place cards of ingredients that you already did complete on the table, but you cannot secure them. If you complete the 3rd set you win the game.

This is – totally independent from the topic – a set collecting game where the only mechanism is risk assessment: Do I take fewer cards and secure them or should I be greedy and risk losing all cards of this turn? Basically you are governed by what you turn up, a little bit of tactic is possible due to knowing the total number of cards in the game. A nice family gamble. ☑



INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Bernhard Weber
Artist: C. Stephan, M. Hoffmann
Price: ca. 12 Euro
Publisher: Huch & Friends 2011
www.huchandfriends.de

EVALUATION

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

Comments:
Very individual art * simple rules * lots of chance, little tactic * nicely varied Can't Stop mechanism

Compares to:
All set collecting games with a stop mechanism

Other editions:
Currently none



LEAPING LEMMINGS

THE ORIGINAL CLIFF DIVERS



Funny scientists are busy with breeding lemmings that can win the race for the cliffs and can jump off the cliffs really, really elegantly; tow eagles are hovering in the sky and hope for prey. During the game an Eagle phase alternates with a Lemming phase. In the Eagle phase you roll the eagle dice, move the eagles accordingly and then you imple-

ment Feeding and Chasing off with the respective target areas. For each "hover" symbol that was rolled one feed pellet is placed. In the Lemming Phase you have the option to trade in a „Favor“ pellet, have the option to play a special action and move a lemming. At the end you win with the most victory points from special actions you did not use,



lemmings jumping off the cliff and lemming feed pellets.

The core of the game besides the somewhat complicated movements of the lemmings and the movements of the lemmings are the special actions which you can use to take some of the basic rules out of play. You can frighten lemming into jumping, reduce movement range, repeat special actions, re-sort lemming stacks, remain eagle player for another round, score victory points for a lemming turned eagle feed, engender a rock slide or chase lemmings out from their cover in the brush, and lots more!

All the same, for GMT this is a rather simple game that might even be playable by families with a bit of gaming experience, the rules even list a simple chaos variant. When you have mastered the movement rules and the tactics implied in the change of the eagle player you will run a tense race! ☑

INFORMATION

PLAYERS:
2-6

AGE:
13+

TIME:
75+

Designer: R. Young, J. Poniske

Artist: Leona Preston

Price: ca. 30 Euro

Publisher: GMT Games 2010

www.ugg.de

EVALUATION

Acquisition game
With friends

Version: en

Rules: en

In-game text: no

Comments:

Rare topic * well-known mechanisms combined on many levels * change of eagle player introduces lots of tactics

Compares to:

Basically all games with a combination of card values and manifold rules for movement towards a target

Other editions:

Currently none



LECKER ODER GEMECKER!

FEX FIT FOR LEARNING

4+

In the new FEX series of educational games – short for Furthering of executive function, advised by Prof. Dr. Dr. Manfred Spitzer – this game features fast reaction and observation. The animals are randomly given plates with food; then you roll the die and all search simultaneously which animal has the biggest piece of this food on

its plate. This animal likes that kind of food best. If you are first to spot it, you place your hand on the animal. If you are correct, you are rewarded with a lion disc and a food chip is fit into the animal card. When the spot for the biggest portion is already taken, you search first for the second biggest and then the smallest picture of the food.



When all animals have been fed, you must grab the Glutton Fex figurine and all food chips are taken out of animal cards again. If you have collected 5 lion discs you win the game.

In all games of the FEX series the FEX effect is included. This effect is provided by additional special rules which can be introduced into the game. For "Lecker oder Gemecker!" there are three such rules, they are stated on the back sides of the lion discs. In each round you turn up a lion disc, which results in changing of food, the size of the portion or the animal; you must look for other food and other animals then pictured or rolled, for instance you roll the banana and must look for the lollipop. Additional versions for including a memo mechanism or sounds are included, and also a slower and simpler version of the game.

„Lecker oder Gemecker!“ is fun in any version; it trains fast reactions and quick adjustment to changing conditions. ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
10+

Designer: Nikisch, Kubesch, Walk

Artist: M. Schober, S. Hansen

Price: ca. 13 Euro

Publisher: Haba 2011

www.haba.de

EVALUATION

Educational game
For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Part of the FEX series * standard topic * trains speed of reactions while taking not of changing conditions

Compares to:

Other games in the FEX series, all reaction games

Other editions:

Currently none



LOOPZ

CAN YOU ROCK THE GAME?



Loopz is an electronic game unit in the tradition of Simon and Bop it. The use of the unit is simple: You switch it on and must always put a hand flat, palm down, throw the half-ring that lights up. The unit scrolls through the available games, to make your choice you put your hand through one of the bottom half rings of the unit. Then, if nec-

essary, you must choose number of players or the beat of music or musical instruments. The unit also judges the achievement in the game and offers seven different games, which challenge memory, reflexes and creativity: Beat-Master - you repeat a chain of lights that gets longer and longer, in three levels. Rhythm



out interruption by placing one of your hands into the half-ring that lights up, you must keep up with the speed of the unit in 3 levels. Contest - 2 players contest each other, until one makes a mistake; one player sets a series of lights, the other must repeat it and adds another light. Reflex-Master - 1-4 players can play, the half-rings light up and you must put your hand in before the light goes off, mistakes do not count, only hits, each level lasts 30 sec and you win if you manage 50 hits on three levels. Music Master - the light sequences are accompanied by sound. In Freestyle DJ you mix our own music and in Music Studio you choose and confirm an instrument and can play a scale of 10 notes.

Well, sometimes Loopz will probably rock the player, but, whatever, it is an incredible challenge to memory and reaction time which keeps you on your toes all the time and is incredible fun! ☑

INFORMATION

PLAYERS:
1-4

AGE:
7+

TIME:
15+

Designer: not stated

Artist: not stated

Price: ca. 60 Euro

Publisher: Mattel 2010

www.mattel.de

EVALUATION

Electronic reaction game
With friends

Version: en

Rules: de en

In-game text: yes

Comments:

Electronic game unit *
can be used as a musical
instrument * for up to four
players * ideal for solo play

Compares to:

Bop it, Simon

Other editions:

Currently none



MARKUS HEITZ' JUSTIFIERS

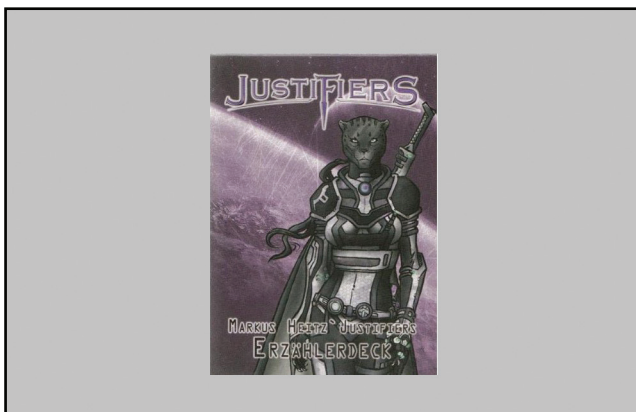
DAS ABENTEUERSPIEL



Justifiers is an adventure game set in a Sci-Fi universe, in which mankind has conquered interstellar space and corporations govern the fate of the universe, in which we are not alone, as we have always suspected.

In the game you take on the role of so called Betas that are humanoid animals or animaloid humans, bred by the Gauss Cor-

poration. These betas are highly trained specialists, who explore and claim new planets for their corporations - a job which confronts them with ancient and living foreign cultures as well as with unfriendly environments and dangerous living beings, be it fauna or flora, and then there are of course also the Justifiers in the hire of other corporations,



who have the same goals. Thus a race for TransMatt-Portal begins, which will connect you to your home planet. Furthermore, Justifiers must earn money, because they are the property of the corporation until they have earned their production price. The best-selling author Markus Heitz has transformed the basic role playing game, which originates in the Eighties, into an adventure game, in which the game master of role play mutates to the Narrator who need not take individual decisions. The book comprises all material that you need to play. To accompany or supplement the book there are two decks of cards, a Narrator Deck and a Justifier Deck with all information from the book in handy and quickly usable form, including bonus material.

Justifiers offers a light and easy way into the genre of role playing, the Game Master does not need to develop scenarios and if someone else must take over for him this is not a problem at all. ☑

INFORMATION

PLAYERS:
2+

AGE:
14+

TIME:
var

Designer: Heitz, Plötz, Lonsing, Sarti

Artist: Che Rossié

Price: ca. 30 Euro

Publisher: Ulisses Spiele 2010

www.ulisses-spiele.de

EVALUATION

Genre: Adventure game

Users: With friends

Version: de

Rules: de

In-game text: yes

Comments:

Role playing game with
Narrator instead of a game
master * can be played
with only the book or
including the card decks
* revised by the bestselling author
Markus Heitz

Compares to:

John Sinclair Abenteuerspiel

Other editions:

Currently none



MINOTAURUS

JUMP OVER THE HORNS

8+

Pairs of horns depicted on stone tiles simulate the legendary Cretan Bull Jump. This jump is simulated in five phases by collecting pairs of horns on tiles.

In the first part of the game you collect pairs made up from the right and left horn, in a version of a memo game. All horn tiles of one color belong to the same phase of the jump. During the

game you can also combine stones of different values into pair, but these are only temporary, not fixed. Only pairs made up of tiles with the same color and the same value are fixed and are scored at the end of the game. Each player may only hold one pair of horns in each of the phase colors. You can acquire a tile from a temporary pair of



another player by challenging this player to a throw of the ring over the horns of the sculpture. If you are challenged, you must accept. The challenger names the value of the tile he wants to acquire and tries first to throw the ring over one of the horns of the sculpture. If he succeeds, he takes the tile and gives the remaining value of his original pair to the loser. When the challenged player wins, he can decide if he takes the complementary stone to the stone that he was challenged for from his challenger or not. You win with the most points from fixed pairs. Minotaurus offers a good combination of memory and dexterity; the tactical elements are introduced by the time for a challenge, because fixed pairs are secure. The very special thing about Minotaurus is the haptic and optical enjoyment that comes from the material, Theta Stone: It is made from mineral and organic natural ingredients, beautiful, elegant and nice to the touch. ✓

INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
45+

Designer: Michael Sohre

Artist: Michael Sohre

Price: ca. 35 Euro

Publisher: Theta-promotion 10
www.theta.de

EVALUATION

Memo / dexterity game
For families
Version: de
Rules: de
In-game text: no

Comments:

Astonishing material * very attractive design * felicitous mix of memory and dexterity elements

Compares to:

All memo games, dexterity games

Other editions:

Currently none



MIX MATCH

12, 24, 7, 2 AND 6 FOR 48

8+

On 56 playing cards the numbers between 1 and 20 occur in different frequency, the three dice in the game are different: One blue die shows the numbers 0, 2, 3, 4, 5 und 8, the second blue die shows 20, 30, 40, 50, 60 und 70 and the black die shows numbers 30, 50, 70, 80, 90 und 110. You are challenged to combine the numbers on cards as fast as

you can to make up the sum of the dice and you should use as many cards as possible for this. Five cards from the stack are in an open display. In the basic version of the game you only use the two blue dice. To achieve the result demanded by the dice using the cards on display you may use all four basic ways of calculation – addition, subtraction,

multiplication and division. If you see a way to achieve the result, you call "Stop". All cease to calculate and you must demonstrate instantly how you arrive at the result. If you take too long or hesitate, your answer is considered to be wrong. If you answer correctly you keep the cards that you used in your answer. If you answer wrongly, you are out of the game for the round and cannot give an answer. When time runs out before someone gives an answer, a new card from the stack is added to the display. When all cards of the stack have been used, you win with most cards. The rules list variants; a game using only numbers 1-15 or choosing a personal card from the display which only you can but need not use for the solution, or a game using the black die. Intended as an educational game, the little box is a challenge for adults too, a good opportunity to train your calculation skills. ✓



INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
15+

Designer: Reiner Knizia

Artist: not stated

Price: ca. 12 Euro

Publisher: Productief 2010
www.productief.nl

EVALUATION

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

Comments:

Sounds simple, but demands fast and good calculation * good training by playing * easy to carry along due to the handy packaging

Compares to:

Other calculation games

Other editions:

Currently none



MONKEY BUSINESS

LIONS ON THE STACK, LION DRAWN!

6+

The naughty monkeys have freed the zoo animals, they are hiding out in the jungle and you are tasked with catching the animals. 52 animal chips are placed in the bag which represents the jungle. The 8 bonus tiles are laid out open-faced, they show the animals and the total amount of each animal in the bag. The starting player draws a chip, lays

it down and can stop or continue. If he continues and draws another animal than before he can again decide. If he draws an animal twice, he must give back all chips collected in this round. If you draw an animal that is visible on top of other stacks you collect all of these animals, and can go on, again until you stop or draw an animal twice. If you



stop, you stack the animal on top of the previously stacked ones. If you have only animals of one kind laid out, you can place them at the bottom of your stack, but must end your turn afterwards. Special rules apply to monkey chips: you can swap them for another animal chip from another player, but cannot collect animals of this kind from other stacks. When all animal chips are given out, you sort your animals. If you hold most animals of a kind you receive the corresponding bonus tile. You win with the highest total of animal disks and bonus tiles.

Monkey Business offers a very nice and cute version of the if-only-I-could-stop mechanism with a good balance of luck and tactics as well as a good family topic. As the bonus tiles show the number of animals you can give an educated guess if you could still achieve a majority, but you need to watch your fellow players carefully. ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
20+

Designer: Reiner Knizia
Artist: Bob Haime
Price: ca. 11 Euro
Publisher: Piatnik 2011
www.piatnik.com

EVALUATION

Risk or stop game
For families
Version: multi
Rules: de fr hu
In-game text: no

Comments:
Very nice version of a well-known mechanism * good mixture of luck, observations and a bit of tactics * good family topic

Compares to:
All acquisition games with stop-or-risk mechanism

Other editions:
Currently none



PASTICHE

BISQUIT AND BLACK FOR DA VINCI

34 paintings of European artists spanning six centuries are supposed to be re-created; you mix primary colors to achieve the palettes by placement of hex tiles.

The painting cards show between 2 and 7 color dots and 7-16 painting points. 132 palette cards show a color and the value of the card; there are

primary, secondary and tertiary colors, shades and crème. The palette hexes show 6 dots in the 6 corners and a dot of one or two colors in the middle, all primary colors only.

A starting hex and four paintings as a gallery are laid out. In your turn you place a hex next to one already on the table. Then you can take palette cards. You

can take cards according to the combination which the dots on the hex you just placed make up with dots on adjacent hexes, along touching edges and corners. For primary colors special exchange rules apply. When you have collected the colors necessary for one of your own paintings in hand or one of those from the gallery you discard the cards and set the completed painting aside. Then you draw another painting to replace the one just completed. At the end of your turn you reduce your hand to 8 palette cards, if necessary. If you have accumulated the necessary number of points from completed paintings, everybody scores completed paintings, palette cards in hand that could be used for a painting and artist bonuses, if one completed more than one painting by the same artist. You win with the highest score. Pastiche instantly reminds one of Bazaar, but is a lot more elaborate due to the multi-level exchange mechanisms; a pure set collection noteworthy for its very beautiful components. ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
45+

Designer: Sean D. MacDonald
Artist: Pixel Productions
Price: ca. 30 Euro
Publisher: Pegasus Spiele 2011
www.pegasus.de

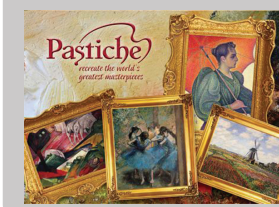
EVALUATION

Set collection game
With friends
Version: multi
Rules: de en fr it nl
In-game text: no

Comments:
Very beautiful design * several exchange levels * simple basic mechanism

Compares to:
Bazaar and all other exchange games for set collection

Other editions:
International edition with a different cover, rules in 5 languages



PIPS & BETSY

ROLL RED, REACH THE LARDER!

3+

The cheeky baby mice Pips and Bets have a bet going with two other baby mice – who will reach the larder first? To win they must be quick in recognizing the color that will advance them furthest. Each player chooses a mouse and places it next to Mama Mouse wielding her broom. In your turn you roll all three dice. Then you choose the color that

is farthest away from the position of your mouse and place the mouse there. The spot must be empty. Should all spots in the colors you rolled be taken already, you must pass your turn. If you sit on one of the last six spots and roll a color that is not present before the finish you jump directly to the larder and win the game.



In a variant you use only one die to play, the mice are not assigned to players and each player draws a face down tile showing one of the mice. You do not look at this tile! In your turn you roll the die and move the mouse of this color to the next spot of this color. If you roll orange you can move a mouse of your choice and for white you put the mouse in front back on the nearest white spot. When the first mouse has reached the pantry all turn up their mouse tiles – if you own the mouse tile of this color you have won.

Pips & Betsy is again a typical Beleduc game: A wooden board and beautiful wooden material, which is nice to the touch and easily handled by small hands. This is accompanied by a simple background story, fitting well into the framework of other stories and tales for children, and simple rules which – corresponding to the targeted age – trains color recognition and adhering to first simple rules. ☑

INFORMATION

PLAYERS:
2-4

AGE:
3+

TIME:
10+

Designer: Isabelle Meyer
Artist: M. Binz, A. Wagner
Price: ca. 35 Euro
Publisher: Beleduc 2011
www.beleduc.de

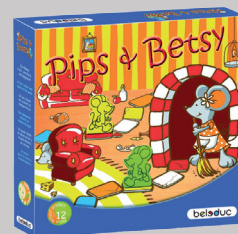
EVALUATION

A game of roll & move
For children
Version: de
Rules: cn de en es it fr nl
In-game text: no

Comments:
Wooden board and wooden components * simple rules exactly right for the age group * two versions for playing

Compares to:
All Roll & Move games using colors

Other editions:
Currently none



PIRATES 2ED

GOVERNOR'S DAUGHTER

The daughter of the Governor has been kidnapped again, the fearsome pirate Roberts has grabbed her to earn some ransom money, and the other pirates of the archipelago are shocked by this breach of pirate's honor and are looking for the route to Roberts' lair. The pirates make their moves in order of the numbers on their character

sheet; each move comprises the phases Archipelago and Setting Sails.

In the Archipelago phase you draw a card and move either the Roberts Marker, place a rum marker and load up merchant ships or you move the warship and a battle ensues when it meets a pirate ship. In the phase Sailing you play a card from your

hand – Boarding, Missions, Reef or Crew and have actions according to the location of the Roberts Marker and can sail, draw a card or discard a card, buy or sell goods, go to the shipyard, attack the fort or empty the cargo hold. If you own tow parts of a card you sail to the pirate's island, use one action and either pay 50 doubloons to Roberts or intimidate him with 30 splendor points. If none of the players manages this before the Roberts Marker has reached the last spot, the Evil Pirate has won.

So far so good and so exciting, but till we are there it can take a while, at least if you not play in a game of four. If you do not hold excellent cards you rather tend to avoid your fellow pirates and look after your cargo; especially in a game of two or three! Because distances are big and conflicts slow you down. But you need to keep an eye on Evil Roberts, and get what you need to fight and defeat him, because he is the real enemy, so go looking for gold! ☑



INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
120+

Designer: M. Majkowska, et al
Artist: Krzysztof Rogulski, u.a.
Price: ca. 35 Euro
Publisher: Kuznia Gier 2010
www.kuzniagier.pl

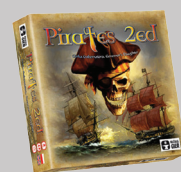
EVALUATION

Pirate game
With friends
Version: multi
Rules: en pl
In-game text: yes

Comments:
New edition of Pirates * features all elements of a pirate topic * rather chance driven due to hand cards and combat cards * plays best with four * tends to get a bit slow in-between

Compares to:
Pirates and other pirate games with acquiring goods, attacking ships etc.

Other editions:
Currently none



POWER TOWER

BUILDING ON ORDER

6+

Building towers, that is, building one tower together is the aim of this game! Who manages to place the roof or to use the last block? The building is directed by cards. At the start of the game you lay the base, the triangular basic block is placed on the square base tableau, and the building cards are stacked face-down. The game features three

kinds of blocks – a disc, a cube and a rectangular block, and of course, as already mentioned one roof.

In your turn you reveal the top building card – this card tells you whom block you must add to the tower using which hand. For the rectangular block the card also shows the way it must be added. When the card is marked with a



symbol for two hands you can choose which hand you want to use. There are also cards in the stack which allow you free choice among the blocks or change direction of play or give you the order to place the roof. If you manage to place the roof or to add the last block to the tower without making the tower topple over, receives a chip. When the tower tumbles, the round ends, too. In any case the next round is started with the base and the freshly shuffled stack of cards. If you have collected three chips you win the builder's competition.

Power Tower offers nice standard variant of the well-known tower-construction mechanisms. As you only score if you can place the last block or the roof, you do not want to build too nastily, unless you want to hinder your neighbor in successfully placing the roof. If you only play to let the tower tumble you will only achieve a longer time to play. ✓

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
20+

Designer: Klaus Miltenberger

Artist: not stated

Price: ca. 14 Euro

Publisher: Noris Spiele 2011

www.noris-spiele.de

EVALUATION

Bauspiel

For families

Version: multi

Regeln: de en fr it

Text im Spiel: nein

Comments:

Well-known mechanism
– trains hand-eye coordination
* building carefully is more rewarding than going for crashing towers

Compares to:

All kinds of stacking and building games

Other editions:

Currently none



RAINBOW

GET A PIECE OF THE RAINBOW

8+

Cards that you receive for victory points will give you a piece of the rainbow! From the stack of cards a number of cards equal to the number of players in the game are laid out face-up. The rest of the cards are dealt to the players, in case of three players each player is dealt 14 cards, and the rest goes out of the game. In turn you play either a single card or

a set of cards or a run of cards. A single card can be played anytime. When a set of identical cards was played, the others can only play set or solo, or when a run was played you can only play run or solo. When each player has played one or more cards to the middle, the table cards are assigned to players according to the value of the combination



they did play. First you take into account the number of cards played, and then the value of cards, each player gets one card in the first round. These cards are victory points and are picked up. The cards played in this round become the new table cards = victory points for the next round. So you might be able to take more than one card after round two, but you must take two cards of the same value.

When two players are out of cards you win with most victory points. For a game of two you are dealt two hands of cards which you may not mix and which are played according to slightly different rules.

The allure of the basically very simple game is the decision when to play which card(s), because the high cards I play turn into victory points for the next round and if I run out of cards I am out of the game. A bit of luck and a good allocation of cards are necessary to get a piece of the rainbow. ✓

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
20+

Designer: Mito Suzuki

Artist: Tokyo Robin

Price: ca. 12 Euro

Publisher: Grimpeur 2010

<http://grimpeur.co.jp>

EVALUATION

Card collecting game

For families

Version: jp

Rules: jp en

In-game text: no

Comments:

Very simple rules * some luck in card drawing is necessary * you need to portion out your cards wisely

Compares to:

Companeros for turning the cards played in a round into victory points

Other editions:

Currently none



RANKING

AUTOSCOOTER OR LIPSTICK? FOR YETI??

8+

You try to get your marker to the top of the ranking by continuous comparison. The game is made up from 120 picture tiles with useful and less useful items, and also 46 double-sided question tiles. At the start of the game you draw 6 picture tiles and keep them hidden. Then a question tile is drawn and yields the basic for the rankings, for instance

"What is more valuable?". Now all choose a tile from their personal stock and place it on the table, the starting player adds tile from general stock until 7 tiles are on the table. Then all are turned up and lined up at level three of the ranking tower. Now the starting player chooses two items, gives a reason why one is more valuable than the other and shifts



the tiles accordingly one rank up and one rank down. All others do the same in turn, but you can only rank a row with a minimum of two tiles. And of course you try to get your item as high up as you can as unobtrusively as you can. Because the higher up it ends up the more points you score, but only when the others do not spot your item. Because you have a marker in all the player colors and can put it on a tile to mark that you believe this item belongs to the red player. Each such marker deducts 1 point from the scoring which happens when 1 tile is at rank 6 and 1 at rank 0. You score level of your item minus markers, move your man accordingly and a new round begins. If your man reaches the roof, he turns around and goes back down; the first man out of the tower wins the game. Fun, fast, fine! You need a quick tongue, a few creative reasons and bluff a bit! ☑

INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
30+

Designer: Stefan Dorra, Ralf zur Linde
Artist: Klemens Franz
Price: ca. 20 Euro
Publisher: Hans im Glück 2010
www.hans-im-glueck.de

EVALUATION

Bluff and ranking game
For families
Version: de
Rules: de en
In-game text: no

Comments:
Funny pictures * funny topic * well-working, well-fitting mechanism * bluff and a quick tongue are essential

Compares to:
First game of its kind

Other editions:
English language edition at Rio Grande



RUSH N' CRUSH

THE ARMED RACING GAME

Our near or sometimes our far future, usually also provided with a bit of end-time scenario feeling, is often used as a background for games which do not conform to the politically correct ideas of topics or their implementation. In future times one can easily work with satire, violence and aggression, expressed in the motto of this futuristic car racing

game: Chaos is fun and chaos with weapons and tank armor on race cars is even more fun. If you arrive at the finish line first, you win. The game comprises 10 double-sided track parts for random combinations, dashboards for the cards and two different rule books, one for the apprentices, the other for the psychopaths. The rules basically



correspond to those of other car racing games – you adjust the characteristics of the car, you modify results with dice and try to stay on track. After six damages inflicted on the car, the racing fun ends. The car is moved by either choosing to shift gear of the speed up, additionally modified by possible movements of the stirring wheel. Therefore you should learn to drive your car before you turn your mind to the rather nasty ways how to eliminate your opponents from the race.

And there are lots of them, which gets rather interesting in the overdrive mode, when collisions are evaluated in detail. Oh, and in order to ensure that at least one car crosses the finish line you are only allowed to activate one Rush n' Crush action per round. So far so good and nothing really new, but implemented cutely and well, all offered in a thick rulebook at reminds one a little of the aforementioned chaos motto. ☑

INFORMATION

PLAYERS:
3-6

AGE:
12+

TIME:
90+

Designer: Henry, Cazals, Blossier
Artist: Mauro Baldo
Price: ca. 35 Euro
Publisher: Rackham / Alderac 10
<http://de.asmodee.com>

EVALUATION

Sci-Fi Car racing game
For experts
Version: multi
Rules: de en es fr it
In-game text: no

Comments:
American age recommendation, in Europe rather 16+ * well-known mechanisms nicely combined * gaming experience recommended

Compares to:
Formula Dé and other car racing games with detailed rules for car characteristics

Other editions:
Currently none



SANDWICH

BRIE, BACON AND CHOCOLATE

7+

After three rounds you should have scored most points with the best or at least with the least horrible sandwiches. The game holds cards with ingredients for sandwiches from the categories vegetables, cheese, meat, fish, fruit and sweets and condiments like mustard or ketchup. You are dealt 0 cards, which are stacked face-down. All turn up the first

card simultaneously and then grab a card. You can keep your own, but you must let go and grab it again. When the stack is finished, each player now has nine new ingredients and players can now trade – one ingredient for another ingredient. At the same time each player by himself assembles three sandwiches from three ingredients.



When you are done you hand one sandwich each to your three neighbors to the left and pray that you are not handed something even worse than what you just passed along.

Now sandwiches are tasted: Each player reads out the ingredients in the three sandwiches he now holds and chooses his best liked and least like sandwich from the trio. Now the player who made up the sandwich you favored, scores 3 points, the so-so cook scores 1 point but who composed the one you like the least does not get a point. After three rounds you win with most points.

Sandwich offers a nicely seasoned mix of cattiness and restriction, because you should not make sandwiches that are too gruesome, because they won't score you points, but a bit of honey on the cheese must be possible, maybe my left neighbor will like it! Funny, attractive, easy to carry along! Sandwich! ☑

INFORMATION

PLAYERS:
3-6

AGE:
7+

TIME:
15+

Designer: Christophe Raimbault
Artist: M. da Silva, C. Deschamps
Price: ca. 8 Euro
Publisher: Le Joueur 2011
www.le-joueur.fr

EVALUATION

Assembling game
For families

Version: multi

Rules: de en es fr

In-game text: no

Comments:

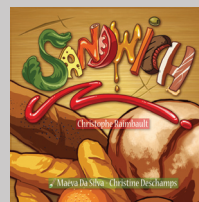
Beautiful design * your score only depends on the other players' opinion * extreme combinations can cost you points * minimal packaging * easy to take along

Compares to:

Mamma Mia, Tosti

Other editions:

Currently none



SHADOWRUN

KONZERNDOSSIER



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

rich in satirical undertones!

The most powerful forces in the Sixth World are the Mega Corporations. Even dragons want to lay their claws on at least part of the Power of the Big 10. As a runner you must be informed on the Mega Corporations because they are your employer and your threat! This source book offers current knowledge on the 10

biggest corporations, including important details like answers to questions as "What happens between Amazonia and Aztec technology?" And of course offers detailed insight into the machinations of the Big 10, into the economy of Shadowrun, into the reasoning of the corporations and the function of humans as worker bees. In this German edition there is an extra chapter on corporations in the Alliance of German Countries, As do all other source books, this one too, provides an enormous amount of information and playing aids, ideas and facts for players of Shadowrun, detailed and painstakingly worked out, a compendium that you cannot miss! It is a gateway into the world of runners, dragons and Mega-Corps, where at least in this game there are no winners and losers, only a confrontation with a fictional, fascinating world, which is now world for gently souls, but dark, brutal and dominated by technology. ☑



INFORMATION

PLAYERS:
2-8

AGE:
14+

TIME:
var

Designer: Peter Taylor, u. a.
Artist: Bryan Evans, u. a.
Price: ca. 35 Euro
Publisher: Pegasus Spiele 2011
www.pegasus.de

EVALUATION

Role playing system
With friends

Version: de

Rules: de en

In-game text: yes

Comments:

Source book * good for players as well as game masters * playing aid only * amended with special information on Germany

Compares to:

All other Shadowrun Source Books

Other editions:

Corporate Guide, Catalyst Game Labs



SPRING FEVER

FLOWERS OR SNAILS

8+

Players plant their flower beds in spring; if you score most points for your flower bed you win. All players start their flower bed with one flower card. The first active player draws four cards from the stack and can decide to keep them or to discard them. If he discards them he draws 4 more cards from the stack, shuffles the first 4 cards back into the stack

and discards another four cards directly from the stack. If he keeps the first four cards, he discards another four cards directly from the stack. Then he chooses one card and places it openly into the flower bed, announcing that it is his lowest card, and hands his cards to the next player. He can bluff. The next player can accept this, take the three



remaining cards and become active player. Or he calls the bluff and the three cards are revealed: Depending on the result the player in the wrong must take all negative cards from the three cards displayed and can take a flower card from the other player or give him a snail card. Cards received, whether positive or negative, must be placed into the flower bed. Then the next player becomes active player and draws card to result in a hand of four. When the active player cannot draw enough cards the game ends and the winner is the player with the highest score from his flower bed.

Spring Fever offers an attractive mix of well-known bluff mechanisms, the art is pretty, and the mixture of chance and a bit of tactics – how much bluffing and negative cards can I risk – is nice and well-working. The game is an ideal companion to take along on holidays or for the end of a games evening. ✓

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
20+

Designer: Friedemann Friese
Artist: Olivier Fagnère
Price: ca. 10 Euro
Publisher: Filosofia Éditions 11
www.filosofia.games.com

EVALUATION

Card placement + bluff
For families
Version: multi
Rules: en fr de
In-game text: no

Comments:
Minimalistic package *
easy to carry along * nice
mixture of mechanisms

Compares to:
All bluff games incurring
penalties for wrongly calling a bluff

Other editions:
Currently none



TALISMAN

THE HIGHLAND

Talisman: The Highland is the 4th 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 Highland is a so called Re-

gion expansion featuring its own additional board that is placed at the bottom left-hand corner of the main board; the "Craggs" connect the main board and the Highland board. When at the Craggs you can, but need not, enter the Highland. Your task in the Highland is to defeat the Eagle King in his Eyrie. If you succeed you receive a relict card



and leave the Eyrie immediately. For the game end you can randomly choose one of the alternate endings and place it open or face down on the Inner region. If you play with a known ending, you can play more strategically. Of course, there are Highland cards with new events, enemies, strangers, objects, companions and locations, they are only drawn when a character is in the highlands, as well as six new characters: Highlander, Sprite, Valkyrie, Rogue, Vampiress and Alchemist. Trinkets are special objects that do not count towards a character's carrying capacity.

Talisman The Highland again expands the main game with attractive and interesting details, can be combined in any way with all the other expansions and – for a hard-core Talisman fan – is an absolute must-have! Eagle eyes might be helpful to decipher the text on the opposite end of the board, which gets rather big when the Highland board is added. ✓

INFORMATION

PLAYERS:
2-6

AGE:
13+

TIME:
90+

Designer: John Goodenough
Artist: Wil Springer
Price: ca. 20 Euro
Publisher: Heidelbergberger 2010
www.hds-fantasy.de

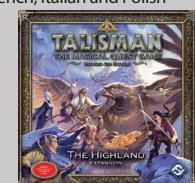
EVALUATION

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

Comments:
Region" expansion *
compatible with all other
expansions in any combination

Compares to:
All other editions of Talisman, and
other fantasy adventure game from
Heroquest to Dungeon Twister

Other editions:
Talisman The Highlands, Fantasy
Flight Games, other editions in
French, Italian and Polish



TARGET EARTH

RESISTANCE OR CAPITULATION?



2030 – The Alien Invasion has begun. Some nations on Earth go over to their side, convinced of their dominance. In those countries the aliens set up bases. Other nations, however, want to resist and form an alliance, whose standard technology is destroyed. The only hope of the alliance is a joint secret project based on the Alien technology

which must be explored for success. Each player is a member of the alliance and administrates one of the alliance bases and the resources connected to it. Important parts of the game, to be done in between joint actions to ward off the Aliens, are negotiations to win over new members for the alliance. In up to 7 rounds of the game you deal



with 9 phases each: Income, exploration, production, diplomacy, UFO, Intercept, Mission, Return to base and end of round. In the phase exploration players decide together on investments to be done for new technology. Also the choice of country for a diplomatic approach is chosen together – dice and diplomacy values of a country are compared. All players win together when the alliance wins. In an advanced version players additionally look after their own personal and secret interests, winning condition is one faction of the alliance dominating others.

Target Earth offers a somewhat different Sci-Fi conflict, not only due to the marvelous implementation and the diplomacy mechanism, but especially because of the topic – who will resist and how? Who will defect to the invaders? For the first time a real look at what could happen, might happen – a bit scary and uncomfortable, but fascinating. ☒

INFORMATION

PLAYERS:
1-4

AGE:
12+

TIME:
120+

Designer: Jacobo Cagigal

Artist: Sergi Marcet, Marta Lluch

Price: ca. 55 Euro

Publisher: Gen X Games 2010

www.genxgames.es

EVALUATION

Sci-Fi Conflict simulation

For experts

Version: multi

Rules: en es

In-game text: some

Comments:

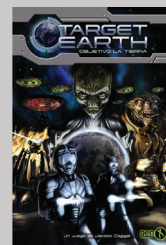
A game from the defender's point of view * good components * rules need some getting used to * one or two training games are necessary

Compares to:

First game with this approach

Other editions:

Currently none



THE GREAT FIRE OF LONDON 1666

PROTECT BOROUGHES, FIGHT FIRES

A careless baker in Pudding Lane left his fire burning and thus destroyed nearly all of London. Courageous citizens lead the militia and fight the fire, doing so, the must decide on tearing down or protection. But at the same time you are a land owner in London and the decisions hurt. Some will be left with the biggest intact property and

some will have fought the fire most intensely? Could someone have amassed enough influence now to become the Lord Mayor of London? In addition to those goals in the game players have their secret tasks which might be to support others or protect certain boroughs. Players in turn have three steps to do in their action: Spread fire,



implement actions and draw a fire card/fan fire. To spread fire you play a card, choose a borough with 2 fire cones and move one cone over any connected burning boroughs in a direction indicated on the card and leave it in the first borough that is not burning. To do so you must adhere to priority rules as regards to houses and fire fighting troops. For actions you can spend four action points in order to move your own land owner or the fire fighters or to put out a fire. Drawing of a new fire card ends your turn. When the last card is taken, each has one more turn and then counts victory points from houses, fire cylinders, target card, victory point markers and "Hero of London" card.

Thanks to the marvelous combination of mechanisms and to the intelligent fire a game with a huge dilemma – Putting out fires are sure points, spread flames to the opponents sounds attractive, but meeting your secret target is even more attractive. ☒

INFORMATION

PLAYERS:
3-6

AGE:
10+

TIME:
90+

Designer: Richard Denning

Artist: Andreas Resch

Price: ca. 42 Euro

Publisher: Medusa Games 2010

www.primegames.co.uk

EVALUATION

Position/placement game

With friends

Version: multi

Rules: de en

In-game text: no

Comments:

Attractive mechanism for the fire * all over a grandiose combination of mechanisms * fantastic graphics * 100% a dilemma game

Compares to:

Feurio for the topic, a first as regards to combination of mechanisms

Other editions:

Currently none



VERONA

SCHEMER, ATTACKER OR DEFENDER

Verona, mis-en-scene of Romeo and Julia and also the setting and for this game: Verona was an important center for trade and culture and a power house of full of corruption and intrigue – but the current ruler is weak and players rival for power in the town.

To prepare the game each player places three followers into the streets of the city, but not into

the central quarter. Then you play four phases in each of the rounds: 1) Revealing of a building. 2) Planning of actions. 3) Evaluation of each action – first schemer against all, then negotiations of attackers for the position of power, negotiation takes the form of an auction; then the strongest attacker is ward of by dice of the defenders. This is



followed by a successful action with bribes - then placing of your own follower, violence - removal of an opposing follower and scheming – relocate schemer, and finally complete a task with revealing cards for successfully completed task and using them to your own advantage. This is followed by 4) end of round with occupying buildings, acquisition of money, upgrading and change of starting player. After the 5th building is complete you score for followers in the streets, completed tasks and buildings and win with most points.

Verona is the winner in the "Czech Board Games Project" and basically a game on majorities with the aim to take over buildings. Successful placement of action markers is the core of the game; the auction mechanism using money and mercenaries + dice is interesting. All in all the game is a very unusual mixture of otherwise well-known mechanisms, which is not easily accessible, to must work for the game. ☑

INFORMATION

PLAYERS:
2-5

AGE:
12+

TIME:
90+

Designer: Petr Chval
Artist: Prokop Smetana
Price: ca. 32 Euro
Publisher: Czech Board Games 10
www.czechboardgames.com

EVALUATION

Placement game
For experts
Version: multi
Rules: cz de en
In-game text: yes

Comments:
Unusual mix of mechanisms * Bluff is possible by planning actions that probably will not work * order of implementation of actions is chosen by players

Compares to:
Other placement games for domination in a medieval town

Other editions:
Currently none



WARHAMMER INVASION

LEGENDS EXPANSION



Warhammer Invasion is the 3rd Living Card Games. The Core Set comprises four ready-to-play pre-constructed card decks for the „good“ factions of Empire and Dwarves and for the „evil“ factions of Orcs and Chaos. With cards from the so called Battle Packs, which are issued in sets of 6 packs following a storyline, you can adapt these Core

Decks individually to your own preferences and strategies. The card types used in the game are called Units, Tactics, Support, Quest, und Draft cards. The aim of the game is to set fire to two out of three regions of the opposing capital to win. LEGENDEN is the second luxury expansion for Warhammer Invasion and introduces the new



card type Legends. These cards represent some of the greatest heroes of the Old World and offer powers and abilities that are effective for the individuals as well as for their troops. The expansion holds 2 legends for each race and additional cards for individual races as well as neutral cards. You can only have one legend in play; the cards have costs, loyalty symbols, hit points and power. A legend must be played into the capital and is not touched by effects of other cards which hit units, assistance or tactical cards. The power symbols of a legend are spread on quest and kingdom zone and a legend can attack with battlefield power. When a legend takes the same amount or more damage than it has hit points, it is destroyed. As do the Battle Packs, this luxury expansion also introduces new challenging mechanisms and interactions into the game; if you own the basic game you will not want to forego the legends. ☑

INFORMATION

PLAYERS:
2

AGE:
13+

TIME:
120+

Designer: Eric W. Lang, Nate French
Artist: Mathias Kollros & Team
Price: ca. 20 Euro
Publisher: Heidelbergberger 2011
www.hds-fantasy.de

EVALUATION

Fantasy card game
For experts
Version: de
Rules: de en
In-game text: yes

Comments:
Not for use without the basic game * features new card type Legends

Compares to:
All Living Card Games, e.g. The Lord of the Rings

Other editions:
Warhammer Invasion Legends, FFG



AUTSCH KARTENSPIEL

Publisher: Mattel

5↑



You want to win all cards in the game, so you must look closely and react fast. The "AUTSCH/Whack" card is placed in the middle, so that all can reach it easily, and all cards are dealt evenly to all players. In turn you turn over the top card of your stack and put in on your own mole stack. When two cards show the same color the owners of these stacks must hit the Whack card as soon as possible. If you are fastest to react correctly you get both stacks and put them under your draw pile. When a joker card turns up all may try to hit the stack first.

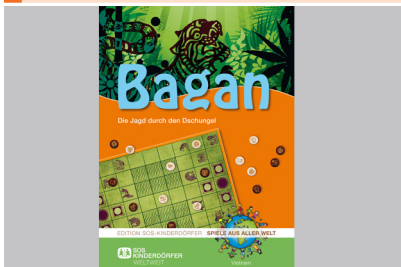
Version: multi * Rules: de en it * In-game text: no

A reaction game with cards for 2-4 players, ages 5+

BAGAN

Publisher: Grubbe Media

8↑



The game is known all over Asia, in this series Edition SOS Kinderdörfer it has been attributed to Vietnam. All animals in the jungle are afraid of the elephant, but he in turn is frightened away when the rat attacks. Aim of the game is to conquer the opposite cave. You may not move one of your pieces into your cave. The cave is protected by three trap squares; an animal on those traps automatically has strength 0 and cannot defend itself. The water squares can only be entered by the rat. If the target square is occupied, you can only enter it with an animal of greater strength, if you do so you defeat the weaker animal.

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

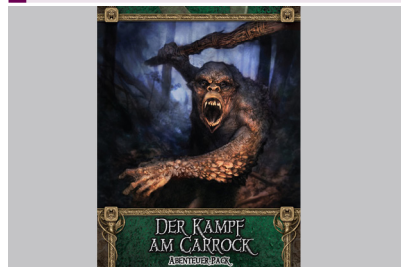
A placement game for 2 players, ages 8+

DER HERR DER RINGE DER KAMPF AM CARROCK

Publisher: Heidelberger

Designer: Nate French

8↑



Shadows of Mirkwood Conflict at the Carrock is the 2nd 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, 25 of them new in this pack. 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 "Conflict at Carrock" is 7, the cards for this scenario are coming from the Adventure Pack and the Encounter Sets "Wilderland" and "Reise den Anduin hinab" from the Core Set.

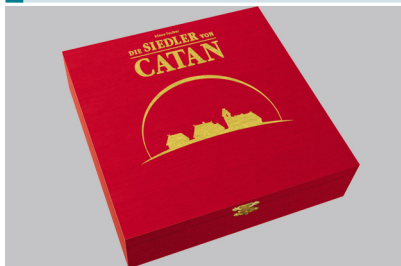
Version: de * Rules: de en es fr pl * In-game text: yes

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

DIE SIEDLER VON CATAN JUBILÄUMSAUSGABE

Publisher: Kosmos

Designer: Klaus Teuber



The 19 land hexes on the island of Catan must be settled. Resources, landscapes, settlements and roads need to be constructed, developed and kept up. Resources are wool, bricks, wood, ore and grain. They can be traded and used for construction. To win you need to collect 10 victory points from settlements, cities, development cards or Longest Road and Largest Army. On occasion of the 15-Year-Jubilee the German-language box and components were redesigned. Limited special edition in a wooden box, with wooden parts, including the expansion for a 5th and 6th player.

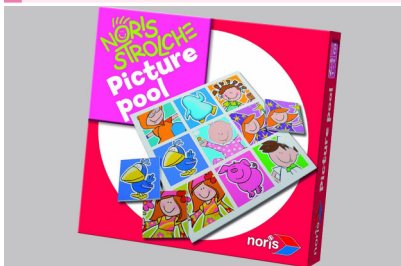
Version: de * Rules: de en fr it nl jp and others * In-game text: yes

A game of settlement for 3-4 players, ages 10 and up

NORIS STROLCHER PICTURE POOL

Publisher: Noris-Spiele

3↑



The picture boards and a total of 27 picture tile show images for children. Animals from the front and from the back, penguin, pig, cat, raven and dog, a baby in three different versions and many different children. The tiles are spread face-down, each player gets a board. In your turn you turn up a tile: If you have this exact image also on your board, you place the tile on the board. If not, you put the tile back face down. 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 spotting and memo for 1-3 players, ages 3+

PARETO GAMES

Publisher: Pareto Games

Designer: Claire Williams

7↑



A jute bag with 4 wooden discs and 16 picture tiles, accompanied by a square piece of foam is all that is provided for three games on the top of carbon footprints and new sources of energy. THIN AIR GAME – you change from a fossil-energy driven economy to one with low CO2emission; RARE EARTH GAME – you need to become the leading nation in one form of alternative energy; CARBON PANOPLY GAME – from the variety of alternative energies you should be the first to make up a set of three alternative energies.

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

A collection of 3 games for 2 or more players, ages 7+

RATZ FATZ IN BEWEGUNG

Publisher: Haba

Designer: Hajo Bücken

3↑



Ratz Fatz is a range of educational games based on the mechanisms of telling stories and players reacting to them. The components can be used for games listed in the rules or for self-invented games. According to the age of the target group a grown-up is necessary for supervision or reading or inventing a story. In this edition the box features discs, approx. 20 cm wide, with images on them. Those discs are laid out as stated in the chosen version and you search for discs or go the correct image or turn up images etc., basically always moving among the discs.

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

A movement and reaction game for 1-4 players, ages 3-12

SPEEDPUZZLE AVATAR

Publisher: Ravensburger

8↑



81 parts to a puzzle and a minimum age of 12 years make you take a second glance. And this glance reveals action and a duel. The box contains two identical puzzles, each player receives all the parts for one puzzle and tries to puzzle the picture together as fast as he can. The first player to finish his puzzle hits the bell and wins the game. And if that is too easy and too quiet for you, try the hard version with mission cards, for instance "Puzzle it together backside up" or "Finish the puzzle with the round middle segment" or "Puzzle the border first".

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

A puzzle game for 1 or 2, ages 12 and up

TOP TRUMPS CLASSICS ZOO-KINDER

Publisher: Winning Moves

8↑



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

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

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

HUGO KASTNER RECOMMENDS

SCHWARZE KATZE

TRICK CLASSIC IN A TEAM VERSION

Dear reader! This card game from the 19th Century currently is enjoying a revival due to the computer version (Hearts). And this is absolutely justified, because especially in the team version with four players, presented here today, you can encounter the most unbelievable surprises. You play so to say in two levels at the same time, for yourself and for your partner. The balance between the ability to memorize and luck, between tactics and bluff, usually always remains in balance until the last moments.

In the Anglo-Saxon culture many versions of the game are known, all having tell-tale names like "Black Maria", "Black Widow" or "Black Lady", always pointing the finger at the "bad" Queen of Spades. In Austria the "superstitious" name of "Black Cat" is widely used for the game. In Norway you find another, individual way to count in "Spardam". No version is similar to the other, which of course is true also for our description, which can only try to subjectively tie together the best from the different versions. For game historians it might be of interest to know that Black Cat has developed from a game that is nearly completely forgotten today, a "Gambling game" from the 17th Century by the name of "Reversis". Without exaggerated euphoria we must call Black Cat alias Black Lady an incredibly challenging way to pass the time with cards. [From: Kastner/Folkvord: Die große Humboldt-Enzyklopädie der Kartenspiele] Tip: In the Austrian Games Museum in Leopoldsdorf you might fall victim to the passions of the "Black Lady".

Website: www.spielen.at

Especially for fans of card games our obligatory light shall light up the rulebook for the team version (4 players) of this hit: CARDS: A poker deck of 52 cards, the ranking of the cards is A (high)-K-Q-J-10-9-...-2. DEAL: Each player is dealt 13 cards. ROUNDS: Alternately, 4 rounds are played, until one of the players has amassed a negative score of 110 points. Round A: You

hand 3 cards to your left neighbor [Marked with L on the pad]. Round B: You hand 3 cards to your right neighbor [R]. Round C: 2 cards are handed by the better situated player to his opposite, who checks them and hands 2 cards back. [D]. Round D: Pot round [P]: The player in last place may determine how many card from each player are placed into a pot (between 0 and 4); then the cards of the partners are shuffled and dealt to the opposing players. AIM OF THE GAME: Each trick which contains Heart cards scores negative points, the amount is graded: Cards of values Heart-2 to Heart-9 = 1 point, Heart-10 = 2 points, Heart-J = 3 points, Heart-Q = 4 points, Heart-K = 5 points and Heart-A = 6 points (as negative points). The Spade-Q earns you 13 negative points. Therefore game yields a total of 41 penalty points. The score in columns is noted for each individual player, also in team play. GAME PLAY: The player left to the dealer leads; all other players add the same suit, but need not trick (color coercion, but not trick coercion). There is no trump color. Whoever plays the highest card in the suit led takes the trick and leads for the next one. The first round, in which you cannot play a negative card (Spade-Q or a Heart) is led by the player who holds Club-2 (can be handed on as any other card). HEART CARDS: Heart cards may not be played as first card in a trick until at least one heart has been played to a trick by any player. Exception: A player has only hearts in hand. Scoring: A game ends when a player tops a score of 100. But a player can also have bonus points deducted from his score as follows: 1) 25 points, if he tricked all negative cards; 2) 41 points, if he took all tricks (in both cases no other penalty or bonus points are scored in this round) 3) 20 points if he does not take any trick; 4) 10 points if he only takes one trick and this trick does not hold any negative cards: Hearts or Spade-Q. TEAM VERSION (Highly

TIP #68

Designer: unknown

Price: ---

Year: ca. 1880

Publisher: ---

www.pagat.com/reverse/hearts.htmlwww.usplayingcard.com/gamerules/hearts.html

PLAYERS:

4

AGE:

10+

ZEIT:

45+

Taktik Info Chance

Our version of the rules offers rather large tactical liberties, when handing on cards, when avoiding tricks, when playing heart cards or the Black Queen etc.

Hugos EXPERT TIP

Play with the 4-3-2-1 scoring: The player who tops 100 points first, scores 1 points, the one in 2nd place 2 points, the one in 3rd place 3 points and the one with the lowest score 4 points. Then you add the scores of partners. TIEBREAK: 1) In case that the game is tied after the 4-3-2-1 scoring, you play as many rounds as are necessary for each player to score at least one penalty point. If the game then is still tied, you end the game with this score. It often happens that the up to then worst player scores a bonus and falls below 101 points, which also annuls the tie. In case of a renewed topping of the critical score a new tiebreak must be started. 2) If one of the players scores 150 penalty points his team has lost regardless of the partner's score. 3) In reverse, a team wins automatically, when one of the partners falls to 75 penalty points due to a bonus.

Hugos FLASHLIGHT

Many players have developed a real passion for „Black Lady“ – especially in the team version. The participants in my card evenings are no exception!

PREVIEW:**HAPPY FAMILIES**

Elegant version: Bluff Happy Families

recommended): See expert tip! ☒

Comments to: Hugo.Kastner@spielen.at

Homepage: www.hugo-kastner.at



IMPRESSUM

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

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

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

DIE GNOME VON ZAVANDOR

