

# win

THE GAMES JOURNAL  
[WWW.GAMESJOURNAL.AT](http://WWW.GAMESJOURNAL.AT)

ISSUE 429 - OCTOBER 2011

ISSN 0257-361X

Volume 35



# TERRY PRATCHETT DISCWORLD

## ANKH-MORPORK

**SPECIAL ESSEN ISSUE:** 1137 NEW GAMES BY 689 DESIGNERS FROM 372 PUBLISHERS





ABC Zauberduell, Friedrich + de Galgoczy  
2-Spieler, 6+, Haba

KINDER



Heroica Die Festung Fortaan  
2 - 4 Spieler, 8+, Lego

KINDER



Master of Pizza, Dong-Hwa Kim  
3-5 Spieler, 7+, Deinko

KINDER



Bremer Stadtmusikanten, Steinwender  
2-4 Spieler, 5+, Die Spiegelburg

KINDER



Hexenhochhaus, Klaus Kreowski  
2- 4 Spieler, 4+, Drei Magier

KINDER



Lagoona, Roberto Fraga  
2- 4 Spieler, 4+, Beleduc

KINDER



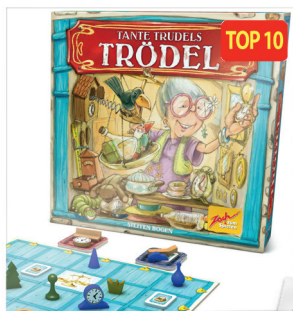
Marienkäfer und so, Michel + Flor  
2- 6 Spieler, 6(3)+, Adlung

KINDER



Schlängeln, Bücken + Hanneforth  
2- 4 Spieler, 4+, Amigo Spiele

KINDER



Tante Trudels Trödel, Steffen Bogen  
2- 4 Spieler, 7+, Zoch

KINDER



Tiptoi Die geheimnisvolle MASKE, Teubner u.a.  
1-4 Spieler, 7+, Ravensburger

KINDER



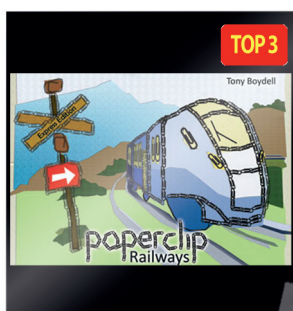
Casa Grande, Günter Burkhardt  
2- 4 Spieler, 8+, Ravensburger

FAMILIE



Evolution TOOS, Knorre + Machin  
2-4 Spieler, 12+, Rightgames

FAMILIE



Paperclip Railway, Tony Boydell  
2- 4 Spieler, 12+, Rightgames

FAMILIE



A Fistful of Penguins, Jonathan Franklin  
1- 6 Spieler, 8+, Wattsalpoag

FAMILIE



Agua: The Water Cycle, Gil d'Orey  
3- 6 Spieler, 7+, Mesaboardgames

FAMILIE



Dojo, Antoine Bauza  
3- 5 Spieler, 8+, Hazgaard Asmodee

FAMILIE



Eruption, Chris James  
2- 6 Spieler, 10+, Stratus Games

FAMILIE



Fortuna, Rieneck + Stadler  
2- 4 Spieler, 10+, Huch

FAMILIE



King of Tokyo, Richard Garfield  
2- 6 Spieler, 8+, Heidelberger

FAMILIE



Ristorante Italia, Guerra + Mutta  
2- 5 Spieler, 10+, Red Glove

FAMILIE





TOP 3

Coney Island, Michael Schacht  
2-4 Spieler, 10+, Argentum



TOP 3

Funkenschlag DEF, Friedemann Friesse  
2-6 Spieler, 12+, 2F-Spiele



TOP 3

Tournay, Dujardin + Georges + Orban  
2-4 Spieler, 12+, Pearl Games



TOP 10

Das Dorf, Inka + Markus Brand  
2-4 Spieler, 12+, Eggert Spiele



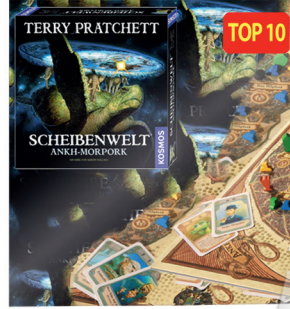
TOP 10

Dominant Species TCG, Chad Jensen  
2-6 Spieler, 13+, GMT



TOP 10

Feudalherren, Tom Wham  
2-6 Spieler, 10+, Lookout Games



TOP 10

Scheibenwelt, Martin Wallace  
2-4 Spieler, 10+, Kosmos



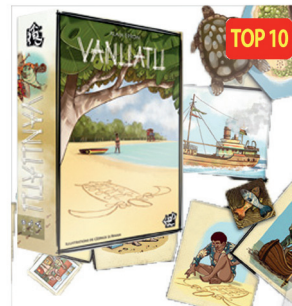
TOP 10

The City, Tom Lehmann  
2-5 Spieler, 10+, Amigo Spiele



TOP 10

Trajan, Stefan Feld  
2-4 Spieler, 12+, Ammonit Spiele



TOP 10

Vanuatu, Alain Epron  
3-5 Spieler, 12+, Krok Nik Douil



TOP 3

Dungeon Petz, Vlaada Chvátil  
2-4 Spieler, 12+, Czech Games Edition



TOP 3

Helvetia, Matthias Kramer  
2-4 Spieler, 12+, Kosmos



TOP 3

Ora et Labora, Uwe Rosenberg  
1-6 Spieler, 12+, Lookout Games



TOP 10

A Few Acres of Snow, Martin Wallace  
2 Spieler, 13+, Treefrog



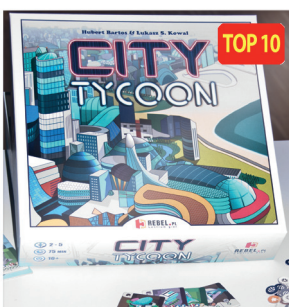
TOP 10

Alcatraz, Cywicky + Cywicky + Hanus  
3 - 4 Spieler, 15+, Kuznia Gier



TOP 10

Aquileia, Pierre Volonté  
3-5 Spieler, 12+, Zoch



TOP 10

City Tycoon, Batos + Kowal  
2 - 5 Spieler, 14+, Rebel.pl



TOP 10

Last Will, Vladimír Suchý  
2 - 5 Spieler, 12+, Czech Board Games



TOP 10

Québec, Beaudoin + Poissant-Marquis  
2 - 5 Spieler, 13+, Le Scorpion Masqué



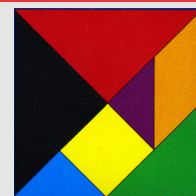
TOP 10

Milton Keynes, Gavin Wood  
2 - 5 Spieler, 14+, Al'n Star



EDITOR-IN-CHIEF DAGMAR DE CASSAN REPORTS:

# THE ESSEN GAMES 2011

Assisted by *Walter Schranz and Bernhard Czermak*

Another year, another Spiel and once again lots and lots of new games, lots of new publishers and exhibitors, some new locations for familiar booths – all as usual and yet all new. One standard sentence at many booths this year was „sorry, we are out of stock, we did not receive all of our order“ or „sorry, it was not finished on time“ – the loss of one production company was very clearly felt.

The trend towards coproduction is still going strong, as in the report on Spiel 10 I have allocated games to their original publisher and mentioned them again with the other partners or distributors. Brand names of a company are listed under the brand, so **alea** can be found under alea instead of Ravensburger. When a game is simultaneously published by several companies I have listed a German version with the German partner, or else the game is listed with the leading publisher.

Another trend that is increasingly notable is a trend towards Kickstarter Projects – games that are announced, but published only when the necessary budget has been amassed by prepaid preorders or donations.

For those many publishers that are represented in the German language market by companies like Pegasus or UGG I have tried – without any guarantee for completeness – to mention announcements, new releases etc and have listed the companies accordingly under „present at Essen“. Publishers without new releases are only mentioned when there are other noteworthy news.

The hype of worker placement games is still going strong, too – from Québec to Singapore we develop cities, trade and want to acquire points for influence, fame or prestige.

Yet another trend can be seen among exhibitors, the number of shared/joint stands is increasing, this year there were such stands for Korea, Japan, China, Taiwan, Finland and the Czech Republic.

A new mini trend, formerly known from TV series or books, are crossovers for games – there was one card Carcassonne for Dominion and one Wonder Catan for 7 Wonders.

Our own stand once again has been a big success, the demand for the expansions for Helvetia, Mondo and Pantheon was huge, despite the fact that we too were caught in the production shortfall; Pantheon The new Tenants was only available at noon on

Saturday.

But now let's take a look on the news that we have seen, have been given, were not available any more or not at all, or which are still to arrive. As usual, the last part of the report is made up by a review of new releases that were announced for the time around Essen, but have not been on show there.



## 2F-Spiele

Friedemann Frieze has brought along not two „F“, but four of them: Two expansions for his mega success Funkenschlag / Power Grid and two new releases, one of them also a member of the Funkenschlag family.

**Freitag / Friday** is the next game published from Friedemann's Friday project - each Friday he is working on new releases - this time



the result is a solitaire game for players ages 10+.. Friday wants the island to himself and so Robinson needs help to overcome a lot of dangers. He improves his abilities which each obstacle he masters and finally he can leave the island, to Friday's satisfaction.

**Funkenschlag: Die ersten Funken / Power Grid: The First Sparks** celebrates the 10 Years anniversary of Funkenschlag / Power Grid and takes 2-6 players, ages 12+, back in



time to the first sparks from Stone Age fireplaces. New hunting procedures and other new knowledge enable the clan leaders to supply their clans and reach new hunting grounds by increasing the population and spreading out. **Funkenschlag: Der Liefervertrag / Power Grid: Supply Contract** promo card was available for a donation. The card enables you to move back one position in the turn order. **Funkenschlag: Die Roboter / Power Grids: The Robots** is an expansion for the basic game for 2-6 players, ages 12+, especially intended for 2 players. The robot is an additional player that works well with any number of players between 2 and 5.



## Abacusspiele

The range of Anno Domini games by Urs Hostettler is expanded by **Anno Domini: Süden**, as in all games of the series 2-8 players, ages 10+, are challenged to arrange events in their correct chronological order,



the context of the events to „South“ is not always obvious! The second „big“ new autumn release is a re-release of Reinhold Wittig's **Spiel**, reduced to 120 dice and aimed at 2-6 players, ages 6+.. You can use the dice according to rules included in the game or invent your own rules or simply





arrange the dice to you liking. This remake is accompanied by an edition called **Spiel mini** in the shape of a pyramid, a miniature expansion using 20 dice, either for expanding the base game with a fourth color or as an independent game. These new releases were supplemented by quite a number of expansions for games in the Abacus range: **Monuments Antipatros** by Stefan Risthaus expands his game for 2-4 players, ages 12+, with a set of three markers for each player, which you can use to buy additional actions or use the special ability of a marker or use them in the same way at the end of the regular game. For Michael Schacht's Valdora there was **Valdora Sondertafel 20**, for 2-5 players, ages 10+, you can buy it for craftsman tiles, which are discarded, and can use



the special tile once before discarding it to acquire the top equipment item or top order tile from a city in which you have just finished the action; you need not be present in this town. The much-sought-after special tile **Zooloretto Iberische Luchs** was this year available as a post card for a donation. The Lynx is given to the player who first fills his size 6 compound and allows you one additional money action. The Zooloretto Fair Special was **Zooloretto Katta**, it



is also given to the player who is first to fill his size 6 compound and is equipped with three coins from the bank. You can pass your action and discard one of the coins as long as there are coins. A coin still left at the end of the game earns you 1 point. The card game **Gold!** was supplemented by scoring variants listed on a post card, the player to the right of the starting player chooses the scoring variant after the offer has been revealed. Furthermore, there was an extension for Airlines Europe by Alan R. Moon,

**Airlines Europe: Flugverbot.** Following the 1<sup>st</sup> and 2<sup>nd</sup> scoring you can place a flight restriction marker or pass; a flight restriction marker blocks a license till the end of the game, you cannot block the last license for a route. And if you picked up the Abacus Autumn 2011 catalogue you got **Katalog-Edition 11 Karten für Coloretto** on the last page, 6 cards for Coloretto feature on spe-



cial rule each, at the start of a game one card is turned up and is valid for the duration of this game.

At the Abacus booth designer Michael Schacht offered test games as a sneak preview on two of his new games for 2012: **Expedition Afrika** (still a preliminary title) is based on a mechanism used in Valdora, up to four expeditions explore 19<sup>th</sup> century Africa. **Zooloretto Würfelspiel** (again, still a preliminary title) condenses the mechanisms of Zooloretto.

Abacusspiele is distribution partner for: dV Giochi, Fata Morgana, Red Glove, Rio Grande



Academy Games

Uwe Eickert was a guest at the Mayfair booth and present new series of conflict simulation games; the first new series goes by the name of **Birth of America**, the first game in the series is 1812 The Invasion of Canada; another series is **Fog of War** with the first game Strike of the Eagle. **1812 The Invasion of Canada** is a coproduction with Asynchron Games for 2-5 players, ages 10+, by Beau Beckett and Jeph Stahl; it simulates the attack of the young American nation on Canada to expel the British forces. The



## 40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

„Mapping the world“ is probably only slightly more of an effort, because Essen 2011 was a new peak year, which in this way we all did not really predict and foresee, only if you look closely – and we have done that – you can see the peaks.

In 2010 we reported on 653 games by 241 different designers from 145 companies; this year our Essen report features the incredible amount of 1137 games by 689 designers from 372 publishers (74%, +185%, +156%). Many of those games will not be able to get into the limelight – outside this publication – we have created a special issue of **WIN**, with an equally record and unbelievable 108 pages with 725 game images. Really amazing! Our PDF of this special issue is, as is generally the case for a special issue, available for free download, both in German and English language, and on top of this, also as an eBook (but without images).

Tell your friends and fellow players of this incredible amount of new games. Help us to give the many new designers and publishers a chance to survive. Because only when a publisher can sell his games he will be able to survive! And when there are 1137 games available – who can buy all of them? – cut-throat competition for customers' attention will be the order of the day!

Our publications is aimed at helping you to keep on top of that huge selection.

For us, too, the sheer amount of work this report took was unforeseeable, none of us did see it coming, so our regular issues of **WIN** are bit late because of this. But at the start of the new year we should be back at our regular schedule.

Have fun browsing among the new releases!

<http://www.gamesjournal.at>





players of the allied forces must cooperate to plan their campaigns successfully. **Strike of the Eagle** was co-produced with Mayfair games, is meant for 2-4 players, ages 12+, and was designed by Brian Bennet, Uwe Eickert and Robert Zak. It simulates the Russian attack of Poland in 1920,



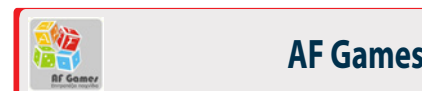
Hajo Bücken and Dirk Hanneforth 2 / 3-6 players, ages 7 (5)+, must imitate or present animals depending on the demand of task cards to find the player holding the same



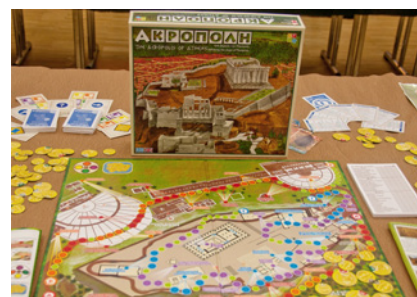
animal. **Marienkäfer und so** by Jürgen Michel and Claudia Flor for 2-6 players, ages 6 (3)+, makes you knock at the correct moment according to silhouettes of bugs and cancelled-out bugs. **Tuareg** by Francesco



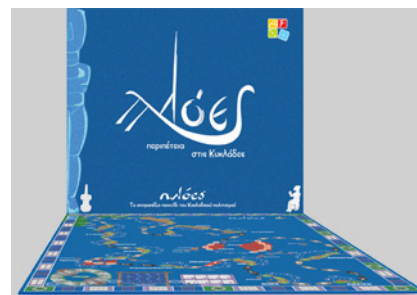
Berardi takes us into the desert, too, where camels are carrying different wares to the next oasis, where you can make high profits with the right wares. But beware! Your opponents among the 2-5 players, ages 10+, might have hidden wares in caves!



The Greek company was a first-time exhibitor at Essen and shared the stand with another Greek publisher by the name of Mage Company. AF Games showed **Akropolis** by Aristogeiton Frantzeskakis for 2-4 play-



ers, ages 8+, a game on the probably best known monument from ancient Greece, 70 cards reveal the individual parts of the monument and the topography of the grounds. Another game in the range of AF and by the same designer is **Plóies**, a game for 2-4 players, ages 10+, on the culture of the Cyclades



islands in the Bronze Age. You trade wool, olives and grapes, use looms and oil presses, fight pirates, and use marble to set up stat-

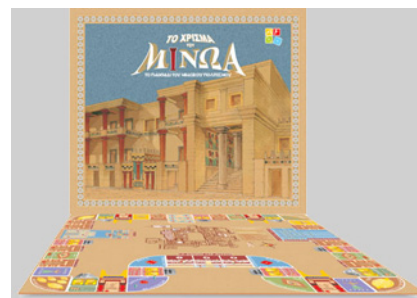


As always, Adlung Spiele was positioned to the left of the entry into Hall 11 from Hall 12, in their black stand, and Karsten Adlung brought along four new games:

**Fliegende Teppiche** by Lorenz Kutschke sends 2-4 players, ages 8+, for a treasure hunt on flying carpets, but the strong wind blows some of them off track into the desert instead of taking them to the bazaar, adroit throwing is necessary. In **Kikerikimäh!?** by



Phil Harding, the designer of **Dungeon Raiders**, did produce a game together with HomoLudicus, it is an adventure game with cards for 1-5 players, ages 8+,. Players are adventurers in a dungeon, but only one will manage to leave the dungeon.





ues and obsidian tools to make them.

**The Ring of Minos**, again by the same designer, takes 2-6 players, ages 9+, back into the peak period of the Minoan culture. Play-



ers look for shrines holding gold rings which enable them to attain kingship. **Absolut / Back to the Army** is yet another game by Aristogeiton Frantzeskakis for 2-6 players, ages 8+, featuring events in an army, it is al-



ready out for a few years but has been listed in the „news“ list for Essen, as has been **Persian Wars** by Lefteris Iroglidis, a simulation of the Persian Wars for 2-4 players, ages 12 or 18+, featuring four scenarios based on factual historic events. **Biruda**, a card game



on city construction for 2-4 players, by Michael Adresakis and Alexander Argyropoulos, has been announced as a future cooperation issue with Mage Company.

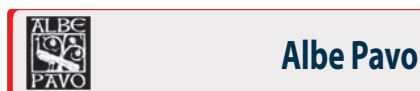


The focus has moved from adult to family, love whispers have changes to family whispers, **Familiengeflüster** for 3-6 players, ages 7+, created by Uschi and Franz Scholles and Henri Guttmann. In the course

of the game you determine a wish for each player and a family member who will fulfill this wish; and you also choose a project for the whole family. All wishes and the project



must be fulfilled / completed during daily life before the next game or a given time frame.



**Sake & Samurai** switches events from the arenas and gladiators of Rome to the noble warriors in feudal Japan. 3-8 players, ages 13+, are prepared to do all that is necessary in this game of resources by Matteo Santos to acquire the last cup of Sake, because



at the end of the Sudden Death play-off the samurai with most drink markers wins the game! But drinking is not everything, because Sake has an effect on your abilities, each drink blocks one of your resources. On the other hand, Samurai actions can burn off excessive alcohol and let you retain some abilities.



As with most companies from abroad, Alderac showed some releases for the first time in Europe, which had been published earlier, or showed expansions to games already published: **Nightfall** is expanded by **Nightfall: Blood Country**, an expansion for 2-5 players, ages 12+, by David Gregg. **Nightfall** is another deck building game, the expansion introduces new vampires, new werewolves, new hunters and new ghouls as well as in-



novative abilities as regards to wounding – each card now has a main color and two linked colors; if you manage to link the main color of a card to the linked color of the previous card, you can achieve chain effects. Other players can join such chain effects.

**Ninja: Legend of the Scorpion Clan** by



Frédéric Moyersoen is designed for 2-4 players, ages 12+,. In the universe of Legends of the Five Rings samurai warriors of the Scorpion Clan invade the fortress of the Lion Clan; players must either complete their task or embody guards of the fortress who must hinder Samurais to complete their task. Movement is secret and you must use ruses and deduction to win.

For the sake of completeness let me men-



tion **War of Honor**, another game on the topic of Legend of the Five Rings and designed for 2-4 players, ages 12+, by Bryan Reese. You play cards from the Trading Card Game Legends of the Five Rings, which you need not own yourself, because the game features for pre-made decks. The clans in the game are Lion, Scorpion, Dragon and Phoenix.

As an extension of the range of Thunderstone games there is **Thunderstone: Heart of Doom**: Seven thunderstones have been found and retrieved and now you need to find the ultimately last one to end the power of Doom,





because he begins to manifest himself with effects. The expansion features seven new heroes and the final confrontation with Doom.

**The Adventurers: Pyramid of Horus** is published in cooperation with Fantasy Flight games, see there.



alea

On occasion of the 10 Year Anniversary of Puerto Rico alea publishes a classy limited **Puerto Rico Anniversary Edition** of the economics game for 3-5 players, ages 12+,

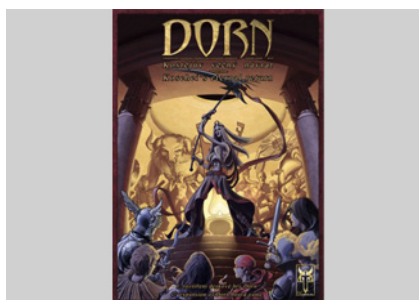


by Andreas Seyfarth. This luxury edition features the two previously published expansions "New Buildings" and "The Nobles".



Altar

The Czech company has announced an English language edition for an expansion for Dorn, **Dorn: Koschei's Eternal Return**, for 2-6 players, ages 10+, by Jan and Jiří



Daněk, Jan Drevikovsky as well as Filip, Krystof and Jan Kozák an. Koschei is the new Dornkeeper villain and keeps returning even

when he has been killed. In order to win the heroes must open the Gate of Doom and destroy the magical egg which holds the life force of Koschei. The expansion features five new heroes, five new monsters, Evil totems, quests for each of the five heroes and lots more. The company was one of the exhibitors sharing the Czech booth.



Amalgam Games

A new exhibitor from Croatia presented a card game with the name of **Uskoci: The Card Game of Croatian Pirates**, picking up on real historical events, there really has been a band of Croatian pirates by that name. This gang of pirates needs a new leader; as they could not decide on somebody by midnight, the leadership will fall to that player from 3-6



participants, ages 6+, who will be the first to amass 25 units of booty. Event cards change the flow of the game and the value of booty, in the advanced game card drafting is added. For both versions there are special rules for two players.



Amigo

This year, once again, the Autumn releases from Amigo where the first games that arrived long before they were due to be presented at Essen, with a clear emphasis on card games and a new series of games under the label of **Ö+,Koo**.

This new series combines ecological considerations with cooperative game,



so in English it would be E+,Coo, it starts

with three titles, which are all reprints of games previously published by Herder. In **Bärenspiel** by Hajo Bücken 2-5 players, ages 4+, lead the little bear out of the woods; dice and tiles create paths out of the



forest, forest animals must be circumvented. **Piraten-Abenteuer** by Wolfgang Kramer is also a dice game, 2-4 players, ages 5+, must sail their boats once around the island without being caught by the Black Pirate. When all boats safely reach the island of Corsalito players win together. The game



lists variants for several degrees of difficulty. **Regenbogenland** for 2-5 players, ages 4+, by Ilse Dreher is a game of roll & move, players collect the raindrops that have been stolen, assisted by the forest animals. Magician, robber, witch's hut, snake and spider are opponents one must beware.



The Yellow Series /Die Gelbe Reihe is expanded with **Kunterbunt Duo** by Reinhard Staupé. 2-8 players, ages 5+, need to find the only absolutely identical item on two face-up cards and also name the item correctly.

A game from the core program has been given a facelift: **Regenbogenschlange** by Brigitte Pokornik for 2-5 players, ages 4+, has been redone as regards to graphics, the





mechanism is the same: You should try to form the longest possible rainbow snakes; when all snake parts have been used you win with most completed snakes.

A new game is **Schlängeln** by Hajo Bücken and Dirk Hanneforth, a game of memory



and guessing. 2-4 players, ages 4+, must lure snakes featuring color rings out of the bushes by guessing at the color of the rings. If you are asked for a color and the currently first ring of your snake shows that color, the snake advances one ring. If you manage to lure a snake out completely you get the snake. The range of children games



is rounded off by **Wizard Junior** for 2-5 players, ages 8+, suit colors are replaced by mice, flowers, butterflies and snails, number cards range from 1 to 8 and a maximum of 8 rounds is played.



Before moving on to the card games let me introduce the two non-card family games in the autumn program: **Die Brücke am Rio d'Oro** for 2-4 players, ages 8+, is a game of roll & move by Frédéric Moyersoen. You must fetch treasures from a cave and take them to your camp across a very fragile rope bridge; depending on the number of treasures in your pack you roll 1-3 dice which determine the number of steps and can also bring danger dice rolls, bridge repairs and theft of treasures from other players. **Carré** is a placement games using dice,



designed by Günter Kralicek for 2-4 players, ages 8+,. Each player adds rectangles to his own Carré; the rectangles have different values and the dice rolls determine which rectangles you are allowed to use.

The first title of the new card game releases



is **23** by Christoph Behre. 2-4 players, ages 8+, must discard the numbers from 1 to 23 in ascending order and collect as few penalty chips as possible. You can only place cards that are of equal or higher value than the top card in the stack. If you leave out numbers you take a penalty chip for each number left out and if you end your



turn you take chips for remaining cards. **Big Five** by Reiner Knizia is also a card

discarding game. 1-4 players, ages 7+, want to get rid of their animal cards. You can only add to animal groups, and in a group there can only be one kind of animal of different colors or different animals of the same color. If you place the 4<sup>th</sup> or 5<sup>th</sup> card in a group you may take cards from your hand or from your personal draw pile out of play for a bonus. **Friesematenten Set 2 Die Schattenmänner** by Friedemann Friese for



2-4 players, ages 12+, is an expansion for Friesematenten and can only be played with Set 1, the basic rules apply to the new cards. **Hol's der Geier** by Alex Randolph for 2-5 players, ages 8+, now enlarges the Amigo



program. The ingenious bidding game on mice and vultures has been given a new design and has been packed into Amigo's standard card game. **The City** by Tom Lehmann for 2-5 players, ages 10+, is simple



but very sophisticated card placement game. You build a town by discarding cards and pay the costs for this with other cards from your hand. When discarding cards you should consider victory points, cards you can draw and victory point bonuses for symbols on your own cards and those of other players.

There was also a giveaway item: You could





get **Atlantis: Ikarus**, an expansion for Atlantis by Leo Colovini; Seven Ikarus tiles each featuring a wing symbol and two colors; if you end your move there you can draw one additional card and if you discard an Ikarus tile you can cross water. Amigo also distributes collectible card



games: For **Pokémon** there were the tins featuring the Starter Pokémon from Black & White in their 2<sup>nd</sup> stage of development as well as the expansion **Schwarz & Weiß Aufstrebende Mächte** / **Black & White Emerging Powers** expansion with theme decks and boosters, while **Yu-Gi-Oh** was expanded with **Legendary Collection 2**. Amigo is distribution partner for: Grubbe Media, Konami



## Ammonit Spiele

A new German publisher presents its first release - **Trajan** by Stefan Feld. 2-4 players, ages 12+, are politicians at the time of Emperor Trajan in ancient Rome and are busy in six different areas of the administration, directed by a mechanism based on the pit mechanism of the Mancala game family.



Once again Angelo Porazzi and his Area Autoproduzione were hosting several small publishers – he himself had brought **Create your Warangel – 10th Generation**, featuring **Civilizers**. Prominently featured was a joint production by Area Autoproduzione, Cartamundi and Spielmaterial. de: **Assist**, a card game for 3-6 players, ages 6+, a multi-language edition in four



languages, co-designed Angelo Porazzi and Marco Donadoni. The game was already on show in Modena in spring and for the first time in Germany at Spiel '11. You ask your fellow players for letters and try to guess a word with those letters, but of course each question helps / assists the following players. Other publishers at the booth were Datticagiochi, Nestor Games and Balance Games, see there.

## AOP Aquariums of Pantheon Games

One of the games presented at the Taiwanese booth of Swan Pansia was **Zombie Town** – a simple fast card game with a well-known topic: A virus invades a town, all in-



fectured persons turn into zombies. You win if you are the last of the 3-6 players, ages 13+, to become a victim of the zombie hordes.



Another kind of educational games is introduced by the Hungarian company. The Series **Scoollers** features educational games for Mathematics. The special feature of those games is the representation



of digits by surrounding them with colored segments of a circle which correspond to the prime numbers and other divisors of a number – the circle surrounding 48 shows 4 brown segments and one green segment for 1 x 3 and 4 x 2. The games come in different boxes and with different rules and titles, for instance **Scoollers Prime Poker** for 2-6 players, ages 8+, by Susanna Nagy.



## Arcane Tinmen

Nothing new in the world of **The Spoils**, at least as regards to expansion, but this year



one could play tournaments at the booth and could challenge well-known well-versed players.



## Arclight Games

Arclight Games was represented twice this year at Essen: Partly at the Japon Brand booth, partly at the Cardhouse Games Booth, showing expansion for the deck building **Tanto Cuore** by Masayuki Kudou for 2-4 players, ages 13+, **Tanto Cuore Expanding the House** and **Tanto Cuore Romantic Vacation**, the story of well-off own-



ers of big estates who want to engage the best possible personnel continues.

**Idol Project** has also been designed by Masayuki Kudou, it is a card game for 3-5



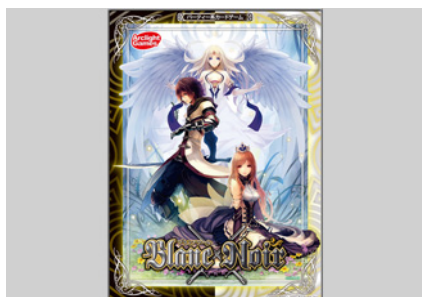
players, ages 16+, on the topic of Pop Idols, with whom you should sign contracts and at the end of the game let them perform in a concert at the Dome. But idols are difficult and desert you if you do not comply with their wishes.

**Dynamite Nurse Returns** by Atsuo Yoshizawa is a reworked new edition of Dyna-



mite Nurse and Dynamite Nurse 2 Bloody Temple, published in the late Eighties. 3-5 players, ages 16+, run a hospital which is supposed to heal wounded heroes, this edition uses a deck building mechanism.

**Blanc & Noir** by Naoki Kubouchi for 2-6 players, ages 16+, is a card game with an adventure topic. Each card has a color and



a number and in each turn you can play one card that fits with the one previously played either in number or color. Cards that feature numbers bigger than Zero do have special abilities.

**KuniTori!** by Gichiro Suzuki and Yukio Kawamura is a deck building game for 2-6 players, ages 16+., **KuniTori! Tenka: Is the World on Fire?** Transfers players as feudal

lords into medieval Japan, again the topic is the unification of the country, you use tacticians, allies and money to acquire cavalry, fortresses or gold. If you have assembled



enough resources you can go to battle. **KuniTori! Kessen: The Battle of Moegahara** is a stand-alone game in the world of KuniTori, in this game you must decide on one of the sides, East or West, and at the end there is a battle for the majority in land cards displayed. Not an expansion for other KuniTori games.

**Kemomimi Panic** is another game by Masayuki Kudou; 4-8 players, ages 16+, are citizens threatened by the thief Crescent Moon; you need to talk, bluff and use special abilities to find out who is the thief.



## Arctic Union

Finnish game publishers presented their games under this logo in a joint advertise-



ment brochure: Arkenstone, Dragon Dawn, Hyptic, Myrrysmiehet, Revision Games and Tuonela.



## Argentum Verlag

The new release for 2011 takes up the topic of amusement park. In **Coney Island** by Michael Schacht for 2-4 players, ages 10+, you start with a small fixed basic income and try to develop the empty grounds into the best possible amusement park. To succeed you need the help of police men, migrant workers, bill boys or journalists

and must cooperate with the other families to realize big projects. As a Fair special a small expansion named **Coney Island Das Riesenrad / Coney Island The Ferris Wheel**



was available, the Ferris Wheel replaces one of the two original big projects in the game.



## Arkenstone Publishing

Represented at the Finnish joint booth the company presented **Zombie Cinema** by Eero Touvinen as an example for its program, a game of role-playing and storytelling for 3-6 players, ages 12+, featuring



the eternally new and permanently re-used zombie topic. Other role playing games in their range **Solar System** and **The Shadow of Yesterday**, both based on concepts by Clinton Nixon.



## Artipia Games

In **Drum Roll** by Konstantinos Kokkinidis and Dimitris Drakopoulos 2-4 players, ages 12+, are ringmasters in Europe at the start of





the 20th century and travel across Europe to engage artists and organize performances. The different artists have different demands, the better their performance the more intense their demands.

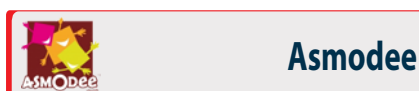


**Ascorta Games**

Again, Ascorta has brought a special and much talked-about game to the Fair this year. **Nefarious** is the latest game by Donald X. Vaccarino, who hit the mark in 2009 with



his first game **Dominion**, a sensational success story. In 2-6 players, ages 8+, are ingenious scientists - you might even call them mad scientists - for the most effective inventions and in each round choose an action which must be implemented by their minions. If you are first to pass 20 inventing points and then have most points, you win. At the start two so called twist cards are drawn, which engender a different flow of the game each time, so that each game demands a new strategy.



**Asmodee**

Asmodee and publishers under the distribution wings of Asmodee were the dominant feature of Hall 12.

The rather small range of Asmodee's own new releases begins with **Jungle Speed Revolution**, a new variant of the fast reaction game by Thomas Vuarthex and Pierrick Yakovenko for 3-8 players, ages 7+, now featuring an electronic game unit for a totem.



You must still snatch the totem when two identical cards are displayed, but the totem now gives commands changing the flow of the game.

Urgently expected by all fans of the original Eurogames editions, **Evo** by Philippe Keyaerts has finally arrived. 3-5 players, ages 12+, roam Kumtagh representing nomad



tribes living in symbiosis with a species of reptiles and support the dinos in adapting to the climate and in their battles against rival species.

**Mundus Novus** is a set collecting game for 2-5 players, ages 13+, by Bruno Cathala and Serge Laget; you are an influential ship



owner on the search for riches and treasures in the recently discovered New World and use two card decks for this purpose: Resources cards and development cards.

For **Claustrophobia** by Croc for 2 players, ages 12+, the expansion **Claustrophobia de Profundis** has been announced, with some new rules and many new components like new rooms or a deck with new talents for **Brother Redeemer** as well as 12 new



scenarios.

The titles **Shrimps** and **Captain Boulet**, both already announced at Nuremberg, are not yet available, it is not yet sure that the

will reach the German language market. Asmodee is distribution partner for: Ana-



ton's Editions, Art of Games, Bioviva, Cobi - Systembausteine, Days of Wonder, Editions du Matagot, GameWorks, Gigamic, Hazgaard Editions, Hurricane/Swissgames, Lautapelit, Libellud, Lud Editions, Ludically, Ludocom, Lui-Même, MoonsterGames, Rallyman, Repos, Treefrog Games, Ystari

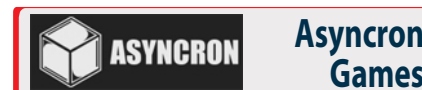


**ASS Altenburger**

The company specializing on card games and playing cards there is a novelty called **iTrump**, a new generation of Happy Family/Quartet games bridging the gap between



games tables and online games. You can play a standard Happy Families or Trump game with the new editions featuring **Formel 1**, **Motorräder** and **Motorsport** or you can pilot your own vehicle in a race on [www.i-trump.com](http://www.i-trump.com) using the cards from the game.



**Asyncon Games**

Published for the first time as **Fief** in 1981 at Eurogames/International Team and re-issued again in 1989 as **Fief 2** at, **Fief** by Philippe Mouchebeuf for 3-6 players, ages 12+, is enjoying yet another re-launch in 2011. The rules of the game on the topic of strategic conquest and diplomacy in a fictitious medieval realm have been intensely revised and new components have been





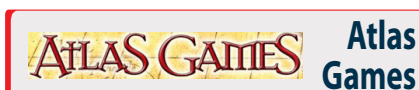
added as well as starting scenarios for a shorter duration of the game, if you want them.

In **Copie Collé** by Jérôme Boullonnois play-

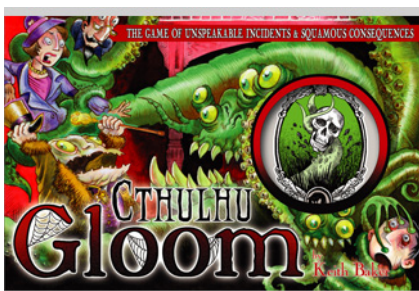


ers hold cards. You roll the dice and you must find out who holds the card thus determined; this is done by posing so called teacher questions which in fact are actions for swapping cards and other actions. For wrong answers ore misdirecting a player you collect beans, at the end of the game you win with fewest beans.

In cooperation with Academy Games Asynchron Games publishes the French edition of **Birth of America 1812 Invasion of Canada**.



The American publisher in distribution by Pegasus expands its series of Gloom card games with **Cthulhu Gloom** by Keith Baker for 2-5 players, ages 13+; players guide protagonists from the Lovecraft story and try to protect others and do their best for them



while exposing themselves to any conceivable danger, because in the end you win if your character has suffered most. The transparent cards and their characteristics are al-

tered by covering them with modifier cards.



## Australian Design Group

Having become famous for **World in Flames** or **7 Ages**, the Australian company, represented here by Udo Grebe Game Design, announces **World in Flames The Master Edition** by Rüdiger Rinscheidt, a further improvement and refinement for **World in Flames Final Edition**, which is a complete simulation of all of WWII for 2-5 players, ages



14+, which will be published as an ADG 1000 Project. When 1000 copies have been ordered, the game will be printed. Based on this system publication of **Battle for Britain** is planned, a simulation of the aerial warfare over England for players, ages 12+.



## Avalon Hill Game Company

**Shogun/Samurai Swords**, once part of the legendary Gamemaster Series, is returning under the new name of **Ikusa**, after multiple releases, the last time in 1995 by MB – a



classic game by Michael Gray for 2-5 players, ages 12+, on combat in feudal medieval Japan.



## Aza Qlub

Swan Panasia at its booth also presents **Hello! Taiwan**, a game self-published by its Designer Aza Chen for 3-6 players, ages 8+, on the topic of travelling across Taiwan. You

play 8 cards in ascending or descending order round a central card, if you cannot place a correct card, you must take all cards of that



direction and pay for them. If you accrue the lowest travel costs, you win.

## Balance Games

Since 2005 again and again at Essen – this year Bum von Willingen accepted the hospitality of Angelo Porazzi at Area Autoproduzione for his **Balance Duel**. 2 players roll the dice and relocate pieces according to



the result; you must transport them from the starting area to the target area, if you cause the balance to topple you lose.



## Bambus Spieleverlag

At Günter Cornett's booth this year the topic was brainwork; a game and a book by Klaus-Peter Rudolph and Hans-Friedrich Bauch: **Gurami** – Puzzles made up from white and gray triangles which numbers in them. The numbers 1 to n must be put into the free triangles in a way that in each white





and in each gray triangle each number is present exactly once and that the sum of the numbers in white triangles equals the sum of the numbers in the gray ones. The fish drawn around the puzzle indicates with his head the direction for the summing up and is also the eponym for the puzzles. **Das Bambus Rätselbuch 1** features 60 puzzles and hints for strategies to solve them. This is supplemented **Gurami Das Spiel** by Klaus-Peter Rudolph for 1-3 players, ages 9+, it features three different versions.



Still being compiled during Spiel was the new edition of **So ein Zirkus**, a game by Volker Schäfer, first published in 2000. 2-4 players, ages 6+, are clowns and juggle balls with the help of color dice, if you manage to drop most of them into the pail you win. A guest at the booth was Mummel Spieleverlag



The publisher known for beautiful wooden children's games did bring three new



releases to Essen: **Cumulo** is a placement and shape identification game for 3-6 players, ages 4+, by Kirsten Hiese featuring



shapes in three levels of difficulty. **Funny Friends Duo** is a dice and collecting game 2-4 players, ages 3+, by Christine Welz, if you want to receive a card you must make two animal of a kind look at each other. In **Lagoona** by Roberto Fraga for 2-4 players,



ages 4+, pearls must be found and loaded into the boat, whale or shark help or hinder.



## BeWitched-Spiele

Andrea Meyer's latest game this year is called **Frigiti**: 4-6 players, ages 13+, play a word game with dice: One player constructs an artificial word from the letters rolled, he must use a minimum of three dice and the word must be really new, nobody must rec-



ognize it! The other players invent meanings for the word – what could Frigiti be? Definitions are shuffled, read out and each player awards one chip each to his own and to two other definitions.



## Bézier Games

The package of games that Ted Alspach is bringing to Essen is getting bigger every year; in 2011 he did bring seven different games:

His 2011 Steam/AoS Expansion Pack featured four different expansions for Age of Steam, all his own design and intended for 3-6 players, ages 13+; **Age of Steam: African Diamond Mines & Taiwan Cube Factories** - you build underground track

to mine diamonds, there is a new depth marker opening up new strategic possibilities. **Age of Steam: Australia & Tasmania** - you lay track along the expensive East Coast and find a way towards the cities in the West, where they pay more for goods delivered. **Age of Steam: Orient Express & Disoriented Express** - The Orient Express between Paris and



Istanbul demands fast and efficient transport of passengers, but in **Disoriented Express** you must solve unintended knots in the connections which are the result of changing landscapes. **Age of Steam: Outer Space & Reversteam** - a version demanding exact delivery to make sure that you do not miss your target, but there are some handy worm holes, after all! In **Reversteam** the topology of the Great Lakes has somewhat changed and cities demand goods of all kinds, but there are some color problems.

**TieBreaker** on the other hand offers the solution for the second biggest problem for players, ties! The logical sequel to **Start player**, for 2-99 players, ages 13+, uses 50 cards and a huge tiebreaker meeple to make the problem go away! Then there



are two expansions for Ted Alspach's version of the werewolf topic, **Ultimate Werewolf: Ultimate Werewolf Artifacts** is intended for 5-40 players, ages 13+, and can be combined with all games featuring the werewolf topic, even with those from other companies. Each player is given an artifact; some of them can only be used once in the game. **Ultimate Werewolf Night Terrors** can be used by 5-68 players, ages 13+; the expansion introduces 6 new roles from an Insomniac to the Thing.

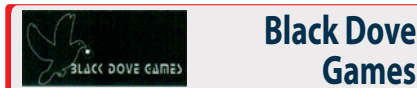




Still in the prototype stage is **Mutant Meeples**, a puzzle in the tradition of Ricochet Robots, players need to take their meeples to a crime location as fast as possible, and the meeples have different abilities and speed. Intended date of release is early in 2012.



Also presented at the Bézier booth were R & R Games

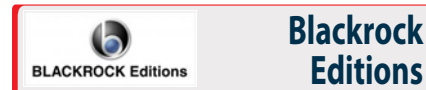


For the second appearance at Essen the company from Singapore keeps up alliteration in their game titles. The games that were presented are: **F3**, short for **For Fame & Fortune**, by Terence Lei, Mark Tham and Edwin NG, a card collecting game for 2-6 players, ages 14+,. There are cards of five colors with 13 cards each and 13 wild cards



plus multiplier cards and modifier cards. The card combinations correspond to those in poker; ties are resolved first by higher numbers and then rank of cards. Already announced in 2010 and again announces for 2011, **M3**, short for **Murder! Mystery!**

**Mastermind!** from the same designers was not finished yet, it will be a detective game for 3-4 players, comprising investigation and trial phases.



Already announced in 2010, **Kairn** by Daniel Quodbach, a game of dexterity with a Stone Age topic for 2-5 players, ages 6+, was available this year. You position pieces with your



fingers and can then improve their position by using tools. **The Boss** by Alain Ollier for 2-4 players, ages 8+, is a game of deduction, bluff and majorities on gangs of gangsters and majorities in cities was already released in 2010 and shown again this year.



As last year, Blast City Games shared a booth with Mondainai Strategy Games. The topic of this year's game was nothing very unusual, it was simple gruesome. **Cave Evil** for 2-4 players, ages 16+, by Mat Brinkman, Jochen Hartman and Nate Hayden is a coproduction by Blast City Games and Emperors of



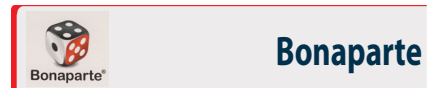
**Eternal Evil**: 2-4 players are ancient necromancers whose necropolis are overlapping, and each necromancer tries to be the last one remaining. Shared booth with: Emperors of Eternal Evil, Mondainai Strategy Games



BoardGameGeek, too, had something to offer at their booth: **Power Grid Themepark** by Friedemann Friese is the English ver-



sion of the 2010 promo card Funkenschlag Freizeitpark, and is part of a set of all promo cards published so far for Power Grid.



The Czech publisher has now set up a separate department for board games that goes



by the name of Stragoo Games and entered the stage with two games. See Stragoo Games.



In cooperation with Dwarfstar Games and Flatlined Games, the German edition of Dragon Rage is offered, a new edition of the game of the same title, published in 1982 by Dwarfstar Games / Heritage USA. See Flat-





lined Games.



**EndBreaker! SCG: Build & Break** by Junichi Kawabata and Hitoshi Yasuda is yet another card game with a fantasy topic; 2-4 players, ages 8+, are EndBreaker who can see



their end in the eyes of others, the world of EndBreakers is threatened by masks, which are possessed by a mysterious power; they appear during the game and must be defeated for victory points. **EndBreaker! SCG: Build and Break – AmatsuKagura** takes place in another city than the first game of the series; AmatsuKagura can be used as an expansion for EndBreaker! or as a stand-alone game, „Hyper“ introduces a new combat ability into the game.



Peter Burley did not bring a new game to Essen this year, in addition to his games **Take it Higher** and **Kamisado** he offered



games from the jklm range. A first as yet brief glimpse was possible at the prototype of his 2012 game **Zambezi**.



An inconspicuous table at the end of Hall 4, on it a few clear plastic boxes with a click-shut mechanism (which is becomes more and more popular, by the way) – you need

to take a second look to appreciate the little jewels presenting themselves. **Barons** by Thomas Colthurst is a card game on the topic of building cities in the Middle Ages,



for 2-6 players, ages 11+, You use cards to acquire resources and knights and to build the first cathedral of the realm. The game uses four decks with four types of landscapes; the cards can be used for actions, knights or buildings, and face down also for land or money. Good for an interesting comparison is an edition of **Gloria to Rome**, the I.V. Edition; the game has been published in German by Lookout Games. A new edition in a black box has been announced by Cambridge Games Factory as a Kickstarter Project. **Montana** by Rob Herman takes 2-5 players into the mountains of 19th century Montana; they are settlers and want to

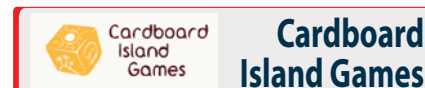


stake out claims. **Pala** by Jeffrey D. Allers for 3-5 players, ages 12+, is a card game on the topic of primary and secondary colors. You



can take over a trick in one primary color with the second primary color to put the resulting secondary color into force. **Quills** is a word game with cards for 2-6 players, ages 11+, by Paul F. Mullen, you are tasked to form the word with most prestige, you can go for length or for the use of cards of

the same color.



A new company from Singapore with a booth in Hall 7 presented **Dash**, a race game with cards for 3-5 players, ages 8+, in which you can play cards alone, as a pair or



as a trio. You can stop en route to enjoy the sights of Singapore.



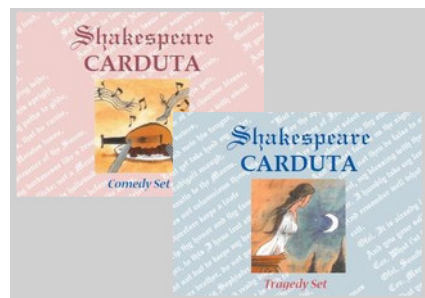
The booth in Hall 9 offered the English edition of the Japanese deck building game **Tanto Cuore**, in which you own a manor and look for the best personnel for your



house. Other items on show were the two expansions for the game in Japanese and other card games from Arclight Games; see there.



Alternate name for DTP Publishing, pub-





lisher of Shakespeare Carduta, see DTP Publishing

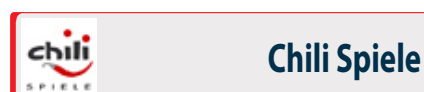


**Catan GmbH**

The country map for the 2011 for **Settlers of Catan** features **Thüringen / Thuringia**, it not only offers the usual Catan game play

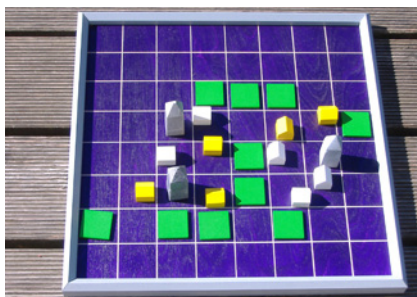


but also the opportunity to get more familiar with Thuringia.

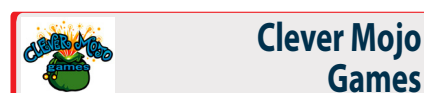


**Chili Spiele**

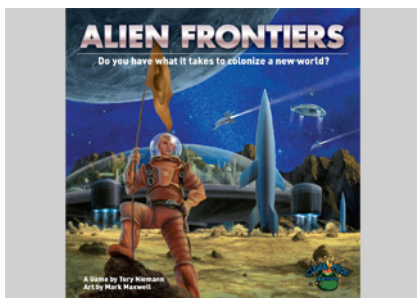
**Master-Plan** is the name of the latest Chili game, which this time is a placement game with a construction topic for two players,



ages 8+, designed by Bernhard Lach and Uwe Rapp. Both players want to build as many of their own houses at the edge of parks and towers, because only such houses score victory points.



**Clever Mojo Games**



**Alien Frontiers** by Tory Niemann for 2-4 players, ages 13+, is a mixture of resources management, worker placement and area control, all in the depths of space. You need to decide on the targets for the fleet, integrate alien technology and use territorial bonuses, set up your own colonies and hinder your opponents to do this. The expansions **Alien Frontiers Factions** and **Faction Pack #1** as well as **Upgrade Packs** have been announced.



**Clicker Spiele**

Stephan Riedel offered an expansion for his successful game **Schinderhannes**, by

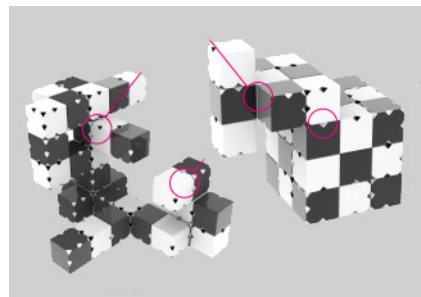


the name of **Schinderhannes Julchen**, intended for 2 players, ages 10+; each player needs to identify two crimes.



**Co & Co Communications**

The Hungarian Design and Communication Studio presents, together with Apton & Sinclair, **Cocodice**; a new system of cubes/dice for building blocks – the cubes have mark-



ings at the edges and in the corners instead of the eyes on the sides. The dice stick together magnetically, black on white. This allows you to construct logical, mathematical or simply beautiful objects.



**Cocktail Games**

The new releases of this French company come in the usual practical and handy square tin:

**Foutrak** by the designer trio Alexandre Droit, Laurent Ruptier and Pierre-Marie Jail-



let is intended for 3-8 players, ages 8+, and is a game of reactions. One player challenges another, one card is revealed and whoever reacts correctly first, takes the card. **Manga Party** by Yoshida Masanori for 3-8 players, ages 6+, is a narration game and a party



game. One card from a set is drawn and the active player enacts a scene according to his personal liking, the others try to identify the scene from an identical set of cards. **Ouga Bouga** by Bony le Ludonaute and Daniel Quodbach is again intended for 3-8 players, this time for ages 7+, and again



a party game on performances. You must repeat a series of primeval sounds and then add to the series. If you make a mistake or when someone can discard his third card the cards are rearranged. When all cards from the stack are used, you win with fewest cards.



Announces as release for autumn 2011, called a new release 2012 on the publisher's website, but already available for buying on the net: **Casse-toi Pov' con!** by Ludovic Maublanc for 2-6 players, ages 12+, yet an-



other party game based on a faux-pas of the French President Sarkozy in 2008; in the role of a politician you want to meet some people and want to avoid others.



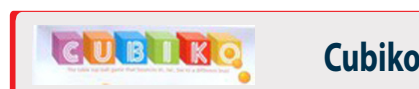
In 2009 **Horse Fever** by Lorenzo Silva and Lorenzo Tucci Sorrentino for 2-6 players, ages 10+, was published for the first time, this year the second print run was published; you manipulate races and racing



stables, bid for horses and borrow money from the bookmakers to acquire victory points and money.

**Dungeon Fighter** is published in cooperation with Heidelberger Spieleverlag, see there.

On show as a prototype was **1969** on the topic of the race for space between Americans and Soviets, featuring the construction of the spaceship to the landing on the Moon, the game is created by Andrea Crespi for 2-5 players, ages 10+, and will be produced in cooperation with Infinity Games.

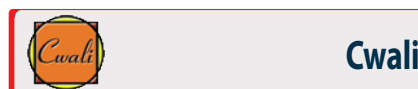


The British publisher was a guest at the booth of Surprised Stare Games. Cubiko, the game of bobbing balls has been reworked by Gavin Birnbaum into a variant by the

name of **Cheese Factory**. 2-4 players, ages 6+, must guide magnetic mice to the cheese



so that they stick to the cheese - if you manage this first, you will win the game.



Corné van Moorsel is celebrating 15 years of Cwali games and presented an Anniversary game for this occasion, **Ab in die Tonne**. 2-5 players, ages 5+, must get rid



of their garbage. All players have the same pieces of garbage and must get rid of them in the same order, you can only rearrange them when something falls out of the can; a very pretty and non-geometrical variant of Tetris. **Champions 2020** for 2 players,



ages 11+, is based on an earlier Cwali game by the name of StreetSoccer and simulates Stadion Soccer, the playing field is bigger and each player starts with 11 soccer players, tournaments are possible. **Meltdown 2020** for 1-5 players, ages 8+, picks up the topic of nuclear catastrophes or meltdowns in a reactor, as a player you must organize and direct evacuations. You have 20 people and a car, a bus and a helicopter to evacu-



ate them. Depending on their position in relation to the reactor your own men are contaminated in different intensities; this can result in setting them aside or eliminating them from the game. **Mondriaan 2020** is an abstract placement game on colors and shapes for 2 players, ages 8+,. It takes its name from the Dutch artist; each player tries to achieve good color connection for him, newly placed tiles must fit tiles already placed along the edges and also across corners.



Under the aegis of Czech Board Games there was a small Czech country pavilion at the booth of Czech Board Games, the stand was shared by Altar, Jira's Games und Tony Games and, of course, Czech Board Games. The new release for 2011 from Czech Board Games is called **Infarkt** and was designed



by Vladimír Brummer for 2-5 players, ages 10+,. Each player starts on his own personal board as healthy as possible but then events provided by cards influence blood pressure, weight and other parameters.

Czech Board Games has been a co-producer for the game **Speedway Champion** from Stragoo/Bonaparte, see there.



Another year with new games from both Vladimír, Vlaada Chvátil as well as Vladimír Suchý:

**Last Will** is published in English in cooperation with Rio Grande Games and





in German under the name of **Der Letzte Wille** in cooperation with Heidelberger. In this card management game by Vladimír Suchý for 2-5 players, ages 12+, you can only inherit a fortune if you prove that you can spend money well and can enjoy life! The second eye catcher from CGE at Essen was **Dungeon Petz** by Vlaada Chvátil, a funny



and felicitous adaptation of the Dungeon Lords topic; the imps from Dungeon Lords want to breed monsters for the Dungeon Lords. 2-4 players, ages 12+, use imps and money to acquire little pets, cages, food etc. and are very busy with tending to the needs of the little beasties, represented by cards.

**Galaxy Trucker Another Big Expansion** is also published in cooperation with Rio Grande Games. In the second expansion



for Galaxy Trucker by Vlaada Chvátil 2-5 players, ages 12+, can hire support teams to improve their ship construction abilities; this is supplemented by new ship classes and new tiles, and the mechanism virus of „invade ship and gobble up crew“ has now infected Galaxy Trucker, too.

**Pictomania** by Vlaada Chvátil is a creative drawing game for 3-6 players, ages 9+,. Each player knows what he is supposed to draw and must simultaneously guess what the other players are drawing. The earlier you

guess the more points you can score. The German edition of the game is published in cooperation with Pegasus Spiele.

## Das Kleine Förderspiel Hartge & Kist

Das Kleine Förderspiel is the name and also the logo/motto for a range of movement games. **Das kleine Motorikspiel** and **Das kleine Sensomotorikspiel**, both designed by Christina Kist and Oliver Ludwig and intended for 2 or more players, ages 2+,



were exhibited at the booth of Edition Siebenschläfer. Additional games for the series are in the planning stage, already available are **Das kleine Fußspiel** und **Das kleine Rückenspiel**, in each game eight animals present the corresponding exercises.

## DAYS OF WONDER Days of Wonder

The French company presents expansions for two very successful games in the Days of Wonder program: For Small World by Philippe Keyaerts a stand-alone expansion by the name of **Small World Underground** is published; it introduces new races and



new special abilities and also monsters that protect regions with powerful Righteous Relics and Popular Places. This expansion can be combined any way with the Small World basic game, it is intended for 3-5 experienced players of Small World, ages 8+,. The mini-expansion **Small World Tunnel** joins Small World Underground and Small World into one big game.

The Game of the Year 2004, Zug um Zug / Ticket to Ride is expanded with a collection of new maps, Spielplan-Sammlung I **Zug um**



**Zug: Asien / Ticket to Ride: Asia** for 2-5/4-6 players, ages 8+, designed by Alan R. Moon and Francois Valentyne. A similar Spielplan-Sammlung II, **Zug um Zug: Indien / Ticket to Ride: India** has been announced.



DDD Verlag

No new game for 2011, but a second print run of **1655 - Habemus Papam** by Chris-

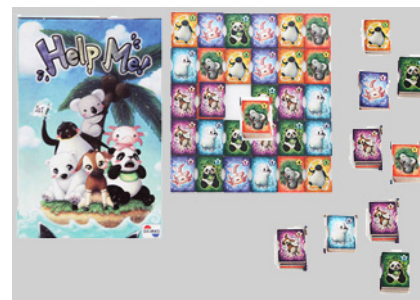


toph Bauer for 3-4 players, ages 10+, featuring revised rules; there was also an announcement of a new edition of **Uruk** with new graphics!



Deinko

Already shown in 2010, **Cupeed** was exhibited again, a game of logic and thinking for 2-4 players, you are tasked to make um



cubes 3x3x3 according to demand from different parts; those parts in turn are made



up from smaller cubes. Cards are used to change the flow of the game.

New for 2011 are four games: **Jack & the Beanstalk** by Gyeong-min Seo for 3-6 players, ages 5+, is a placement game, in which



players, ages 7+, place number cards either according to color or to symbol or place several cards as part of a calculation that results in the value of the top card in the stack.



search for the corresponding card. At the end you line up collected cards according to the domino mechanism. Who can make up the longest row? **Die Lieben Sieben Auf dem Jahrmarkt** has been designed by Anja



you let beanstalks grow to reach the castle of the Giant, just as in the fairy tale. Action cards influence the growth. **Help Me!** by Don-hwa Kim for 2-6 players, ages 7+, is a game on the topic of endangered species. In your turn you place a card or a stack of cards in one of the four orthogonal directions; when no move is possible you take the stack showing your own animal on top and score for each card in the stack and for your own animals in other stacks. **Illusion** by Hope-s Hwang for 2-6 players, ages 5+, is a memo variant. You reveal a card and place it on one of four stacks; if you think that such a card is already in the stack and are correct you receive a chip from the player who put the second card on the stack. If you are wrong, you lose a chip. **Master of Pizza** by Dong-hwa Kim for 3-5 players, ages 7+, is a trick-taking card game; the pizza ingredients are collected by taking tricks and are stacked according to variety in the order



in which you receive them. At the end of a round you can decide to use the cards from tricks to fill orders, you only score for the top card in a stack of ingredients.



Giovanni Calcagno together with his card **Gioca il Segno - Play the Sign**, which he has already shown in spring at Modena, were guests at the stand of Area Autoproduzione and Angelo Porazzi. 2-8



Beautiful as always are the children's games published by Coppensrath under the label Die Spiegelburg, and also as always they feature several license topics or story characters. A surprise was a new range of card games, **Das besondere Kartenspiel**, the series starts with four games: **Affenzirkus** by Jakob Andrusch takes 2-4 players, ages 5+, into a circus, players need motor skills and concentration for this card game. **Bremer Stadtmusikanten** has been designed by Arno Steinwender and Wilfried Lepuschitz. 2-4 players, ages 5+, are tasked to stack animals in a domino variant according to the



order in which the four animals stack themselves in the fairy tale. **Monster-Alarm** by Ivan de Faveri tasks 2-4 players, ages 6+, to re-catch the escaped monsters, it is not easy to keep an eye on all the monsters. **Rasend schnell** is a card game with a racing topic for 2-4 players, ages 6+, designed by Reiner Knizia; as in all games with a racing topic you try to place your car as well as possible for crossing the finish line and maybe even use slipstream driving.

New in the range of Prinzessin Lillifee games is **Prinzessin Lillifee Ein Fest für das Einhorn**. In this color placement game with dice for 2-4 players, ages 4+, by Inka and Markus Brand you must form two color combinations with four dice and then

Dreier-Brückner and is a dexterity game for 2-4 players, ages 4+, die Lieben Sieben are amusing themselves at the Fair and want to try out all the attractive rides, the „Murmelpuck“ = the playing piece must be



jockeyed into the ride depicted on a card. The range of **Pferdefreunde** games is expanded with four titles, starting with **Pferdefreunde Ein Tag auf dem Reiterhof**. In this game of roll & move for 2-4 players, ages 7+, you answer horse-topic related questions to collect tidbits, roll the die for questions, and overcome obstacles or action squares with correct answers in order to be the first to cross the finish line.



**Pferdefreunde Eine Herde Wilder Pferde** by Inka and Markus Brand is a placement game for 2-4 players, ages 6+, you must arrange your own horse cards according to the illustration on a paddock tableau; you can place them overlapping each other. **Pferdefreunde Wettlauf auf der Weide** also comes from Inka and Markus Brand and is a game of roll & move for 2-4



players, ages 6+; you roll the dice and place useable dice next to your pawn and roll again or stop; if you stop you move your pawn according to the dice you did place.

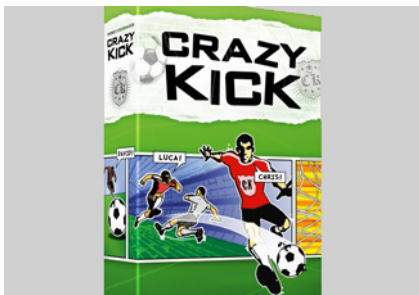
**Pferdefreunde Wirbel auf dem Ponyhof** is a design by Klaus Kreowski and a dexterity game intended for 2-4 players, ages 7. You use the little tin the snip the chip onto the card display. If the chip hits the lid of the tin you take a card from another player or from the table. If it hits a card you turn the card up and implement the action. If the chip only hits the table and nothing else, one card is removed from the game.

## dlp games dlp games

The new game by Reiner Stockhausen was among those game that did not arrive in time for the Essen fair. **Siberia** is a placement and collecting game for 2-4 players, ages 10+; the game uses the topic of Siberian raw material resources, each round of the game comprises two phases: 1) draw action tile and place it on



the tableau 2) implement actions until all players pass. When a region is empty after resources have been acquired, it is depleted and closed down; you cannot find further raw materials there by prospecting. For the soccer game **Crazy Kick** that made its



first appearance in 2009 there is a newly designed new edition.

## Dragon Dawn Productions

For the space adventure game **The Phantom League** on the topic of deciding to be famous or notorious there is an expansion, **The Phantom League Mostly Harmless**, for 2-6 players, ages 12+, by Timo Multamäki. It features new docking and mission cards with appreciation markers in relation to the chosen path of a player. This is supplemented with a marker for a new pirate's



nest, for the spaceship Cobra and double sided combat cards.

In the joint Arctic Union brochure the second expansion for **The Phantom League**, **The Phantom League Pilot Academy**, is announced, again for 2-6 players, ages 12+, with new combat cards and captains as well as an innovative combat system and optional planet cards.

## Drei Magier Spiele

The range of new releases from Drei Magier



comprises three games: **Hexenhochhaus** by Klaus Kreowski for 2-4 players, ages 4+,



this is a race to be the first to fly your broom to the magic ball high up at the top of the witches' house, but the magnetic broom does not always take each witch. The die changes the orientation of the witches and thereby the attraction by the broom.

**Die geheimnisvolle Sternschnuppe** is a game of dexterity by Christian Sovis for 1-5 players, ages 5+, based on the mechanism of Klickado. Players return the beams to the little star sitting on the clothes line. **Mogel Motte** is a card discarding game with action, it belongs to the family of Kakerlaken



games, and you are explicitly encouraged to cheat but only by letting unwanted cards disappear and only if you do not hold the Guardian Bug. It is well worth mentioning that the game was designed by Emely and Lukas, son and daughter of renowned game designers Inka and Markus Brand.

## Drei-W-Verlag

The publisher from Essen is another first time exhibitor at Spiel and showed pedagogical and educational games for home or school. The range of games also features two new releases: **Kohlopoly** for 3-10 players, ages 13+, picks up the topics of spending money, consumer goods, job, friendship and mon-



etary/financial pitfalls. At the end your stock of red fun chips and yellow money chips should be well balanced, with blue knowledge chips you can eliminate deficits. The questions relate to topics like the difference between a debtor and a creditor and what the minimum amount of money would be that you need for daily life without having to pay rent. **Das JugendschutzQuiz** offers ba-



sic knowledge on 100 cards on all the areas of legal protection of minors, for correctly answered questions you receive the card.

**DRUKARNIA 606**

**Drukarnia 606**

Distributor for Sinonis, see there.

**DTP出版**

**DTP Publishing**

**Shakespeare Carduta**, a card game on the basis „Hyakunin Isshu“, a traditional Japanese card game on the topic of quotations,



for 3-6 players, ages 7+, by Ayako Yoshim. This game uses quotations from the writings of Shakespeare instead of Japanese quotations. There is one box **Tragedy** with quotations from the tragedies, **Comedy** with quotations from the comedies and a combined set with 48 text cards and 48 text-picture cards. The text-picture card shows part of the quotation, one player reads out a text card, and all others search for the picture card, the first one to find it gets it.

**DUST GAMES**

**Dust Games**

Games published by this company are co-productions / cooperations with Fantasy



Flight Games, e.g. Arcana Revised, see Fantasy Flight Games.



**dV Games**

The range of the Italian publisher, who is represented in the German market by Abacus Spiele, has been extended by two new releases:

To the continuing success story of **Bang!** a new chapter is added with the **Bang! Goldrush** expansion, again designed by Emiliano Sciarra for 4-7 players, ages 8+;



you can combine it any way with all other expansions and also with the basic game. It features eight new characters and the new mechanisms Buying Equipment for Gold and Return of Shot Characters with the Shadow Gunslinger version. The basic game gets a graphic facelift for its 4<sup>th</sup> edition and also new components, among them individual boards for each player.

The second hit in the program are the werewolves, and this topic, too, is expanded with a new game: **La Vendetta della Lupa Mappara – Lady Werewolf's Revenge**, designed by Domenico di Giorgio and Andrés J. Voicu for 4-30 players, ages 8+; this



expansion introduces 10 new characters, one werewolf, two village citizens and also seven evil and seven innocent auras among much more.

The winner of „Best Unpublished Game Lucca 2010“ is **The Gang** by Antonello Lortonto. Gangster cards are laid out sorted into three rows = cities, even and uneven numbers on the cards denote membership in different gangs. You play your cards to catch a minimum of two cards of one gang between two cards of the other gang.



**DVG Dan Verssen Games**

The company is represented in Germany by UGG and presented **Field Commander: Napoleon**, a solitaire strategy game for

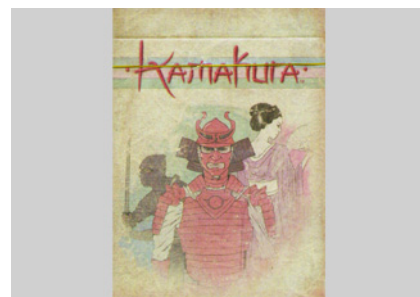


ages 12+, designed by Dan Verssen, the third game in Field Commander Series. You lead your own troops; rules, tables and dice determine the action of the opposing troops.



**Dyad Games**

Lee McIntosh, Alex Montgomery and Orié Rush are the designers of **Kamakura**, a card game on the topic of Feudal Conflicts in



Japan, for 2-4 players, ages 13+. You must conquer enemy territories by careful combinations of weapons, soldiers and arrow attacks.



**Eagle Games**

Eagle Games is one of the brands of Fred Distribution. The new games released during the year are shown in Europe at Essen.

**Dragon Rampage** by Richard Launius is intended for 3-5 players, ages 10+, and a strategic dice game. You are an adventurer and score for the successful fight against a dragon, which you have awoken seconds before, but also if you manage to successfully escape the dragon.

**Empires** by Glenn Drover is expanded by





**The Age of Discovery Builder Expansion** with a new specialist, the builder, as well as 20 new buildings for the capital.

Other games named as new releases:

**Age of Steam Time Traveler** – an expansion with cards for 8 eras for Age of Steam designed for 2-6 players, ages 13+, by Char-



lie Bink and Sean Brown, similar to the also announced **Railways through Time** by Charlie Bink for the Railways of the World system. Another railway game is the **Railways of the World The Card Game Expansion** by James Eastham and Steve Ellis. 2-4 players, ages 8+, use city cards and track cards to build track and deliver goods. The card expansion introduces tunnels, switches for change of colors, gray cities for additional goods and barons for additional bonus scores. All games were first announced for Essen 2010 and re-announced this year. For the game **Defenders of the Realm** by Richard Launius for 1-4 players, ages 13+, there are **Hero Expansions #1 to #3**. Other new titles are **Caveman Curling**, the English language edition of Kairn, and a new edition of **New England Railways** by Martin Wallace.



## Edition Essentia

In cooperation with Spieltrieb the newcomer and first-time exhibitor presents **Essence** by Claas Fischer, an assessment game for 2-7 players, ages 12+. On a path of revelation one explores personal qualities, sources of power and much more. As soon as a player has decided on his next



step, a question challenges the noticing, pondering and empathy capabilities of all players for an accurate assessment, all in order to collect as many coins of honor and definition cards as possible.



## Edition Siebenschläfer

After frogs and sheep Anja Wrede's latest game features a giraffe. The name of the giraffe is Twiga and its game is called **Twiga Trick**; Twiga has lost her brown spots and 2-4 players, ages 5+, must use the blue or red filter and thereby find the correct parts for Twiga's neck, so that she gets back her brown spots. A separate sheet for experi-



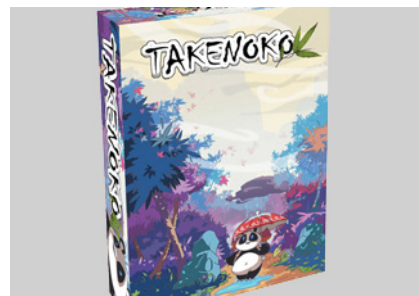
menting with color filters is available, too. The game **Karla Kuchenfee** is expanded by **Karla Kuchenfee Obstsalat**, a small collection of games on the topic of making fruit salad with kiwis, bananas, tangerines and water melons.



## Edition du Matagot

**Takenoko** by Antoine Bauza has been an-

nounced several times, starting at Essen 2010, and is now available. The Japanese Tenno has been presented with a Panda bear; 2-5 players, ages 10+, are gardeners and must take care of the Bamboo necessary for the Panda, acquire land and irrigate it and of course feed the Panda. The devel-



opment game **Cyclades** by Bruno Cathala and Ludovic Maublanc is expanded by **Cyclades: Hades** for 2-5 players, ages 10+. The expansion features four modules, which can be combined in any way or can be played alone. Hades is added to the deities from the basic game. Collectors can find a bonus card by the name of **Cyclades: Hades Manticores** in the French Games Journal Plato,



issue #40.

In the US an expansion for Dice Town, called **Dice Town Extension**, is available, it introduces new cards and expands the game by Bruno Cathala and Ludovic Maublanc by a sixth player.



## Edizione Lo Scarabeo

**Arcanum** by Pierluca Zizzi and Andrea Chiravesio is published in an Italian edition by





Lo Scarabeo; the prototype was already on show at Modena in spring. The German edition of the game will be published by Heidelberger.



## Eggertspiele

The most spectacular news from Eggert came already in summer – the distribution of Eggertspiele changed from Amigo to Pegasus and Pegasus will now also produce games jointly with Eggertspiele.

**Village**, in some lists also called *Das Dorf*, was designed by Inka and Markus Brand for 2-4 players, ages 12+, and is one of the two new releases for Essen 2011. A French



edition from Gigamic is planned. Life in a village is hard, but with some effort players can reach their goals, and if you manage to do this best you will be mentioned in the records of the village, will become immortal and guide the family a step nearer to victory.

**Santiago de Cuba** is a stand-alone game by Michael Rieneck for 2-4 players, ages 10+, in the games family of Cuba. You are a somewhat shady trader who ships goods



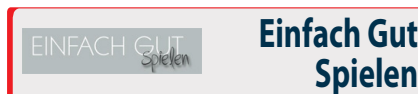
and acquires loads for the freight ships. You move your car to one of the Cubans or to the harbor, over any distance. The first stop is free of charge; all other additional steps cost 1 Peso each. From a Cuban you receive goods, victory points or money. If you go to the harbor you initiate delivery opportunities for all players.

Two expansions for **Speicherstadt**, **Der Münzspeicher** und **Der Kaispeicher**, have been scheduled for publication via a co-production with Pegasus.

Another announcement has been made for



**Herr der Gaukler/Gönner und Gaukler** by Reiner Knizia for 2-4 players, ages 8+, – players determine the travel route of four circus companies across the kingdom, you recruit new artists and earn the more money the better your artists perform.

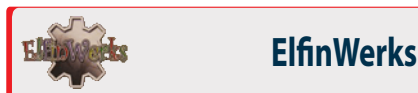


## Einfach Gut Spielen

After having been presented at Nuremberg for the first time, Domory was presented again in Essen to the general public. **Domory** is a mixture of Memory and Domino with interestingly shaped pieces:



on block cut on the bias at one end and featuring a colored square like a stamp template showing geometrical shapes in 3D, each shape is available as a positive and negative template – you should combine corresponding shapes in a Domino version and find the matching shapes in the memory version.



## ElfinWerks

ElfinWerks is one of the co-producers of 011, together with Scribabs and Heidelberger.



Another game in the Elfinwerks program is **Mage Wars** by Bryan Pope, published in cooperation with Arcane Wonders. 2-6 players, ages 8+, are magicians combating in an arena; each player composes his own deck for his magician; the game combines card game and miniatures into a tactical board game. Supplement magicians and cards to extend the game are planned.



## Emperors of Eternal Evil

**Cave Evil** for 2-4 players, ages 16+, by Mat Brinkman, Jochen Hartman and Nate



Hayden is a coproduction with Blast City Games, see.

Sharing a booth with: Blast City Games, Mondainai Strategy Games



## Eventide Games

In the new releases list mentioned as new for 2011, **Cabo** from Eventide games was already



available in 2010 at Essen at the Swan Panasia booth, and so it was this year. The card game by Mandy Henning and Melissa Limes is a game in which 2-5 players, ages 8+, try to reduce their hand cards, but you do not know all your cards at every stage of the game.



## F-Hein Spiele

Company owner and designer Dr. Ferdinand Hein has handed over his life's work to his successor Matthias Kumpert and was





at his booth at Essen one last time. We were lucky to have his two new games demonstrated by himself. **Der kleine Kugelfresser** is a game of placement and logic based on the famous puzzles made up from  $e \times 3$  squares, where all borders must fit. In this game the problem is much more difficult, because Der kleine Kugelfresser can be laid out from 4x4, 5x5 or 6x6 cards in different ways. All is possible, no balls in the display, only red ones, and so on. **Rifftaucher** for 2 or players is a multiple puzzle made up from squares, the tiles are turned up one by



one and each player tries to decide as fast as possible whether the tile fits into his own picture. You can play with 24 or 48 cards. **Rifftaucher Monster-Edition** is a limited collector's edition of Rifftaucher, illustrated with images from the 18<sup>th</sup> century, featuring fishes from Indonesia.



## Fachtagung Spieleautoren

The documentation of 6. Deutsche Spieleautorentagung / 6<sup>th</sup> German Game Designers Conference at Weilburg on lectures and workshops is published in the booklet **Spiele entwickeln 2011**. Distribution by Sphinx Spieleverlag



## Fantasy Flight Games

Just as always, once again this year the plethora of new releases is immense, I restrict my report on games and on games produced by Fantasy Flight; cooperations with European partners are listed with those partners. Chapter Packs or Battle Packs or other Packs supplementing Living Card Games are mentioned, as well as re-editions. Miniatures, books and other products are not mentioned.

**Arcana Revised** is a revised new edition of Arcana, published in 2009; the game is set in Cadwallon for 2-4 players, ages 13+, by Damian Desnous. You play cards to acquire ruler ship in Cadwallon. The new edition introduces two new guilds and six new optional rules.

**Black Gold** features the oil boom in Texas in the 1920ies. The game is a design of Wilko Manz, it is a bidding/auction game for 2-5



players, ages 13+, and is a rework/revised edition of Giganten, published at Kosmos in 1999.

**Blood Bowl** – published in German at Heidelberger, see there.

**Deadwood** – published in German at Heidelberger, see there.

**Elder Sign** by Richard Launius is a cooperative dice game, set in the Cthulhu universe,



for 1-8 players, ages 8+. Investigators look for clues, hints and items in the museum and must seal the rift between dimensions to avoid the arrival of the Ancient one.

**Gears of War** published in German at Heidelberger, see there.

**Hey, that's my Fish** is a new edition of Pingvinas / Packeis am Pol / Pinguin deluxe

by Günter Cornett and Alvydas Jakeliunas; a placement and collecting game on the topic of ice floes and catching fish.

**Rune Age** published in German at Heidel-



berger, see there.

**The Adventurers: The Pyramid of Horus** is a stand-alone expansion for The Adventurers, for 2-6 players, ages 13+, by Guillaume Blossier and Frédéric Henry. In this issue the adventures roam a pyramid for treasures, whoever can leave the pyramid with most treasures will win.



Announced for release in 2011 on the website of Fantasy Flight are:

**Kingdom** by Reiner Knizia – an English language edition of Auf Heller und Pfennig.

**Merchants of Venus** is a new edition of an already published game, too. Currently there is a dispute with Stronghold emerging as both publishers have announced a new edition of the game under the same name.

**Rex: Final Days of an Empire** by the well-known and successful designer team Eberle, Kittredge, Goodenough and Konieczka is a reworked new edition of the old Avalon



Hill title Dune, transferred into the universe of Twilight Imperium. You must gain control of three key locations to gain control of the



realm.

Already announced for 2012:

**Star Wars X-Wing**, ship against ship combat in a tactical miniatures game pitching Rebels against the Empire.

Re-editions:

**A Game of Thrones: 2nd Edition Revised**

Other expansions:

**Civilization Fame and Fortune** – the game



is expanded with material for a fifth player and character cards from Hannibal to Marco Polo, accompanied by investment cards.

**Mansions of Madness Forbidden Alchemy** introduces three new narrations and a plethora of new components, including four new heroes and two new varieties of



monsters.

**Rune Wars - Banners of War** offers new army units, in detailed two for each faction; this is supplemented by development cards to improve units already on hand and to acquire new abilities specific for a faction; a version Commanders of the Battlefield is included.

**Talisman: The Dragon Expansion** see Heidelberg

**Tannhäuser Operation Hinansho**: campaign expansion for Tannhäuser, focusing on the Far East.

**Chaos in the Old World The Horned Rat Expansion** – published in German at Heidelberg, see there.

Cooperations with:

Dust Games

Edge Entertainment

Heidelberg

Stratelibri



## Fata Morgana

The success story of Anno Domini by Urs Hostettler is prolonged with yet another edition: **Anno Domini: Im Süden**, for 2-8 players, ages 10+.

**Siebenpunkt** by Cyril Bucher is a placement game with an ecology topic for 2-5 players, ages 9+. You are a farmer and want to farm



ecological and environmentally friendly. Your aim is to enhance the variety of species on your farm land.

Distribution by and cooperation with Abacusspiele



## Ferti

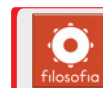
**Jumpy Jack** by Jacques Gardeil is one of the two new releases in 2011. 2-16 players, ages 8+, bluff and roll to try their luck at the races;



you bet secretly on Win, Place & Show that is, the three horses on the first three places, bluff by moving any horse and score points for each horse that you predicted correctly; 10 points, if you guess the first three horses in correct order.



**Yam Master** by Frédéric Sahut and Jacques Gardeil in the same design and graphics is a dice game for 2 players, ages 8+, a combination from dice game games like Yahtzee and the task to place markers on the board; if you manage to place five markers in a row or place your 12th marker you win.



## Filosofia

The Canadian publisher has not brought any new publication to Essen but **Spring Fever**, which had already been shown in Nuremberg. The company publishes French versions of German games from



2F-Spiele, Abacusspiele, Eggertspiele, Hans im Glück, Kosmos, Lookout or Pegasus. The biggest surprise in this year from the company was the take-over of Z-Man Games by Filosofia; there are already some previews for new games under this label.



## Flatlined Games

The new Belgian company made its entrance with two new games: **Dragon Rage** is a new edition of a game by Lewis Pulipher, that was first published in 1982, for 2 players, ages 12+. Dragons are attacking within the walls of a medieval town which is populated by many different mythical creatures; the game offers six different scenarios. The rules have been revised and a new map has been added to the game. The print run of the game has been limited to 1500 copies and the game is only available directly from the publisher.



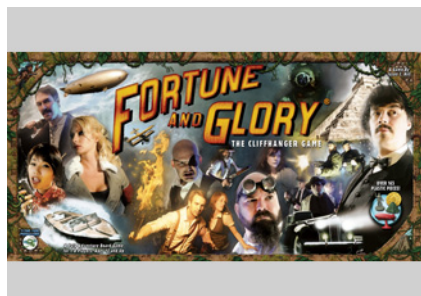


**Rumble in the House** by Ken Rush picks up the topic of living together in a small house, you try to be the one to remain resident and chase away the others. Each player controls 2 of 12 characters and should keep his own identity secret. Your score in the game depends on the moment you are chased away.



**Flying Frog Productions**

The invasion from outer space has been taken care of and now we enjoy time travel back into the late 30ties of the 20th century in **Fortune and Glory The Cliffhanger Game** by Jason C. Hill for 1-8 players, ages



12+; an adventure game with lots of action featuring adventures on the hunt for treasures, quite in the tradition of Indiana Jones.



**Foxmind Games**

The company is represented by Heidelberg and therefore listed here – in addition to the games released at the time of Nuremberg, **Taiga** and **Paradiso**, there is **Rise or Fall** by Martin Nedergaard Andresen for 3-8 players, ages 7+. Players Cheerleaders,



Geeks, Punks, Goths or another of the „in“ teenage groups and try to acquire popularity points, which you can also steal from other players.



**Fragor Games**

Once again the rush and the lines around the Fragar booth of Fraser and Gordon Lamont was immense, this time for a spectacular game with fantastic playing pieces: All creatures of the sea, because the new game is called **Poseidon's Kingdom**, 2-4 players, ages 10+, go on the search for their



friends you went to look for Poseidon's lost trident and have been captured by the octopus.



**Franjos**

**Can't Stop** by Sid Sackson seems unable to stop, after sojourns with Parker, Franjos and Ravensburger the game has once again returned to franjos. In this revised new edition franjos once again uses the mountain climber topic, 2-4 players, ages 8+, use their



colored markers to be the first to climb three mountains to win the game, a concrete adaption of the abstract dice game on probabilities of results achievable from two dice.



**Fred Distribution**

The American distributor publishes games under brand names of Eagle Games and Gryphon Games.

**Eagle:** - Dragon Rampage, Empires: Burning Expansion, New England Railways

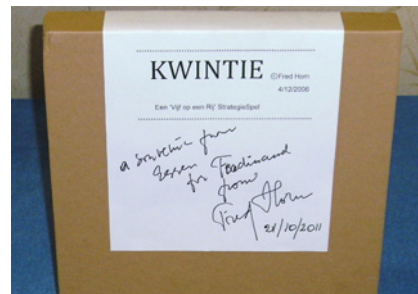
**Gryphon:** Bazaar, Buy Word, Can't Stop, Mir-



ror Mirror, Montage, Number Please.

**Fred Horn**

The Dutch games designer self-published copies of his game **Kwintie** for 2 players, produced by Gerhards Spiel und Design.

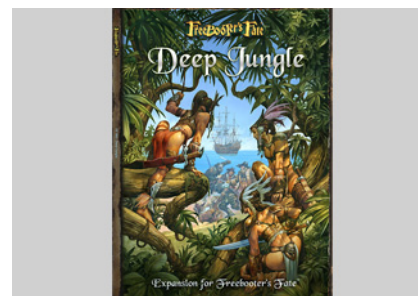


Kwintie is a version of Five in a Row, one playing piece is double the size of a square on the board, so that a piece comprises two imaginary blocks. If you are first to form a row of five such blocks in a horizontal, vertical or diagonal direction, wins the game.



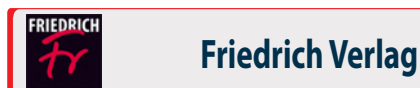
**Freebooter Miniatures**

The company produces – as denoted in the name – a range of 30 mm miniatures and has in 2010 published **Freebooter's Fate**, a tabletop plus book with scenarios. This year an expansion is published, **Deep Jungle**, for



2-4 players, ages 14+, by Werner Klocke.

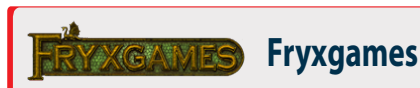




With the range of products published by Friedrich Verlag the series of Kallmeyer



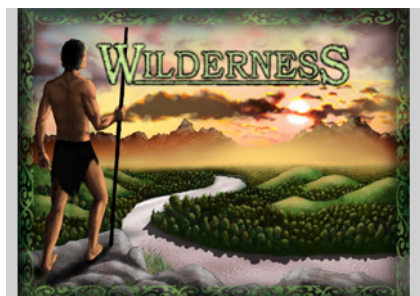
Lernspiels is published, examples fort he range see there.



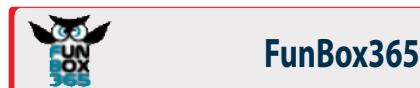
A new Swedish publisher has caused some stir this year at Essen. The Fryxelius brothers had brought two new games to Spiel: **Space Station** by Jacob Fryxelius for 2-6 players, ages 12+, is a card game with a



SciFi topic. You start with a basic module and in the course of six years = rounds you improve your space station by using cards in hand, money and members of your crew. The second game was much more spectacular. **Wilderness** was a hand-made adventure game for 2-8 players, ages 13+, designed by Daniel and Thomas Fryxelius. Players search for a path out of the wilderness and have to consider parameters like thirst, hunger and strength. The hand-made copies of Wilderness could be bought for



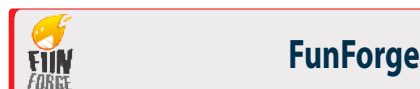
the price of 190 Euros.



As last year, this year too, the company showed a game that was co-produced with Genie Games, **Mr. M**, a game on murder in the palace and all chase the culprit. On the homepage of the company you can find an



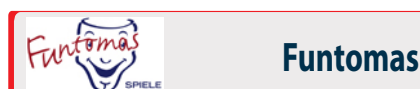
announcement for **Tang's Story-Tao Taro**, a strategic game win which you bring you Tarot armies into play; or for **Shark! Blue Stars and Green Beans** for 2-6 players, ages 6+, and based on a cartoon film (no guarantee for correct translation!)



The new game from the company of Philippe Noura is called **The Big Idea** and was designed by James Ernest. It is a party game featuring story telling for 3-6 play-



ers, a new edition of the game originally published by Cheapass games. You invent crazy things based on combination of an adjective and a noun; the money aspect in the original game has been deleted, in this version you only vote for the best invention.



In **Fußball-Poker** by Ralf Brücker for 2-4 players, ages 8+, you buy your soccer team, but must be careful of your money! Don't pay too much! Because you can never be



sure if you will get the player you wanted and if he will harmonize with your team. Four players are in the display and you place a secret bid, the number of cards in your bid is visible. After 12 rounds you have a team and a reserve player and win with most points from your players.



The Korean company showed an educational game with a mathematics topic, by the name of **MathBox**. Using English, Dol-



lars and event cards you can train calculations, improve your English and much more!



GameBrotherZ is a Canadian publisher, Luc St. Pierre is the designer and owner and publishes games for children and the whole family in multi-language editions featuring five languages and cheerful colorful design: **Boo** is a roll & move game, 1-6 players, ages 5+, must reach the exit before the Sweet





Little Boo reaches the top step of the staircase. **Mister Mailman Junior** is a game on the job of post man; 2-4 players, ages 8+, try



to be the first to deliver 24 letters to their recipients. **Spuzzle** for 1-4 players, ages 4+, is an assembling game, you should be first to finish all five of your own puzzles.



## GameHeads

Also announced on the GameHeads website **Das letzte Bankett** by Michael Nietzer and Oliver Wolf was finished, but – like many other games – did not arrive at the



Fair. In the action game for 6-20 players, ages 10+, the King is destined to be eliminated. Depending on your faction you have to use a chalice of poison if you are a Lady or a dagger, if you are a Gentleman; you use roll cards and use the corresponding abilities to rearrange the group until the murderer sits next to the king.



## GameWorks

Two autumn releases enrich the range of



games from GameWorks, distributed by Asmodee: **Bonbons!** by Marc Andre is a memo game for 2-6 players, ages 8+. In a grid of face-down tiles you look for chocolates that you have in your own stock. If you are the first to uncover all tiles you win. There are special tiles in the display and you can steal sweets from other players if you find correlations.

**Tschak!** by Dominique Ehrhard makes 2-4 players, ages 13+, fight monsters in a dungeon. 10 cards in hand are sorted into three teams with three cards each. Then you use



those sets in three levels of the dungeon to fight the same number of monster. In each level the strengths of the teams are compared. After three levels you hand your cards to your neighbor and new monsters are introduced into the game. Can you use your neighbor's cards better than he did?



## Gary Games

As an extension to the deck building game of **Ascension: Chronicle of the Godslayer** by John Fiorillo, Justin Gray, Brian Kibler and Robert Dougherty, published in 2010 and



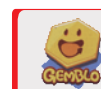
for 1-4 players, ages 8+, there is a new expansion, **Ascension: Storm of Souls** featuring 200 new cards and new mechanisms; and there is also **Ascension: Return of the Fallen** featuring 65 new cards. This expansion can be played as a stand-alone game for two or combined with the basic game for a game of six players.

## Geepy Games

**Democracy The Board Game**, this year in Essen represented by RunaDrake, is a game on the topic of democracy by John Loughtry for 2-6 players, ages 10+. The game was listed as a new release, but was already published in 2010. You represent a continent



and must develop the infra-structure of this continent; for this purpose you need votes, because votes bring power and the opportunity to develop; there is also a tyrant in the game, who wants to take over the world; and on top of all that economy, climate changes, human rights and other factors enter the game.



## Gemblo

At the joint Korean booth Justin Oh once again represented Gemblo and has shown us his new games: **Goldnaire** for 2-4 players, ages 8+, is a card game on the topic of



set collection; you trade cards representing different kinds of jewels with your fellow players and can lay out cards if the cor-





respond to the two kinds of cards that are displayed on the table. Points on the table can be swapped for gold bars. **Pyramis** is also a game of set collection, in this case for 2-4 players, ages 6+. The pharaoh wants to construct pyramids out of gems, the rounds of the games made up from mining gems and building pyramids. A third game was announced, **Color Mio Art**, a variant of Justin Oh's game **Color Art** from 2010, 2-7 players, ages 8+. You reveal color cards and lay out corresponding palette cards; if you can place all your cards you win the game.



## Gen X Games

The Spanish publisher showed an interesting selection of new games:

**Airshow** for 2-5 players, ages 14+, by Servando Carballar and Pedro Valle is



a game on the topic of arranging and administrating a collection of historical aircraft, which must be kept in perfect working order. All aircraft featured in the game are currently on show in a museum somewhere on this planet or are currently for sale. For **2 de Mayo** by Daniel Val there is an expansion, **Assault on Grimaldi Palace**, for 2 players, ages 12+, featuring 22 new cards and 22 revised cards for the basic game, and introducing 6 different new versions of the



game. **Sorpendedores – Karma Business** by Rubén Chacón and Sergio Fernández for 2-4 players, ages 12+, wants to appeal to the entrepreneur in players; they should found an enterprise and thus fulfill their dreams. **Stalag 17** by Oscar Arévalo for 2-4 players, ages 10+, picks up the topic of escape from a Siberian Prison Camp. The moment



somebody escapes the security is tightened and all useful items are confiscated so break out before someone else is doing it.



## Genie Games

As in 2010, this year too, **Mr. M** was presented at the Swan Panasia booth, a board



game with a crime topic, for 2-6 players, ages 10+. Co-production with FunBox 365, see there.



## Gerhards Spiel und Design

This year the company known for its very beautiful and elegant wooden games offered a range of four new releases: **Ennea** by Michail Antonow for 2 players, ages 8+,



uses 9 squares for always changing boards, the dents in the board are connected by paths and you place different numbers of marbles to different purposes and move them along the paths. **Paletto** by Dieter Stein is an abstract collecting game for 2-3 players, ages 6+. You take always one



or more pieces of a color off the board; remaining pieces must remain connected orthogonally. If you take the last piece or own all 6 pieces of a color, you win. **Semiramis** by Oliver Schaudt is a solitaire game for ages 8+, featuring 24 different puzzles. The plants in the garden of the



legendary queen must be arranged in a way that plants of the same color or the same shape are not sitting next to each other. **Stein im Brett** by Stefan Brückner is a placement game for 2-6 players, ages 6+. All pieces must be placed on the board and



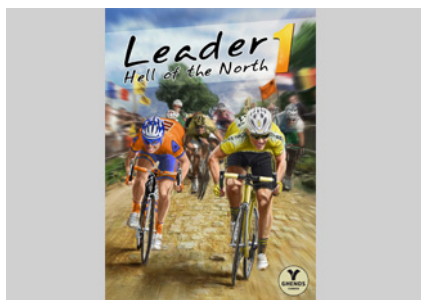
are drawn blindly; after each round scores are taken and you score for points without neighbors of the same color.



## Ghenos Games

The range of sports games has been extended by **Lamborghini** by Pierluca Zizzi for 2-5 players, ages 10+. You want to be successful on the race tracks of Hockenheim or Monza, the game is a mixture of racing elements or economics elements. For **Leader r1** the expansion **Leader 1: Hell of the North** by Christophe Leclercq and Alain Ollier, that





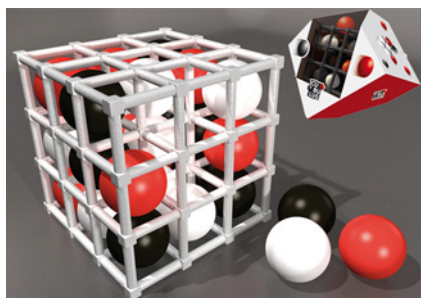
has changed into a stand-alone game, but can still be used as an expansion for the base game. The name of the game relates to the one-day race from Paris to Rubaix. **Lupin the Third** by Pierluigi Frumusa is intended for 2-5 players, ages 14+; you take over one of the characters in the Manga series. One player controls the policeman, the



others collaborate to steal the treasure and flee. Inspector Zenigata is always visible, the other characters only in his range of sight. And Fujiko Mine can betray the others and escape with the treasure.



Usually Gigamic does not launch new games especially for autumn, and so it was this year too, the program that was presented in Nuremberg was presented again: **Katamino Pocket**, a travel edition of the placement game for 1 player, ages 5+. **Cubulus** by Sylvain Ménager und **Kabaleo** by Jean Luc Rennaud catch the eye with spectacular packages. In **Cubulus** 2 or 3 players, ages 8+, try to form a square in a cube of 3x3. In **Kabaleo** 2-4 players, ages



8+, place little cones on top of each other and try to achieve a majority of their own color on the stacks.

The series of wooden games is extended by a new release of **Gygés** by Claude Leroy; **Coyote** in a cubic package is a new release of the guessing game on feathers in your head band by Spartaco Albertarelli for 2-6 players, ages 8+.

**Privacy No Limit** was not presented at Essen, it is a version of the game Privacy



by Reinhard Staupé, intended for a target group of 3-12 players, ages 18+, with unambiguously adult questions.



Gigantoskop again had a booth at Essen this year, but without a new game, they did present once again **Genesis** by Peter Hansson. 2-6 players, ages 10+, embody angels and assist God in his creation work, a dark



angel is opposing these plans. For **Spank the Monkey** a stand-alone expansion by the name of **Primate Fear** has been announced.



In cooperation with Oone Games Giochi Uniti presents **Dungeon Venture** by Mario Barbati for 2-5 players, ages 10+, the prototype was visible at Essen. **Dungeon Venture**



is the implementation of **Venture**, a fantasy tabletop, which is available as a PDF file and which you must assemble yourself.

**Bookmaker** by Giuseppe de Careolis for 2-9 players, ages 10+, is yet another game on horse races and betting, using cards which determine the result of the race and



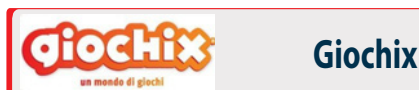
the bids.

**The Mystery of the Templars** has been announced for 2012, the game by Silvio Negri-Clementi turns 2-4 players, ages 14+, into leaders of the Templar Knights, who send their knights to escort pilgrims in the

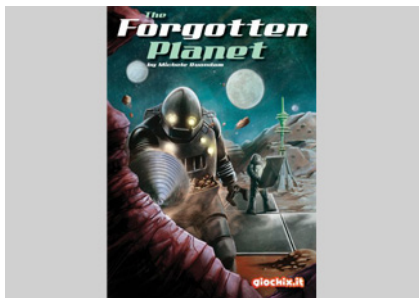


search for lost artifacts. But at the end the pursuit begins and you win if you manage the resources of the order best at its peak and gets most of them to safety at the end. **Goblins 2** is a new edition of **Goblins**, in this edition the strange enemies intend to conquer the town of humans.





Two new games expand the program of Giochix this autumn: **The Forgotten Planet** by Michele Quondam for 2-4 players, ages 12+, sends player on the search for energy crystals, for which the trader's guild pays astronomic prices. You



place tiles as safety zones on a planet, use them to produce energy and make robots build basis or discover mines; they can build walls to fend off other robots or tear down walls. **Upon a Salty Ocean** by Parco Pranzo takes 2-4 players, ages 13+, to the French harbor of Rouen in Renaissance time. In those times Rouen was the



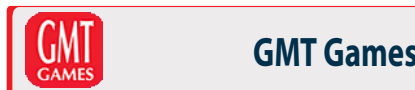
most important harbor of France, from where salt ships departed to the fishing grounds. You want to earn money with ships and salt and be the richest when the king comes to visit.



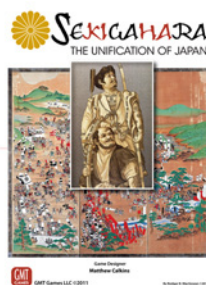
The latest crime game from Gmeiner is called **Dreck am Stecken**, has been designed by Stefan Breuer and is intended for 3-6 players, ages 12. All players – in case of less than 6 players virtual ones come into play – hold one culprit and crime card each and also a flow chart of the crime. You interrogate another player, from round 2 one also a virtual one. He must answer with yes or no, can lie and – beforehand - discard one of his three truth cards or the lie card. You



score points for correct suspicions and you lose points for wrong accusations.



Three new games from GMT were presented by UGG at the booth this year: **Sekigahara** is a historic conflict simulation for 2 players, ages 12+, by



Matt Calkins on the topic of conflicts in Japan that promoted Tokugawa Iyashu to Shogun and resulted in 265 years of unification for Japan. The mechanism of the game aims at a historically authentic game play, the element of chance is here turned into uncertainty instead of pure chance or luck. In the 7 week conflict no dice are used, the confrontations are resolved with cards; armies without suitable cards do not enter into conflicts. **Space Empires** by Jim Krohn for 1-4 players, ages 12+, is a game in the



best tradition of 4X games – so called for their four main actions, eXplore, eXpand, eXploit und eXterminate. Space empires is a game in which you set out to eliminate your enemies. Despite copious possibilities the rules are short and

precise and deliver a dense game play of reasonable duration. Solo scenarios expand the possibilities. **Urban Sprawl** by Chad Jensen for 2-4 players, ages 12+, models the transformation of a city into

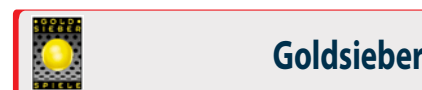


a metropolis. Players are builders and acquire building permits, which you can use to invest or build. At the start of the turn you discard permits for investments and acquire wealth. Then you use six action points to acquire new permits, build new buildings and acquire a "favor", which is a building contract that only one player can implement.

Other new releases are **Fighting Formations** by Chad Jensen for 2 players, ages 12+, on the topic of motorized infantry divisions in WWII; **Andean Abyss** by Volke Ruhnke for 1-4 players, ages 12+, on the control of Columbia, and **Conquistador** by Richard H. Berg for 2-4 players, a revised edition of the SPI/Avalon Hill classic game from the 70ties; instead of hexagon counters cards direct



events, in which four European colonial powers rival for access to the resources of the New World.



There were no new releases for 2011 from Goldsieber; at the booth the available program was shown.





## Goliath Toys

Besides a lot of special boxes for **Domino Express** – **Pirate Prison Escape**, **Pirate Sea Battle**, **Pirate Skull Island** and **Pirate Treasure Hunt** – there are new children's



games: **Robby Robbe** is a new edition of Sammy der Seehund, a dexterity game for 1 or more players, ages 4+; Robby wants to play, he is pleased and claps when you throw colored rings over his neck like a Hula



hoop. The huge seller **Schweine Schwarte** is extended by two titles: **Schweine Schwarte Das Rennen** sends the piglets around the board chasing Hamburgers with luck and tactic, guided by 2-4 players, ages 4+. On the other hand, 2-6 players, ages 5+, may in **Schweine Schwarte Fliiiiiiiiiieg** throw the plush piglet about for the duration of the music. When the piglet burps it has enough of being thrown about, and if you hold it when it burps, you must quit the game. All games have been already shown



at Nuremberg and where again presented as new games at Essen. The program is rounded off by a luxury travel edition of Triominos.



## Gorilla Games

New in the range of Gorilla Games is a card game Jeff Siadek by the name of **Hunting Party**; 2-5 players, ages 12+, are on Safari in Africa, want to collect trophies and achieve their secret goal; you lose points if you die, and this is determined by the interaction



between action card and your own position on the fate card of the group.

## GROUPEGAMES

## Grouper Games

**Masters of Commerce** is a negotiation game with dice for 3-11 players, ages 8+, by Britton Roney; you are landlord or agent and negotiate for rents. Each landlord can negotiate with each agent, and you can do reservations. After two minutes of

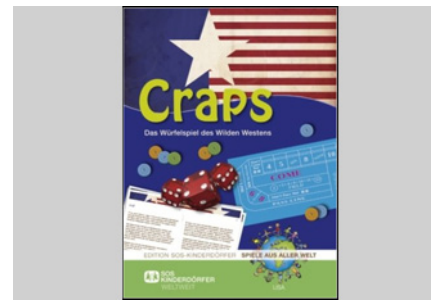


negotiations the die decides the result.



## Grubbe Media

Two new titles in **Edition SOS Kinderdörfer Spiele aus Aller Welt** that were already presented at Nuremberg were shown again, **Bagan** and **Ganjifa**, and as a new release **Craps Das Würfelspiel des Wilden Westens** for 2-6 players, ages 8+, a classic dice game that is played in all casinos. The line of language learning games is expanded by **Un Week-end à Paris** for French and **Un Fin De Semana En Madrid** for Spanish,



as all other games of the series intended for 2-5 players, ages 14+, and designed by Gerhard Grubbe and Inez Sharp. **Das Wein-spiel** by Gerhard Grubbe and Guido Walter takes 2-6 players, ages 14+, into the world of grapes and wine. In order to become wine king or queen you use tactic, knowledge and luck to collect grape variety cards cor-



responding to a country tableau as well as barrels and the crown.



## Gry Leonardo

The novelty of 2001 from Graal / Gry Leonardo is called **Mare Balticum**, this year not a Gamer's Game, but a game for families or children, playable by 3-5 players, ages 6+, and designed by Filip Miłunski. You are the captain of a fishing fleet and fish the Baltic



Sea or look for amber. If you can sell your catch for the highest price before the sea freezes over in winter, you win the game.





## Gryphon Games

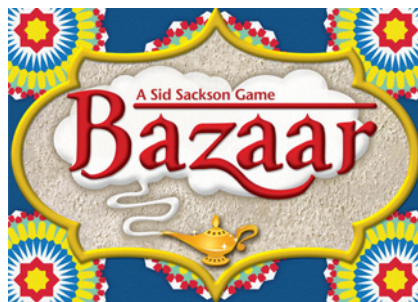
Besides some English language editions of games originally published in German language, e.g. Pergamon or Santiago de Cuba, both by Eggertspiele, Gryphona showed **Pastiche**, already published in German by Pegasus in spring, a game on the topic of primary and secondary colors and of mixing colors. Other new titles in the Gryphon range of games are: **Mirror, Mirror** by Jacob Davenport for 2- players, ages 8+. This is an



abstract movement game with a romantic topic; each player directs 9 figurines that should deliver a love letter to the princess, but 8 of them are carrying a fake. Who manages to catch the real letter of a rival? **The Road to Canterbury** by Alf Seegert has a very interesting topic; 2-4 players, ages 10+, are medieval indulgence peddlers selling



certificates that forgive your sins, but got them to be really successful you must properly tempt the sinners! **Number Please!** is a collection of seven different mathematical games using dice, suitable for 1 or more players, ages 6+, designed by Christopher Defrisco, Brett Kitani, Nick Medinger and Rick Soued; in the title-giving game you roll five colored dice and use them to formulate an equation with the result depicted by the result shown by the black die. Especially names as autumn news were games by Sid Sackson: **Bazaar**, a new edition of the probably best known game of Sid Sackson on exchange rates for color chips which you try to swap for point tiles with as few chips as possible remaining. **Buy Word** is a word placement game for 1-4 players, ages 8+, you pay for letters,



place a word and sell the word for profit; this profit depends on the number and quality of the letters. And another legendary game from nearly 40 years ago is given a well-earned new edition, **Montage** by Joli Quentin Kansil for 4 players, ages 13+; this is a word game for partners, one player places a word in a color code – each color represents one vowel and five or six consonants – and hopes that the partner can guess the word before an opponent does.



## Guangzhou Qianqi Animation

Based on the Film The Message the Qianqi Design Team has designed **Emissary Crisis** for 3-6 players, ages 10+, as in Shadow Hunter or Kutschfahrt zur Teufelsburg you choose a character and in consequence you belong to a secret faction and win depend-



ing on your faction allegiance when certain conditions are met.



## Gung Ho Games

**Die Piraten von Nassau** by Richard Glazer is a resources management game for 3-5 players, ages 10. With Nassau as a base you embody a pirate and want to sail for booty for victory points as the most ruthless pirate, the most unruly crew, the best ship or the biggest treasure. Also shown was a prototype by Tom Merrigan, **Vicious City**, a game with a Film Noir topic for 3-5 players, ages 16+. It is a mixture of card game und story telling, you score for protecting your



personal innocent and denouncing the guilty; the most accused character is the culprit.



## Haba

The inventors for children are presenting the usual colorful, pretty and copious program of new games which are offered in different categories and with different box sizes, so I have used the box sizes for sorting the games:

Regardless of box size, I want to start with the classic of the program, **Obstgarten** is enchanting children since 25 years; the black raven from the game was the booth mascot this year. On occasion of the Anniversary the classic game has been packed into an elegant tin.

The range of **Große Spiele / Big Games** is



extended with **Gary Gouda** by Guido Hoffmann, the mouse must be moved through several rooms into another corner and is fed with cheese: But if the mouse gobbles too much cheese, he does not fit through the door, so all 2-6 players, ages 4+, must remember which door lets the mouse pass with how much cheese.





There is also a new game in the range of **Mitbringspiele M** there is a new game, too, it is called **Hoppe Reiter** and is designed by Susanne Gawlik. 2-4 players between ages 3 and 12 must take the horses to the stable from the paddock and collect necessary things like a feeding bag or carrots en route; in your turn you can move the horse or pick up something.

For the range of **Mitbringspiele S** there are three new titles: **Baumhausparty** by



Martin Kallenborn and Matthias Prinz is a memo game for 2-6 players, ages 6+ - each player must take back his animals into their own room in the tree house, but this works only with the help of the lift. **Lieselotte lauert** by Markus Nikisch is based on the book of the same name. Cow Lieselotte loves to frighten the postman, but the farmer's wife is keeping an eye on Lieselotte. Lieselotte is only allowed to moo when a certain combination of dice is visible. If you recognize this first and hit the cow you get the postman as a reward. Another game on the Lieselotte topic is **Lieselotte teilt aus**, another idea from Markus Nikisch. Lieselotte has achieved her aim, she may assist in delivering the parcels, but the stack is heavy and wobbly and, furthermore, Lieselotte has to find the right chicken.

This takes us to the range of **Mitbringspiele mini**, which is extended by two new



titles: **Piratendukaten** by Miriam Koser obstructs 2-4 players, ages 5+, in their hunt for treasures, as soon as they locate the chest the monkey steals it and all now chase after it. Monkey Raffi drops coins onto the beach and if you allocate your dice points cleverly you will be in the right place and grab a coin. **Krimskrams** by Heinz Meister for 2-4 players, ages 4+, is a game on the



topic of clearing up; all the things belonging to the squirrel must be packed into the corresponding chests, only if you pick the exactly right chest you are rewarded with a nut chip.

The new series of educational games, **fex Lernspiele**, is also amended by two titles: **Fex Keks oder König** by Marco Teubner for 2-4 players, ages 5+. You must deliver sweets to the king and must wait for the right moment to win the biggest heap of sweets with your cards. When you play with the fex effect some sweets are excluded.



**Fex Tierisch auf Zack** is a game of noises and movement for 2-6 players, ages 5+, by Markus Nikisch, Sabine Kubesch and Laura Walk. Players run, jump, balance, croak, shout, sometimes they combine sounds and movement, for the Fex effect the exercises get more difficult.

The series **LernSpielSpaß** is extended by



two new games: **Durch das Jahr** by Verena Leistner offers a collection of games for 2-4 players, ages 4+, with memo games, placement games and reaction games on the topic of seasons. **Von Früh bis spät** is also a collection of games, this time on the daily schedule of children. Markus Nikisch has designed a game for 1-4 players, ages 4+ that takes children through their day from

getting up to going to bed.

**Wo ist mein Futter?** by Helene Schüpfer for 1-3 players, ages 2+, is part of two series of games, first of **Meine ersten Spiele** and, within this series, part of **Meine erste Spielwelt Bauernhof**. The farmer has been daydreaming and not all of the fodder has been



transferred to the stable, so players help to collect the fodder. **Nachts im Stall** by Anna Lena Räckers for 1-4 players, ages 2+, is as also new in the series My first Games. Today Cockerel Hannes has been given the job of getting the baby animals into bed, but this is difficult, because normally a cockerel is doing the waking up and so again and again Hannes awakens the babies with his crowing.

The new series **Superminis** starts with a blast; the series also goes by the name



of **Geschenkwerge**, the first release of games comprises 12 titles of games in a size exactly right for taking them along. **ABC-Zauberduell** by Gerhard Friedrich and Viola de Galgószy is a game of letters for 2 players, ages 6+; you look for definitions corresponding to letters. **Alle deine Tiere** by Heinz Meister is intended for 2-4 players from ages 3-6, you need luck with the dice and a good memory to find the necessary animals. **Auf Beutezug** by Heinz Meister is a game of look closely and react on the topic of big loots, for 2-4 players, ages 5+. **Diego Drachenzahn - Vulkanwettkampf** by Manfred Ludwig invites 2-4 players to participate in a dexterity game of spitting fire balls near the volcano. **Fritz Froschprinz** by Anja Wrede and Christoph Cantzler sends 2-4 players, ages 4+, to collect golden balls in a memo game, so that frog Fritz can win the heart of frog princess Frieda. **Ganovenbande** by the same designers is intended

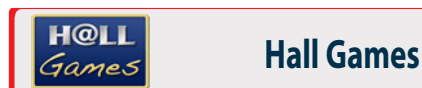


for 2-4 players, ages 6+; in a counting game they assist to count and catch the bandits. **Kleiner Obstgarten**, again by the Duo Wrede/Cantler, is a variant of Obstgarten; the fruits need to be harvested, before the raven reaches his nest. **Pony Pokal**, again by Wrede/Cantler, is a memo game for 2-4 players, ages 4+, on the topic of a pony tournament and the strength of your own pony. **Socken Zocken Schleudergang** by Michael Schacht is a spotting game for 2-4 players, ages 3+, on the topic of muddled-up socks in the washing machine. **Tempelschatz** by Irene Huber for 2-6 players, ages 6+, send players on a memo treasure hunt into the jungle, using a dice oracle. **Tier auf Tier Klein, aber oho** extends the successful series of games by Klaus Miltenberger, 2 players build a pyramid together; the die determines who has to place how many. **Zahlendino** by Kristin Mückel asks 1-4 players from ages 3-8 to assist Number Dino in



counting via a memo game.

The game **Mein erster Lernspielzoo**, mentioned by a few news lists, is a re-edition within the special series of games for specialty stores, the **Haba Selection**.



## Hall Games

In this year there was no „big“ game, but a small edition, limited to 500 games, of **Ostfriesisches Schafe-Schubsen**, which is a joint effort by Uta Weinkauff, Hans-Peter



Stoll and Frank Gartner, based on the very popular play-by-mail game Ostfriesisches Deichwandern. Sheep are racing and Mascot Hallbert tries to frighten the slowest sheep, all other sheep push too, and on slip-

pery ground you need a safety belt to avoid falling off.



## Hans im Glück

The autumn harvest at Hans im Glück includes one new game and two expansions:

**Hawaii** by Gregory Daigle takes 2-5 players, ages 10+, to Hawaii for fishing, surfing, dancing or harvesting in a



resources management game. You use points to expand territories, found up to five villages, build boats, teach Kahunas and honor the gods. The immensely successful title Stone Age is expanded with **Stone Age Mit Stil zum Ziel** by Michael Tummelhofer for 2-5 players, ages 10+. You have worked hard to set up the village, you have acquires resources,



have children and enough food for all. So now you are well-off and have discovered jewelry. Soon traders turn up, offer goods and set up trading posts. Now five players can use jewels to acquire buildings and cards and you can also swap jewels.

The deck building game Dominion by Donald X. Vaccarino for 2-4 players, ages 8+, is expanded with **Dominion Hinterland**, an expansion in analogy to editions 1 and 2, but not a stand-alone game. Central topic of this expansion are cards which enable you to do something immediately when you acquire or receive them instead bringing them into play via discard pile, draw pile and hand of cards. As a giveaway celebrating 10 Years Carcassonne there was a joint package of **Carcassonne the School** and a **Carcas-**



sonne Card for Dominion.

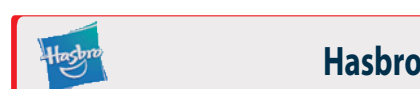


## Happy Baobab

This Korean publisher is always exhibiting in the Korean joint stand, in earlier times under the name of Dancing Baobab. This year a new game was shown - **Sticky Stickz** for 2-5 players, ages 8+; this is a spotting and reaction game – the die determines color,



number and facial expression of the tile you look for. If you are first to snatch a correct tile up with your sticky stick, you keep the tile.



## Hasbro

Lots of what was named as an autumn novelty has already been shown and announced in Nuremberg, I will report on the autumn program as named by Hasbro and those games that made their appearance around the time of Essen.

In the range of children games the previously published Hai-Attacke has been re-published under the name of **Hilfe,**





**Hail!** Despite the grim title this is a fun roll & move game for 2-4 players, ages 4+. The electronic shark circles the game board, the colored fish are moved by roll of dice, if the shark reaches a fish the fish is eaten by the shark, the last fish not eaten wins the game. One of this year's dominant licenses is Cars 2: **Monopoly Cars 2** for 2-6 players, ages 5+, uses the round board known from



Monopoly Revolution and replaces the die by Lightning McQueen. The classic Risk enjoys a re-edition; **Risiko Classic** for 2-4 players, ages 10+, returns to its roots, there are again figures instead of arrows. The novelty **Risiko Evolution**



has been allotted to Heidelberger for distribution, see there.

**Cluedo unter Verdacht** is a card game on Cluedo, you have case cards and proof cards; 2-4 players, ages 8+, are asked for cards, if you hold them you must show them.



The technology of separate cubes that was presented with Boggle Flash is used in two new games. On the one hand in **Boggle Flash Langenscheidt Edition**, the word spotting game for 1 or more players, ages 8+, uses clues from the Langenscheidt Großwörterbuch for its data base. The

second game with the separate cubes is called **Simon Flash**, the basic mechanism of Senso in this memo and reaction game for 1 or more players works now via the



electronic interface.

**Spiel des Lebens Abenteuer** for 2-4 players, ages 8+, implements the different ways of life with cards. **Ratuki** is a game of reactions for 2-5 players, ages 8+, featuring the numbers between 1 and 5, the one to call Ratuki first takes the stack. The family of Trivial Pursuit games is extended by a completely reworked and



revised edition of **Trivial Pursuit Disney For All**, for 4 or more players, ages 8+, which does not demand any special knowledge.



## Hazgaard Editions

Already announced at Nuremberg, **Dojo** by Antoine Bauza for 3-5 players, ages 8+, is a card game on Asiatic combat sports, featuring animal characters similar to Kung Fu Panda, it was presented again. **Alien Menace**, too, was announced at Nuremberg; it was designed by Pascal Bernard & P.O. Barome. For 2 players, ages 8+, the flair of a



video game is created with cards.

For **Cadwallon City of Thieves** there is – also at Fantasy Flight Games – a free mini expansion **Cry Havoc!** It features new



equipment cards, but to be able to use those you must download **The Inn** expansion from the Cadwallon website.



## HCM Kinzel

The distributor has been present at Essen with a huge stand in Hall 11, as always, and showed games from Lonpos, Merchant



Ambassador, Mindchallenge Dr. Wood and Thinkfun.



## Heidelberger Spieleverlag

And once again the huge amount of new releases needs a little structuring – first all Heidelberger production, then all German Heidelberger editions of Fantasy Flight Games and finally all those companies for which Heidelberger is also doing distribution.

### In-House productions:

For **Crime & Mystery**, the detective game for 3-6 players, ages 12+, by Johannes Krenner, expansions are announced **Lost Bakerstreet Files** and **Modern Investigation**. You are a detective with headquarters in Baker Street and collect clues on suspects, in the evening in front of the fire you analyse those clues.





For the word and association game **Der Heidelbär** by Frank Stark for 3-6 players, ages 10+, two expansions/variations are announced, which introduce animals from other environments into the game, the **Wald und Wiesen Edition** and **Wasser Edition**.

**Die Gulli-Piratten** by Andreas Pelikan are a set collection game for 2-5 players, ages



10+, with fantastic miniatures for playing pieces and an unusual topic. Six different sewer inmates are hired by players to work as crew on the sewer frigates. The frigates are marked with charms, and in the water around the frigates drift booty markers and booty upgrade markers. The crews of all frigates want to collect as much booty as possible, mostly edibles, that is, edibles for sewer inmates. The booty is scored on its own or in combination with other booty pieces.

Already previously announced but late to appear arrives **King of Tokyo** by Richard Garfield, a dice game for 2-6 players, ages 8+, in which you want to take over Tokyo with your monster, to sum it up it is "last



monster standing".

**German editions of Fantasy Flight Games:**

**Arkham Horror: Miskatonic Horror**



**Erweiterung**, by Richard Launius and Kevin Wilson. This expansion features 450 new cards and can be used together with the basic game and with any of the other expansions already published; each additionally used expansion with this utilizes more aspects of Miskatonic Horror.

**Arkham Horror: Der Fluch des Schwarzen Pharaos** – A new revised edition of the previously published expansion.

**Battlestar Galactica Exodus Expansion** – In this expansion for 3-7 players, ages 13+, by Corey Konieczka and Tim Uren Battlestar Galactica continues her quest for a new home; three new options immerse players in the mistrust and the accusations aboard the ship.

**Blood Bowl: Team Manager** – A card game for 2-4 players, ages 14+, by Jason Little. Teams of Chaos, Dwarves, Wood Elves, Humans, Orcs and Skaven rival for the title during a brutal season. You adjust and improve your team by engaging top players, hire teams, improve training



conditions and cheat. If you have chosen a team you have five weeks to turn it into the best team of the League.

**Civilization Das Brettspiel** – The German edition was published earlier in the year, but after Nuremberg, thus the mentioning here.

**Deadwood** – a game by Loic Lamy for 2-5



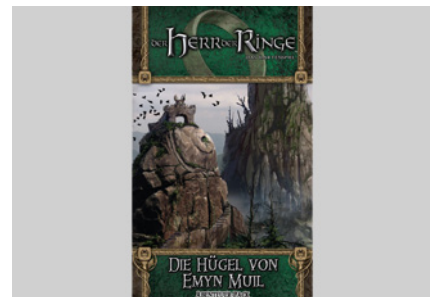
players, ages 13+; a placement game with a Wild West topic in which you try to place profit yielding buildings next to the railroad; opposing outlaws you wish to fend off must be challenged to a duel.

**Der Herr der Ringe Das Kartenspiel** – The basic game is continually supplemented with new adventure packs, each comprises 60 cards and a new scenario; the last ones published are **Die Reise nach Rhosgobel** /



**The Journey to Rhosgobel** and **Die Hügel von Eryn Muil** / **The Hills of Eryn Muil**, both designed by Nate French and playable for 1-2 players, ages 13+.

For **Die Schlachten von Westeros** two extensions have been published during the



summer, **Wächter des Nordens** / **Wardens of the North** and **Wächter des Westens** / **Wardens of the West**. Further extensions are **Die Herren der Flußlande** / **Lords of the River** and **Clankrieger der Berge** / **Tribes of the Vale**, all by Robert A. Kouba and intended for 2 players, ages 13+.

**Gears of War Das Brettspiel** by Corey Konieczka is a shooter simulation for 1-4 players, ages 13+. Players cooperate as COG soldiers to defeat the Hordes of Locust. The skirmishes are based on rounds and take into account range of weapons, line of sight and cover. Central element of the game are





the command cards for actions.

**Roter November Revised** is a reworked and improved new edition of the cooperative race against time, for 1-8 players, ages 13+, by Bruno Faidutti and Jef Gontier.

**Rune Age** by Corey Konieczka is a deckbuilding card game for 2-4 players, ages 12+. In the realms of Runebound, Descent, Runewars and Dungeon Quest you control one of four races. At the heart of



the game are scenarios with varying targets that range from Head to Head to total cooperation. You buy cards for your deck with gold; influence is needed to take card from the common playing area. Conflicts are fought with non-player cards.



**Talisman: Die Drachen** – This Expansion introduces a new double-sided Inner Region, you can overcome familiar areas with new tactics or invade the Dragon Tower. Already published is **Talisman: Die Heilige Quelle**, also John Goodenough und Bob Harris for 2-6 players, ages 13+.

**Villen des Wahnsinns** is the German edition of Mansions of Madness by Corey Konieczka, 2-5 players, ages 12+, all players but one are investigators and one is impersonating the Keeper. In each game, investigators go to one location to solve a puzzle. They win or lose as a team and need courage and



cleverness to find artifacts, weapons and clues. The Keeper has different goals, from insanity for the investigators to the End of the World.

**Warhammer: Chaos in The Old World Die Gehörnte Ratte** – The German edition of the Horned Rat Expansions introduces a fifth player, beautiful miniatures, new powers and exciting upgrades.

For the role playing system **Warhammer Fantasy** some titles are published in German: **Das Spieler Handbuch**, **Das Spieler-Arsenal**, **das Spielleiter-Handbuch** and **Spielleiter-Arsenal** as well as the **Kreaturen-Handbuch** including **Kreaturen-Arsenal**.

**Warhammer Invasion**: Fort he Living Card Game by Eric M. Lang for 2 players, ages 12+, the luxury expansions **Legenden** as well as other Battle Packs are published as German equivalent of the English editions by Fantasy Flight Games: **Der Chaosmond**, **Der zweigeschweifte Komet**, **Zeichen in den Sternen**, **Das Ende aller Hoffnung** and **Flammendes Morgenrot**

For **Warhammer 40.000 Schattenjäger** expansions and source volumes are published in German: **Das Handbuch des Radikalen**, **Agenten des Throns** und **Haarlocks Vermächtnis 3: Tote Sterne**.

**Other coproductions and cooperations:** **011** is a joint production with Elfinwerks and Scribabs as well as a music band called Therion. Topic of the game is Ragnarök and the attempt of eight heroes to ward off the catastrophe. In the uchronic year 11 of a 19<sup>th</sup> century outside our known timeline the Inscrutable Organ of Eternity must be found and played on it within 11 hours to avoid Ragnarök. But in round five of eleven Fenrir will take over one of the players.

Together with Lo Scarabeo **Arcanum** is published. 3-5 players, ages 12+, influence the fate of four noble houses in a medieval town; they use a tarot deck whose colors correspond to the colors of the noble houses. You play cards to relocate pieces; if you set aside cards you enhance your influence on houses.

Together with Cranio Creations comes **Dungeon Fighter** by Aurelio Buonfino, Lorenzo Silva and Lorenzo Tucci Sorrentino for 1-6 players, ages 8+. Another dungeon, another adventure, more new magical items and rather terrible monsters – but in this game player abilities determine the abilities of the character you guide. Can we hit the target when we must throw the die through our legs with eyes closed?

A joint production with Czech Games Edition is **Der Letzte Wille**, the German edition of Last Will. In this card management game by Vladimír Suchý for 2-5 players, ages 12+, players can only inherit a fortune



if they prove beforehand that the know how to spend money and how to enjoy life. **K2** is the German edition of the game of the same name, published in 2010 at Rebel. pl with the topic of climbing the second highest mountain on earth, designed by Adam Kaluza for 1-5 players, ages 8+.

**Risiko Evolution** – published by Hasbro and distributed by Heidelberger, is a design by Rob Daviau and Chris Dupuis – a conflict simulation with dice for 3-5 players, ages 13+. You settle new worlds and fight in warson those worlds that only develop in the course of the game and influence later games. New and individually variable are factions, resources and more. During the game new components are introduced. Over several games an individual, personalized game emerges, because winners name continents or cities and some components are taken out of the game permanently.

Heidelberger is distributor for:

alea, 4globalplayers, Argentum, Cranio Creations, Cwali, Czech Games, Edizione Lo



Scabeo, Eduris, Eight Foot Llama, Emma Games, Fantasy Flight Games, Feder & Schwert, Ferti, FoxMind, Flying Frog, Gem-Klub, Ghenos, Hall Games, Giochix Edizioni – Rio de la Plata, Innovatum AG, Jenzowsky Verlag GbR, Königsfurt-Urania, Krokospiegel, Kronberger Spiele, Kuznia Gier, Lauwers Games, Le Scorpion Masque, Lookout Games, Ludoart, Nürnberger Spielkarten Verlag, Placentia Games, PD Verlag, Phalanx Games, Post Scriptum, Scribabs, What's Your Game



heptagon

Heptagon  
Verlag

At the Sphinx Spiele stand Ralf Krause presented his company and his game **Machtwechsel**. It is a set collection game with a politics topic for 2-6 players, ages 12+. You have a mandate to form a government and start with two action



cards for events and coalition and a starting capital of 4 Penunzen. Using the means of trading and buying you try to acquire as many cards as possible in colors corresponding to your mandate card. You win if you can show the number of cards necessary for your mandate.



Histogame

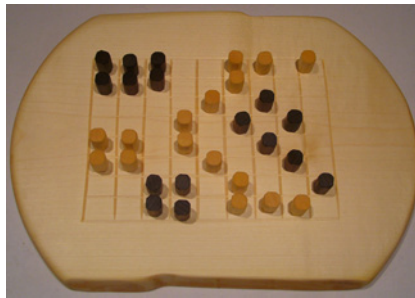
On occasion of the jubilee of Friedrich, Histogame presented a Jubilee edition, **Friedrich Jubiläumsausgabe**, by Richard Sivel; this is a modified new edition of the game for 3-4 players, ages 13+; if



you do not want to buy the complete game for a second game, you can acquire a Friedrich Upgrade Kit.

Historische  
Spiele Zander

Dieter Zander is still living his passion for luxurious old wooden games and has presented five new releases this year: **Hnefatafl** / **Tablut** is yet another



edition of the well-known Viking game, intended for 2 players; **Tablut** is much simpler and therefore playable for ages 8+ instead of 10+. **Glückshaus** for any number of players, ages 6+, originates



from the 16<sup>th</sup> century, you must roll the dice and collect as many coins as possible. **Koschupa** is a development of Kosakenschubsen that was presented last year. Instead of one opponent you must now push two opponents off the board. **Auf den Stufen Roms** is



intended, too, for 2 players, ages 8+, and is a strategic placement game. **Kühe und Leoparden** is a variation of the Asian game mechanism of unbalanced powers; again for 2 players, ages 8+.



Hobby World

A new exhibitor from Russia presented a selection of five titles from his range of game:

**Berserk**, a trading card game, has been published in 2003 and has been extended with more than 20 expansions.

New for Berserk is **Berserk: Tactical Card Game War of Realms** by Maxim Istomin and Ivan Popo for 2 players, ages 10+, featuring to ready-to-play decks.

**Metro 2033** for 2-6 players, ages 12+, is based on a series of Science Fiction novels by Dmitry Glukhovsky and is an adventure and strategy game in a post-apocalyptic setting in the underground tunnels of the former Muscovite subway which turns into a safe haven and a new



center of economics.

**Rags to Riches** by Timofey Bokarev for 4-12 players, ages 12+, is dubbed by the publisher as half of a role playing game, set into a funny medieval background.



You hold one of several positions within the hierarchy, from slave to Tsar and try to keep your position or advance your career.

**Secret City** is also based on a fictional universe, this time provided by fantasy writer Vadim Panov. Fairy tales and nightmares become true in the streets of Moscow. 2-6 players, ages 12+, take over one of the big families in the Secret City and want to take control of the city itself. **Swintus** is a card game for 2-10 players, who rival for the honorary title of best of-fice worker, which is achieved simply by





getting rid of all cards.



## Holstein Spiele

The first game from designer Dirk Holdorf takes 2-4 players, 2-4 players, ages 10+, to the island of **Teneriffa**, at the time of its colonization in the 16<sup>th</sup> century. You are a



Spanish noble man and place your workers, build houses and export wine while also utilizing traders and farmers. But each noble man also sends out thieves to countermand clever plans of other players.



## Home of Attention

For completeness' sake, the presentation of Home of Attention/Neurosky is mentioned. **Mindwave**, **Mindband** and other games are based on a user software for training



relaxation and attention; the games are meant to support a quick success and measure the brain activity of a user with the help of an EEG system – as also used in the game MindFlex by Mattel and now in some video and computer games.



## HomoLudicus

**Mil 1049** by Firmino Martínez for 2-5 players, ages 12+, is yet another game on the topic of a family exercising influence on a



medieval community; you harvest, recruit soldiers and have offspring which you can marry to other land owners; your own knights die or retire and their sons take over their positions. The strategies to win are manifold – trade, war, gain influence or find fame and honor in far-away countries. This is supplemented with the **Mil 1049 Land Pack** with three new countries and 8 additional cards.

**Welcome to Kalua** was presented as a prototype. In the card game by Carlos Mereno Serrano for 3-5 players, ages 10+, five religions rival for dominance on the island –



players are one of the gods and reward their believers with good harvests, good weather and well-being; they can also punish them with bad harvests, epidemics, earth quakes and other catastrophes, but remember, with five gods nobody knows where all that bad luck comes from.

**Crusoe** by Alberto Corral is the second edition of a game that first was self-published by the designer under the title of Náufragos for 1-4 players, ages 12+. You founder on an island and must cooperate to improve shelters, collect food and keep the camp fire burning and – on top of all that – find a way to leave the island. And in the end you will win if you tell the best story about your island adventure. **Dungeon Raiders** is



a coproduction with Adventureland Games, see there.

## Hostage Entertainment

At the stand of Brave New World Distribution there was also **Mob Ties: The Board Game** by Devin Granger, Nathan Isaac, John Kleinschmidt, Diego Rich and Collin Smith, for 3-6 players ages 17+. As can easily be



deducted from the recommended age, it is a nasty game on negotiation, intrigues and revenge. You are a boss of gang and fight for control of a small town; you fight each other and the Federal agents and win at the end with money and respect.



## Hubelino

Yet another combination of construction and game is offered by **Hubelino** with the educational game sets of the same name. Based on a system of nob blocks knowledge is transmitted, the blocks feature letters, numbers or pictures and are not simply lined up, but placed on basic plates. The topics are manifold, from letters to Domino and flags.



## HUCH & friends

The publisher and distributor offers a broad variety of games, some already





announced at Nuremberg, some new autumn releases. Announced in spring and now available are:

**Archelino** by Inon Kohn, you need to arrange animals on Noah's arch according to clues.

**Galaxia** by Ariel Laden expands the range of Logicus games and demands the planning of travel routes to pre-set planets, a logic game for 1 player, ages 7+, each planet may only be approached once. **Marble Monster** looks for his marble and pushes one along; in the



game by Grischa for 1 player, ages 7+, you must find the correct way to the cave of the monster.

**Tempo Tempo** by Thomas Liesching and Susanne Kummer is a card game of differences in animal furs, aimed at 2-4 players, ages 4+; if you recognize the pattern you cover is with the correct animal card. **Tricky Tower** by Klaus Zoch comprises 7 colorful wooden blocks, which must be stacked and arranged in the right order for the combination currently on demand.



Now to the Essen releases: **Fauna kompakt** by Friedemann Friese is an expansion for Fauna, which is playable for 2-8 players, ages 10+, with



his expansion, or it can be used as a stand-alone compact version of the game; as in the basic game you bid on measurements and environments of the current animal on display.

**Talat** by Bruce Whitehill is an abstract placement game for 2-3 players; you play simultaneously on two boards and must transfer your own figurines to the base lines and capture opposing pieces. The game was previously published as Die Drei by Puzzlewood.



**Was Klotzt du?** by Inka and Markus Brand is a representative of the transmit-info-on-a-definition games; 3-6 players, ages 8+, use building blocks of different shape to form definitions. **Welt des Automobils**, a quiz game for 2-6 players, ages 16+, expands the range of „Welt



des..." games.

**Yakari** is the title for two games, a board game and a card game; the name-giving character is a young Sioux, who exists since 1973 as a comic's character. **Yakari Das kooperative Brettspiel** is for 1-6 players, ages 6+, by Annick Lobet and Roberto Fraga; the heroes go on an excursion into the wilderness and forget about time. They need the help of all players to return to the village on



time. **Yakari Das Kartenspiel** has been designed by Marco Pederzoli; 2-4 players, ages 6+, must find their missing friends. Supplementing this intern range of games are coproductions with other publishers, especially from The Netherlands.

**Alba Longa** by Graeme Jahns is a coproduction with Quined Games; the capital of the Latin League is losing its dominance; the rivaling cities and their leaders want to replace Alba Longa at the head of the League, because there is an assignment from the gods: If you are the first to build 10 monuments and have 16 or more workers at your demand will obtain dominance among the city states. The game offers three versions, which can be combined to your taste.

**Fortuna**, a coproduction with The Game Master, is a resources management game by Michael Rieneck and Stefan Stadler and lets 2-4 players, ages 10+, quest for happiness, fame and riches in Rome, the heart of the empire. But as usual there are several ways to achieve this goal: You can go from farmer to influential land owner or became a man in the service of the gods. You choose, use and swap action cards, deploy military power, rise in the esteem of the emperor and receive privilege markers and privilege cards.



Hurrican expands its program in 2011 with two new games: **Dr. Shark** has invited guests for a cocktail party on his private island in the South Sea, but he is suspected of criminal activities. You are an agent



and must dive in the pool for clues. Each segment of the pool must be searched by certain special methods. Diving in this tactile dexterity game for 2-6 players, ages 10+, by Antoine Bauza and Bruno Cathala is simulated by groping in the bag with your hands, there is a support tableau showing the shapes.

In **Sidi Baba** by Perepau Llistosella 3-7





players, ages 14+, open the cave with „open, Sesame!“ in this search and position game. They confront the robber baron as a group and the game is played in real time... Sidi Babas men want to invade the labyrinth, find the treasure, split it among themselves and escape from the labyrinth. The Robber Baron wants to stop them and is also game master. Each lamp burns for three minutes and the game master gives hint on the construction of the labyrinth. When all lamps have been used, Sidi Babas group loses, otherwise the richest player wins. Live role playing on a game board!



A game that was announced as a new release at Essen 2010 from Cocktail games is now published in German language at Hutter Trade: **Photo Party** by Marc Tabourin &

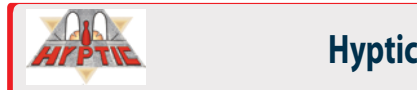


Laurent Escoffier is another game for larger groups; 6-15 players need a real camera with a self-timer and lots of diligence to act according to demand in front of the camera. **Enthüllt** is published in the new series **Hutter Trade Selection**, it is a communications game for 2-8 players, ages 18+, designed by



Victoria Belunina and Guus Twint, the questions are taken from five sections of life and very embarrassing answers can be avoided by mastering tasks.

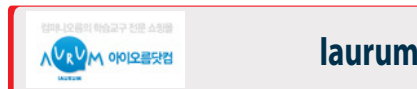
Ammonit Spiele, AV Editions, Awiwa, Blue Orange Games, Chelona, Cocktail Games, Family Games, Gen42, Gmeiner Verlag, IQ-Spiele, Megableu, Pixel Products, Sirius, The Creativity Hub, What's your Game?



**Tornado Alert** by Ilmo and Joel Nurminen has been given a new cover in the 2nd edition of the game. **Shroom Boom** by Ilmo and Joel Nurminen is for 2-6 players, ages 8+, who collect funny mushrooms and as many of them as possible, before the sea-



son ends – a new kind of memo game. Announced is a new game by Petri Helke by the name of **Slidey**; 2 players, ages 6+, must form a row of four pieces, but the board changes continually.



The Korean company that is called Aurum when you look at their logo, but is called laurum according to their website, presented a placement game for 2-4 players, ages 6+, by the name of **Hetrix**. At first glance the look



of the game reminds one of Pastiche, but colors only come into play only by forming the longest possible connected chain. Two games are already listed in the catalogue, but are still at the prototype state: **Dice Age**

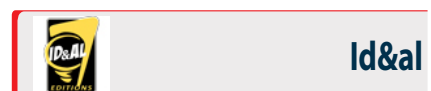


for 2-4 players, ages 7+, turns players into leaders of mammoth herds, you use dice to acquire feed, territories and new members for the herd. **Forest Ranger** for 2-4 players, ages 7+, lets players reforest wasteland and then harvest fruit and nuts from the trees; game is drifting in and the new forest must be protected from hunters and woodcutters. **Flying Cheese** on the other hand is a finished product; 2-4 players, ages 5+, first place house and cat tiles and then shoot cheese with catapults shaped like spoons



into the playing area. When a house is hit, you score a point; if you hit a cat you lose a point.

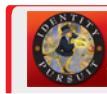
**Shake Shake Tower** see Magic Bean!



The French newcomer in Essen has brought along his second game, **Burdigala** by Bruno Cathala for 2-4 players, ages 8+. It is a placement and acquisition game on the topic of developing Burdigala, today's Bordeaux. You are a dignitary and assist Caesar as his representative for prestige. You roll the dice, move your man, place a marker next to it and score for remaining free spots.

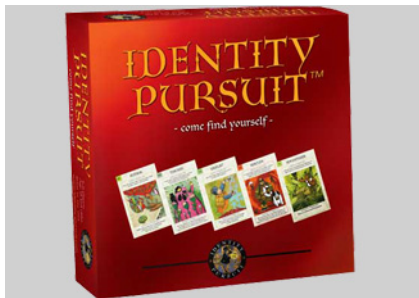


If you cannot roll-move-place you lose one of your men. For completed buildings and in the harbor you receive cards which score points like buildings at the end of the game.



## Identity Pursuit

A new game in the genre of find-yourself-games, learn-about-yourself or communications games, **Identity Pursuit** for 3-8 players, ages 13+, by Caroline Myss. You choose one of the 80 archetypes featured in the game, from Healer to



Adventurer, from Engineer to Visionary. You answer the questions listed for the chosen archetype and then let others decide. Is anybody agreeing with your answers? Somebody? Nobody? You learn a lot about you assess yourself compared to how others assess you. Questions and you yourself decide which answer fits best.



lello

**Le Roi des Nains** by Bruno Faidutti for 3-5 players, ages 10+, is now available as **The Dwarf King** and **Der König der Zwerge**, a trick taking card game based on a traditional French game called Barbu; there are 80 cards in the suits Dwarf, Goblin and Human,



in each round you get two contract cards of which you must fulfill. **Uchronia** by Carl Chudyk for 2-5 players is a card management game, you control a family and want to control the town, all cards are multi func-



tional and their effect is determined by how you use them. The game is still announced for publication despite the conflict with/about Glory to Rome.

**Perplexus** is a logic game for 1 player by Michael McGinnis, it resembles a ball made up from intertwined elements, you must guide a steel ball through these elements and past barriers, and there are different versions from Rookie to Epic.

**Innovation** by Carl Chudyk, the game on inventions in different eras, is re-published.



Igramoon

The line of games started with Expedition Sumatra is continued with **Expedition Sumatra Dadu Dadu** by Britta Stöckmann and Jens Jahnke, it is intended for 2-4 players, ages 8+, just like the original game. You



roll dice as often as possible to either store dice or to move, discover animals or explore locations. Five different scenarios with different levels of difficulty feature different kinds of animals and different environments.



Ilopeli

Ilopeli shared a booth with their distributor Black Rock Editions, the games have already been shown at Cannes: **Jurassik** by Charles Chevallier for 2-4 players, ages 5+, is a card game with a Saurian topic. Players take cards from a display to enlarge their skeleton, but in doing so make cards available to the



other players.

**Sherlock** by Arnaud Urban for 1-5 players, ages 5+, is announced, it is a cooperative memo game, and you are tasked to find the culprit. If you manage to do so before all 10 Moriarty cards have been revealed all players have won together.

**OK Corral** is a game of reactions for 3-6 players, ages 8+; each player has a randomly assigned character and must act according



to the card revealed and to his character.



Indie Board & Cards

The American company had one new game on show at Essen: **Flashpoint: Fire Rescue** by Kevin Lanzing for 1-6 players, ages 10+, Flashpoint is a cooperative game with the topic of rescue from fire. Jointly all players must manage to rescue all persons from the building before the fire gets out of control or the building collapses.







## IQ-Spiele

The publisher of small attractive educational games did have a booth this year, the program was presented by distributor Hutter Trade On show were the games already presented at Nuremberg: **Die Panzerknacker** for 2-5 players, ages 8+, by Wolfgang Dirscherl poses riddles to the players, using



four dice and the safe-cracker cards. **Fluchmory** is a memo game, players search for pairs they are hearing, well-known phrases and expressions are used, their origins and meanings are explained.

Two more games are available in a somewhat bigger box: **Agent Doppelnull** by Wolfgang Dirscherl is a game of deduction for 2 players, ages 7+; cards are placed into a display, when an agent is placed exactly on



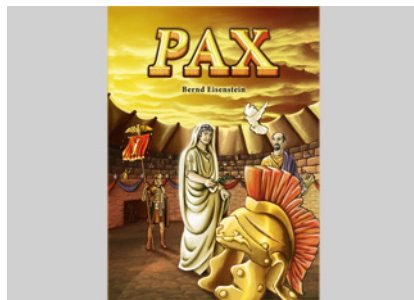
his number is considered to be exposed. **Buchstabengitter** by Wolfgang Dirscherl is a grid puzzle, which can be played with German and English terms. 2-4 players, ages 8+, simultaneously search words on the cards displayed, their number is determined by the result of a die roll.



## Irongames

Bernd Eisenstein had brought along two new games, Pax und Pergamemnon.

**Pax** features the topic of the Slave revolt under Spartacus in Rome. 1-4 players, ages 10+, embody escaped slaves who want to enhance their power and undermine the Roman establishment, but they are capable



of intrigue and can ally themselves with Rome. **Pergamemnon** is a deck building game on the most powerful people of ancient times, Carthaginians, Romans, Greek, Egyptians and Persians. The game for 2-5



players, ages 10+, enters them all simultaneously into the game; there is direct conflict and mythical creatures that intervene in the game.

Florian  
Isensee  
Spiele

## Isensee Verlag

This year's novelty by Florian Isensee was an instant hit at the show and sold other rather quickly, maybe because of the titles? **Aktienrausch** or Stock Rally is a card game on



stock exchange speculations for 2-5 players, ages 10+. You buy and sell shares and can influence share values in dividend rounds and acquire dividends for yourself. The first one to accrue 25 Mio. Dollars wins.



## Jactalea

The new 2011 game picks up the story of Arsène Lupin and the Blue Diamond. **The Blue Lion** for 2 players, ages 8+, is played with 6 tiles, on each tile you find pictograms for Lupin, Lady X, The Blue Lion Diamond



and a Police Man, both on the front and the back side, each combination appears once. You place tiles or turn them over and try to form high score combinations.



## Japon Brand

As in the last few years again this year the conglomerate of Japanese games publisher



had brought lots of interesting games. The group this year represented and worked as distributor for Arlight – Broccoli – Carduta - Kanai Factory – Kings Plate – Okuza Brand und Pigphone.



## Jira's Games

This year the company was present at the



joint booth of Czech publishers. Jiří Mikoláš showed **Space Bastards**, a slightly humorous SciFi game for 2-5 players, ages 12+. Aim of the game is to occupy planets for five Alien Races, the game concentrates on the relationship of the races as regards to each other and players use those for their own purposes.



Joel

As always, the Korean publisher showed the novelties in the Korean Pavilion, this year is one game by the name of **Fermat Math Game**. The game is a design by Hyo-jong Hou for 2-4 players, ages 7+; it is intended



for training of mathematical abilities. You roll 3 dice and use those dice to construct an equation while using the basic means of calculation. The equations must relate to numbers on the board. If you can place three of your markers on the board you score points.



Jolly Roger Games

The company uses Heidelberger Spieleverlag as a distributor and is therefore listed here as present. New in its program are, among others: **Free At Last**, a card-driven advancement of Founding Fathers. One of the players is an activist; the others represent the establishment in the American South during the Civil Rights Movement in the 1950ties and 1960ties. **Pirates vs. Dinosaurs** by Richard Launius for 2-5 players, ages 11+; players discover an island rumored to hide treasures; but they do



not know that Dinosaurs have found a last as yet unknown home on this island. And none of the pirates knows that the island is sinking or that other players are searching for treasures, too. **Family Vacation** is a game by Philipp Debary for 2-6 players, who take their families on a vacation across the country, but each family member has different interests and nobody wants to be on the road for long.



Jumbo

The German/Dutch company concentrates this year on the renaissance of Rubik's Cube and its variants, as there are:

**Rubik's Code** – The color squares from the classic magic cube are combined with the



color codes from the equally classic code guessing game to result in Rubik's Code for 2 players, ages 8+: One player shakes the dice box with 9 color cubes to create a pattern which is the code that the other player must guess in as few turns as possible. In **Rubik's Race** for 2 players, ages 5+, you shake the dice box to create a color pattern. Who is the first to recreate this pattern on his board



by sliding the tiles within the frame closes the lid and wins the game. **Rubik's Slide** on the other hand is a solitaire game for ages 8+, an electronic unit poses tasks. The illuminated color areas must be moved to their correct location. **Rubik's Tower** is yet another version; all have been presented at Nuremberg.

A very extensive range of games is also offered for Smartgames, all are published in German editions. The principle of all these games is the same: A puzzle from



four different levels of difficulty, always for 1 player, is chosen and prepared according to the puzzle card. Then you must arrange the rest of the material so that the task is completed. New titles are: **Anaconda** for ages 7+, you must place a connected snake; **Eierlauf**, for ages 6+, each egg must be covered by a brooding hen; **IQ Twist**, all pieces made up from different numbers of cylinders, some of them hollow, must be placed; hollow ones need to cover pre-placed cones. **Monsters**, for ages 7+, monsters of the right color must be gobbled up by other monsters. **Smart Car**, for ages 3+, is a placement puzzle; the parts must be placed correctly into the car. And,



finally, there is **SmartPhone** for ages 7+, a sliding game on numbers. The Smartgames range was also shown first at Nuremberg.

Very new on the other hand is another crossover between electronics and board games, **iPawn** – special playing pieces, created to be used on an iPad, the pieces activate special features in the game when placed on the screen. Pieces and rules come from Jumbo, the apps for the games can be downloaded for free, instructions for



downloads are given in the rules. Currently available are **Air Hockey**, **Angelspiel**,

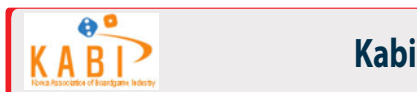


**Gänsespiel and Schlangen & Leitern.**

Another eyecatcher are the **4D-Puzzles**: You first place the map of a city, which itself



already consists of several layers, and then you place buildings in chronological order.



The Korea Association of Boardgame Industry was active again with a huge joint booth in Hall 4, companies participating in 2011 were Deinko, Gemblo, laurum, Joen, Magic Bean, details see under the company entries.



For the first time at Essen this year was the Greek publisher Kaissa; the game on show was **Souvlaki Wars**, a card game for 2-4 players, ages 10+; you are the owner of a Greek restaurant and serve traditional Greek fast food. You want to acquire new costumers, serve them well and fast and thus earn money and fame.



Within the Friedrich Verlag GmbH Kallmeyer Lernspiele is the specialist for educational games for use in school or practice; as usual, the range of novelties is huge and cannot be mentioned completely in this report, so I restrict myself to a few examples: **Parketto** by Silke Ruwisch works with symmetries, shapes and tessellations to portrait regularities; **ZaLogo** by Karl-Heinz Spröd deals with the placement of numbers within shapes to achieve pre-set goals, for instance equal sums; **Noch ein Dings** by Hajo Bücken and



Dirk Hanneforth is a game of descriptions with 6 clues for each item that must be guessed.



Seiji Kanai has produced another game in his own company and did show it at Essen, **Master Merchant** for 3-4 players, ages 10+; this is a deck building game with 36 cards; players are apprentices in a down town shop and prepare themselves to open their own shops. The basic game follows the mechanisms of draw pile, hand cards



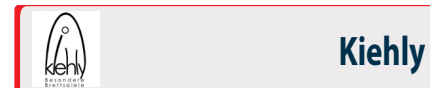
and discard pile. Some news lists mention **Akindo**; this is an alternate name for Master Merchant.



A new small company is specializing on Quartets/Happy Family games, and within



this segment on Soccer Quartets with special topics. The latest publication is a Quartet on motorcycles, **Schaltroller 1950-2010**, featuring 32 Vespa styles and license types.



On show for the first time as a prototype at Autorentage in Haar and presented as a finished game at Essen: **Moeraki-Kemu**, a placement game 2 players, ages 8+, by Stefan Kiehl. Two Maori tribes claim Holy



Ground and decide the issue by a contest at the Rock Boulder Beach. The first contestant places the neutral Moeraki ball and then players alternate in placing a ball into a pit. A completely surrounded area is covered by a tile of the majority holder around it. In the master version warrior pieces come into play.



The company was presented at the booth of Japon Brand and brought along a card game of the same name: **Kings Plate Card Game** by Hiroki Kaneko for 2 or 4 players, ages 12+. Three different versions, Series I, Series II und Series III, offer a card game based on the classic Japanese Game of Shogi – to checkmate the King you use different



units with different abilities. For each game you can choose the units you want to use.

**KOSMOS**

Kosmos

By tradition, the program of Kosmos in autumn focuses on families with some experience in game play and on very experienced players, and so we start the report with one of the highlights of Spiel, inconspicuous, but very good:

**Helvetia** by Matthias Cramer is a worker placement game for 2-4 players, ages 12+. We live in a Swiss village and want to develop this little village. So we produce



goods, marry, have children and marry those to inmates of neighboring villages. Villagers who have produced something go to sleep and must be awakened; if you marry into a building you can use it to produce.

The next game is equally interesting: **Die Siedler von Catan Aufbruch der Händler** is based on Settlers of America, which was published in 2010 by Mayfair; the traders of Catan set up trade posts in cities and import



goods from all countries. You start with three trade posts, build new trading routes

on land and water and hire traders. Traders become trade posts which free goods for you to deliver. Merchant treks sell goods, if you are the first to sell all your goods you win.

The third highlight in the autumn range is **Scheibenwelt Ankh Morpork / Diskworld Ankh Morpork** by Martin Wallace, a placement game on majorities for 2-4 players, ages 10+, a real treat for fans of



Terry Pratchett's novels, but equally fun to play for all you have not read them. The Patrician, Lord Vetinari, is missing and the faction within the city rival for dominance in the city. Each player draws a personality/faction at the start of the game and with this is aim for the game. You play a card and can implement all, some or none of the actions marked on the card you played, an event must always be executed. Minions and buildings in city districts bring you advantages. You win when your personal winning condition is fulfilled at the start of



your turn.

The range of gamers' games is completed by an extension: **Die Fürsten von Catan: Finstere Zeiten / The Rivals for Catan: Age of Darkness** by Klaus Teuber, featuring three new theme sets: The Era of Intrigue, The Era of Barbarians and The Era of



Merchant Princes, all for 2 players, ages 10+. A bit lighter and equally interesting in their own right are the next three games:

**Linq** by Andrea Meyer and Erik Nielsen is a new edition of the word and bluff game that was first published by BeWitched Spiele, 4-8 players, ages 10+ must find their partner by associations evoked by definitions – not guessing the word is the aim of the game, but guessing your partner! **Turmbauer** by



Matt Mette has been shown already in 2010 and was finalized this year: 2-4 players, ages 8+, build a tower according to stringent rules and let their men climb this tower. You roll a die and add the corresponding block to the tower. If you can build, you must build. **Rapa Nui** by Klaus-Jürgen Wrede is a placement and acquisition game that takes 2-4 players, ages 10+, to the South Seas; you



are Chief of a tribe and populate your village build Moais, that is, stone statues.

**Der Hobbit** by Reiner Knizia uses the prequel to The Lord of the Rings for a topic. In this fantasy adventure game for 2-5 players, ages 10+, players embody dwarves



and accompany Bilbo from Bag End to the Lonely Mountain, which is the lair of Smaug the Dragon. The heroes want to take back the treasure that was stolen from them. To



travel you use event cards.

This has provided the transition to the simple family games and fun game; the most spectacular game of this range is surely **Gregs Tagebuch Stinke Käse**, a



game of communications for 3-6 players, ages 8+, by Jeff Kinney.

Dog professional **Martin Rütter** has lent his name to two games: **Mein HundeQuiz** by Sandra Dochtermann and **Wer bellt denn da?** by Bernhard Lach and Uwe Rapp



Also intended for specialists is **Das Baden-Württemberg-Quiz** by Horst-Rainer Rösner. The finale to the new releases is provided by **Star Wars Angriff der Rebellen**, which is a placement and dice



game for 2-4 players, ages 8+, by Sandra Dochtermann und Ralph Querfurt; you compare strengths of tiles you collected, featuring Star Wars characters.

## Krasnodymov Igor

The Russian designer has brought his self-published game **Haunted Village** to Essen; 2-4 players, ages 12+, must defeat a demon that has ensconced itself in the village church.



You play cards against the demon and can use actions or ghost against other players.

**KRIMI total**

**Krimi Total**

The 2011 offer of crime dinner games at Essen were two new titles: **Drei Rosen für Charlie** by Jörg Meißner for 5-6 players, ages 16+, and, for a very variable number



of players, **Kugeln statt Blumen** by Simon Flöther for 1 to 10 players, ages 16+.



**Krok Nik Douil**

Already in 2010 we got a glimpse of **Régents** by Joël Boutteville, which is a placement and majorities game for 3-5 players, ages 12+, on the topic succession



to the Scottish Throne after the death of Alexander III, this year the game was ready and available. By achieving majorities in the key areas of a kingdom – politics, military, religion, finance and trade – you accrue the necessary amount of influence points. The new game in 2011 is **Vanuatu** by Alain Epron, a resources management



game for 3-5 players, ages 12+ – if you want to earn money you can catch fish, dive for antiquities in ship wrecks or look after the tourists on the South Sea island.



**Kupferberg Kreativ**

Another publisher offering crime dinner games, a new release was not presented, but the company also offers games for children for use on occasion of birthday parties or other events.



**Kuźnia Gier**

**Alcatraz: The Scapegoat** offers an interesting mechanism for a cooperative acquisition game including a traitor. In the game by Rafał Cywicki, Krzysztof Cywicki and Krzysztof Hanusz 3-4 players, ages 15+, want to escape from Alcatraz together. In planning



the escape the prisoners complete certain tasks as one of the 6 parts of the plan. When all players together hold all 6 elements, the players involved escape and win. If you cannot contribute something essential you remain behind and lose. **TopAtop** is a game of



reactions, by Agnieszka Migdalska, packed in a tube-shaped tin, for 3-6 players, ages 6+, picture discs are revealed and you must react correctly to be the first to discard all discs.



The new game for 2011 is called **Eclipse**, has been designed by Touko Tahkokallio and is published in a joint venture by mit Asterion Press, Rebel.pl and Ystari Games. 2-6 players,



ages 14+, develop their empire among the stars in a game filled with new mechanisms for resources management and selection of actions; you can select your favorite from seven different races with different abilities and characteristics; in addition to that there is a modular board and a dynamic development of technologies.



The French distributor and publisher showed a range of games that was already announced last year and presented as finished games at the Festival du Jeux at Cannes 2011.



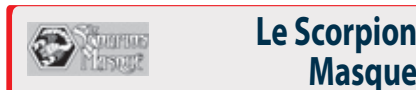
**Cité** by Guillaume Besançon had arrived directly from the printer's press at Cannes; 3-4 players, ages 10+, are challenged to develop a town. To do so you collect resources and can swap them with those of your fellow players. **L'Aventure c'est dur** is a family game by Ludovic Chapelière for 2-6 players, ages 8+, you travel across the country with destination cards to defeat the dragon. **Sandwich** is a 2011 release, too, Maeva da



Silva, Descamp Christine and Christophe Raimbault have designed a card game for 3-6 players, ages 6+, You assemble sandwiches by snatching cards from the table and combining them into 3 sandwiches with 3 ingredients each. **Deluges** by Guillaume Besançon for 3-4 players, ages 12+, takes us back to the time at the end of the



last big Ice Age, you must develop your civilization before the huge flood arrives, you must collect resources, allocate them and share them with other players.



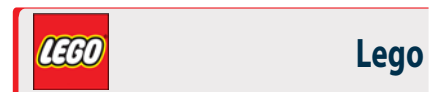
As a joint venture with Ystari **Québec** is published; Québec is a development game for 2-5 players, ages 13+, by Philippe



Beaudoin and Pierre Poissant-Marquis. Players embody heads of influential burgher families in Québec and are tasked with construction the most beautiful buildings in Québec over the course of four centuries. In a turn you must either begin a new building, construct an additional level of a building, send a worker into an area of influence or take a „leader“. The game offers three levels of difficulty, which are

presented in a joint rulebook with different colors for each level.

**Kairn** see Blackrock Editions



The novelty proper for Essen from Lego is not a game but a topic, processed in four games: **Heroica**, a fantasy world full of adventures; players need to master a special adventure or



task in every single one of the four different games. All games have been designed by Howard Cephas and Thomas Robert van der Heiden together with varying co-designers.



In **Heroica Die Bucht von Draida** for 2 players, ages 7+, co-designer Bastian Brederode, Goblins have conquered the Bay of Draida. Players must defeat the Goblin General to acquire the Crystal of Deflection. In **Heroica Die Festung Fortaan**,



for 2-4 players, ages 8+, Co-Autor Nicolas Assenbrunner, Castle Fortaan has fallen to the Goblin King and his army, players must get past the monsters to defeat the king and return with the Helmet of Protection. In **Heroica Die Höhlen von Nathuz**, again for 2-4 players, ages 8+, Co-Autor Bastian



Brederode, the Golem Lord uses an ancient artifact in the Caverns of Nathuz to create his own monster army. Players need to take the Sceptre of Summoning out of the Caverns. In **Die Wälder von Waldurk**, intended



for 2-4 players, ages 8+, Co-Autor Nicolas Assenbrunner, the Dark Druid is laying waste to neighboring villages out of the Forests of Waldurk; players must outwit the druid and escape with the Chalice of Life. All four games can be combined into a huge joint adventure or can be combined in any way you want. Another new release in autumn is **Lego**



**Champion**, a game of roll & move, of course with the special Lego die, comprising five games for 3-8 players, ages 7+, by Howard Cephas and Jesper Nielsen: All players together build the path to the finish, then you roll the die and depending on the position reached you play one of the five games: On Target, Bluffing Bricks, Topple Tower, Code Breaker or Speed Builder. If you are the first to win a challenge in the finish zone you are the Champion!



Already presented at Nuremberg, **Ninjabo** was shown again. It is the board supplementing the universe of the Ninjabo spinners; a cooperative collecting game for 2-4 players, ages 8+. Players must collect all

weapons, if the Ninja manages this, all players win together.



Another publisher from China presented **Anthem**, a card game with a set collecting mechanism. You draw cards and collect



sets, 11 cards tell a story of heroes, the joker represents death and you try to transfer it to other players while to try to collect cards numbered 0 to 9 as fast as you can.



**Libellud**

As regards to the Game of the Year Dixit, the Nuremberg release **Dixit Odyssey** by Jean-Louis Roubira was presented again, a version with a revised board, 80 new picture cards and playable for up to 12 players, this version can be combined with the original game. Shown in Cannes and only available from Asmodee France, there is a new game: **Et Toque** for 3-6 players, ages 8+, by Barba-



ra Turquier and Emmanuelle Piard is a game on the topic of cooking, but also a creative word game; you are a cook, have 12 ingredients and a topic and must write down four ingredients with fitting connecting words, your text is scored in analogy to the system used in Dixit.



**Light Games**

In the Greater China Pavilion under the aegis of Swan Panasia Light Games presented **My Cake**, a dexterity and party game for 2-5 players, ages 6+, by Bono Light. There is



room for four different varieties of cake on the places you have in front of you and you place cake not only on your display, but also on those of other players.



**Living Fantasy  
Miniatures**

A miniature game in miniature size, this is **Würfelkrieger** by Martin Kretschmer and Tobias Gehring. Each of 2-4 players, ages 8+, controls a hero and a handful of min-



ions, tries to eliminate opponents and collect items from the board. Miniatures and dice are magnetic; the board is draped with cloth over a wire mesh.



**Lock'n Load**

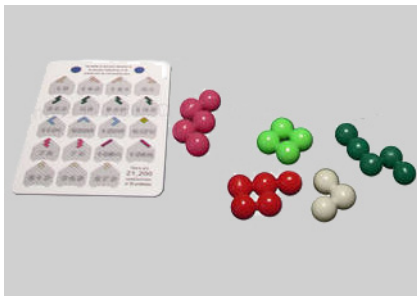


Yet another game by Richard Launius, called **Run, Fight or Die!** This time it is a dice game on the topic of zombies – each of the up to 6 players has his own character tableau with three distance zones. The zombies start at the furthest end and advance continuously. You roll the die for symbols allowing you to rescue survivors, find locations and eliminate zombies.



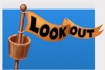
**Lonpos**

A distributor with a wide range of games that all belong to the category of puzzles and soli-



taire games.

Shown at Spiel was – among others – **Lonpos 808**, a version of the well-known Lonpos Puzzle; fixed constructions made up from colored marbles must be combined into shapes determined by task cards.



**Lookout Games**

In cooperation with Mayfair Games **1830** is being published again, the predecessor and role model for all games featuring railroads and economics, designed by Francis Tresham



for 2-6 players, ages 12+. In Stock rounds and operation rounds you try to earn as much money as possible with your own railway company.

The hugely successful game **Agricola** sees its 7th edition; designer Uwe Rosenberg has revised card texts for the resources management game for 1-5 players, ages 12. In addition there will be two special decks, one an **Agricola Niederlande Deck**, the other the **Agricola**



**Weltmeisterschaftsdeck** by Chris Deotte, users of Play-Agricola.com and Uwe Rosenberg for the event in Vienna.

**Feudalherren / Feudality** is a resources management game for 2-6 players, ages 10+, designed by Tom Wham; as a minor nobleman somewhere in medieval Europe you leave



work to your subjects to become rich yourself and to make the King even richer. In a fiefdom of 64 squares you can utilize 49 to make the fiefdom prosper.

**Ora et Labora** by Uwe Rosenberg can be described, too, as a resources management game for 1-6 players, ages 12+. Topic of the



game is monastery management in medieval times. You are the head of the monastery and send the prior and to lay brothers into buildings where they can produce goods. The revenue/crop wheel is the central element



of the game and determines the number of available resources.

**Welcome to Walnut Grove** was designed by Paul Laane and Touko Tahkokallio. 1-4 players, ages 10+, expand and husband their farm. Each of the 8 rounds represents a year and is divided into four seasons, played by all in turn. After 8 years you score for fenced areas, farmers, farmhands, huts, barns, gold and silver coins as well as acquisitions.

Available since summer are the following



games: **Ruhm für Rom** by Carl Chudyk, a card placement game for 2-5 players, ages 12+. You rebuild Rome with building sites and order cards and use order cards as roles, clients, material, buildings or money.

**Die Gnome von Zavador** for 2-4 players, ages 10+, expand the Zavador games family with another title, this time the designer is Torsten Landsvogt. In action rounds and mining rounds you acquire gems and sell them to acquire artifacts and jewels.



The nearly obligatory expansion for Bohnanza can of course not be left out! So this year we have **Bohn Camillo**, intended by Uwe Rosenberg and Sascha Hendriks for 2 players, ages 10. Based on the story of Don Camillo and Peppone players try to thwart plans of others, Bohn Gott prevents the worst from happening and sometimes inspires them to be generous.



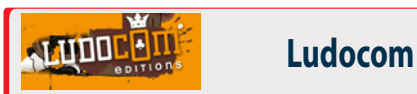
**Ludically**

After his epic game Earth Reborn Christophe Boelinger introduces **Sarena**, an abstract placement and collecting game for 2-4 players, ages 8+. You want to have the most pieces at the end of the game from single pieces or stacks with your own secret color in top position. You





must relocate a piece or stack along a line into a neighboring circle and possibly turn over. **Archipels** has already been announced for 2012. 1-5 players, ages 14+, embody European powers of Renaissance times rivaling to explore a Caribbean archipelago.



**Ludocom**

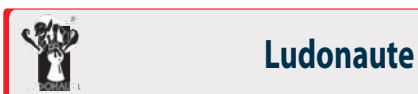
For **Arriala** by Florian Fay, for 2-4 players, ages 8+, on the topic of canal construction in France, there is an Add-on called **Arriala Spirit of Riquet**. Already presented at Cannes was **Baby**



**Boom** for 2-4 players, ages 7+, by Max Valembois; not a game on lots of babies, but on ex-



ploding dice bombs which you use to protect your own positions on a modular board and to destroy those of an opponent.



**Ludonaute**

In spring the French publisher released **Yggdrasil** by Cédric Lefebvre and Fabrice Rabellino for 1-6 players, ages 13+, a cooperative game on the legend of Ragnarök. Players are gods and must stop Evil Forces in



Asgard. When at the end of a turn an enemy is in Odins Residence or five or more enemies beyond the walls of Asgard or three or more beyond the gates of Walhalla all players have lost. When all enemy cards are played and all effects resolved and the conditions listed above have not happened then all win



together.

An autumn release 2011 is **Shitenno** by Cédric Lefebvre for 2-4 players, ages 12+: In Japan in the Edo era you are a Samurai of Shogun Togukawa Ieyasu. The game is based on "sankin-kotai", a custom that made daimyos spend one year in Edo and one year in the provinces. One round comprises two years: In Edo you try to acquire resources from the Shogun and in the provinces you use your title that you got in Edo and win the favors of the Shogun by controlling provinces.



**Lui-même**

Always a candidate for games far from the mainstream, Lui-même showed **Skull & Roses** by Herve Marly, already shown at Cannes and Nuremberg. This is a betting game with coasters, especially intended for bikers. 3-6 players, ages 10+, bet on the number of roses that they can turn up on their own and other players'



coasters without revealing a skull. At Cannes the game was awarded As d'Or 2011 and was shown again in Essen.

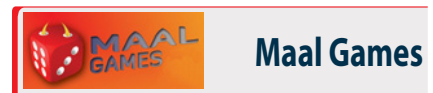


**M6 Interactions**

The „official game“ on Tintin is distributed by Tactic and is published under the name **Les Aventures de Tintin**, for 2-4 players, ages 8+,



designed by Pascal Bernard. In the cooperative game we embody one of the main characters of the story and set out for adventures in „Tintin and the Secret of the Unicorn“, we must surmount four different adventures.



**Maal Games**

The game with the funny title **Der Fette Pinguin** comes from Denmark and is a question/answer game for 2-8 adults from



ages 18+. The questions are simple, but solely intended for adults; you should be familiar with experiences, opinions and approaches of your fellow players.



**Mage Company**

At the joint booth with AF Games the Greek Mage Company presented two games:

**Eragra** with the sub-title of The Game of Eras & The First Step by Alexander Argyropoulos and Michael Andreasakis. 2-4 players, ages 11+, delve into a completely new mythology with this game; they play in the past and in the future und use different

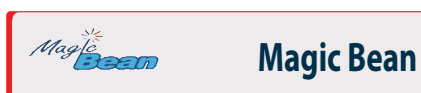


decks of cards for duels, information, spells and other things.

**Strike Dice** is a dice game by the same designers, intended for 2-4 players, ages 98+, which is played with four-sided dice. Each dice has two functions: Determination of



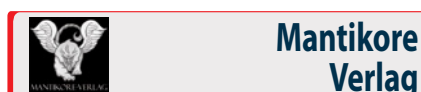
movement and determination of dice power. Aim of the game is, to win more than half of the triangular goal cards, the so called Tri-cards. Remarkable for a first-time exhibitor is the rulebook in 10 languages.



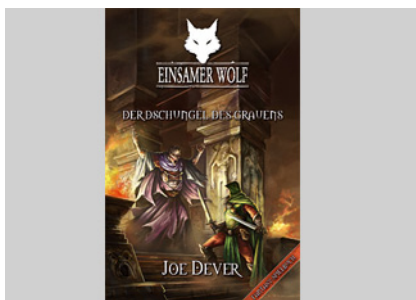
Yet another company in the Korean Pavilion showed a game called **Shake Shake Tower**, a version of Tetris where you set up a round



tower with blocks of four colors, which wobbles from time to time. In the brochure of Kabi the game was listed under laurum.

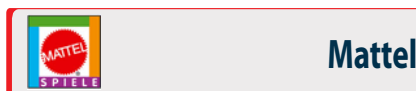


Role playing books and adventure books comprise the program of this publisher, a new series is called **Einsamer Wolf**, for



which currently volumes 5 to 8 are offered as new releases; they can be played stand-alone or can be combined to a great adventure. **Labyrinth Lord** is the name of the fantasy role playing game in their program; there are new volumes available as well as for the **Paranoia** system.

Of interest, too, is the series **Spielbuch-Abenteuer Weltgeschichte**. The series offers adventure game books in historical settings, the series by Jon Sutherland and Simon Farrel is issued now in German language. The first part is **Invasion der Normannen**.



The on-going success of Scrabble is continued with **Scrabble Trickster** for 2-4 players, ages 10+, this version varies



the standard rules: You can now take away points from another player, can make him pass a turn, can place a word anywhere or place it backwards. For UNO, too, there is the regular new release. **UNO Rocking Robot** personalizes the game, you tell the names of all 2-6 players, ages 7+, to the talking robot, and can also name personal house rules, the rest is done by the robot,



erratic and impetuously. But taking center stage in the presentations at Essen was **Loopz**, the communicative and interactive game module with the cool design. In several game variants you react to the requirements set by the unit; you repeat series of sounds or light, simply by putting your hand through the right arc/loop of the unit. The helmed moles, which give you points for hitting the right lit-up helmet at the right time, have been given a new edition of their game **Autsch** for 1-4 players, ages 4+, the



game has come from Hasbro. The game is accompanied by **Autsch das Kartenspiel**, a reaction game for 2-4 players, ages 5+; all players try to win all cards.



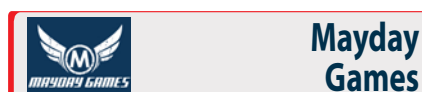
At the Swan Panasia booth the publisher from Hong Kong presented the game **Stockery** by Mansun Chan for 3-5 players, ages 8+. Topic of the game is stock trading,



you can make profit from buying and selling, but must keep an eye on transaction fees which can heavily reduce profit – this is not only an economics game but also an instruction on shares and their properties,



on portfolio balance and cash reserves.



**Mayday Games**

Contrary to three games last year, Mayday brought only one novelty to Essen this year; **Eaten by Zombies** by Max Halliday, a game of card management for 4 players, ages 8+. If you survive as the last human alive you win; all still living can win together when



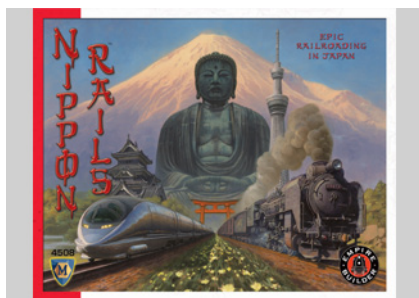
there are no zombies left in the Zombie Deck or in the discard pile; each player has his own draw pile and discard pile. The second game in the 2011 range is not a novelty, but the English edition of **Toc Toc Woodman** by Justin Oh, which was shown last year by Gemblo at the Korean stand. It is a dexterity game for 2-7 players, ages 5+; you must knock single discs out of a tree made up from those discs, without crashing the tree.



**Mayfair Games**

Mayfair Games publishes in-house own games as well as English language editions of German or other European games. Having been in the pipeline for some time, 1830 is now published, the German edition is with Lookout games, see there. The disc world game published by Kosmos in German is published under the title **Discworld: Ankh Morpork** by Mayfair.

For fans of the Empire Builder Systems by Darwin Bromley and Bill Fawcett there is a new edition of Nippon Rails, revised by Lar-



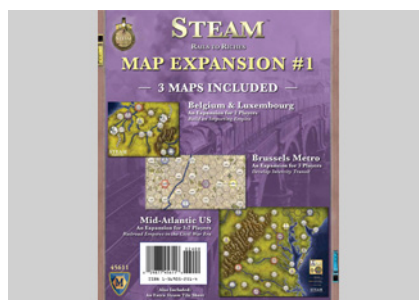
ry and Loren Roznai; as in Eurorails a tunnel has been integrated into the rules.

Another in-house production is **Test of Fire: Bull Run 1861**, a simulation of the Battle for Bull Run in the American Civil War, designed by Martin Wallace for 2 players, ages 10+. The game Steam by Martin Wallace is expanded by **Steam: Map Expansion #1** with three new boards for the coastal states



of the US, for Belgium & Luxembourg and the Brussels metro, all for 2-6 players, ages 10+.

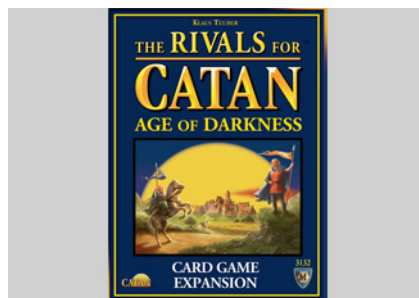
Other new releases are two scenarios



for Catan: **Catan Oilsprings** by Erik Assadourian and Ty Hansen, and **Catan**

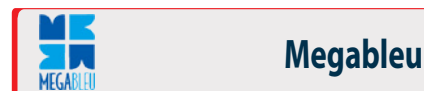


**Geographies: Penn-Jersey**, both as folded paper maps and only playable with a basic Catan game. The 2-player card game Rivals



of Catan, the English version of Die Fürsten von Catan, is expanded by **The Rivals for Catan: Age of Darkness**, by Klaus Teuber, for 2 players, ages 10+.

**Urbania** by Simone Luciani for 2-5 players, ages 10+, has been announced during 2011, on the foundations of an ancient town a new one should be built, other information is not yet available.



**Megableu**

The games of this publisher are distributed in Germany by Hutter Trade. Already announced at Nuremberg, the games were again names as novelties for Essen:

**Nicht Ja, nicht Nein** is a party game for children and families, 2-6 players, ages 7+, must avoid to answer questions with yes or no. **Geisterjagd** is played in the dark; 2 players, ages 6+, try to hit as many ghost apparitions projected on the walls by the skeleton head with the light pistol. **Heiss und Fettig** is a



description of potatoes and here you hand on such a potato, that's also singing – if you hold it when the music stops, must take a penalty chip. If you hold three chips you must quit the game.



**Merchant Ambassadors**

This distributor is represented in Germany by HCM Kinzel and offers versions of classic games which have been given special topics to support WWF:

**Amazonas Domino, Cheetah Safari Race,**



**Delfin Solitär, Kongo Schach, Madagaskar and Meerestiere Bodenpuzzle, Mambo Stapelturm, Schildkröten Dame, Spielkarten Gefährdete Tiere, 4 Gewinnt Südpazifik, Wild Guess, Wildlife Farbpuzzle and Memo.**



Mebo Games is a Portuguese publisher, better known under its Logo name Mesaboardgames, Gil d'Orey had three new games to show:

**Vintage** for 2-4 players, ages 10+, is the most spectacular of the three. Topic of the attractive game is grapes and wine



production, this time port from the Douro valley, one of the oldest viniculture regions on earth. You produce port and win with most vintage points. **Água** is a game on the topic of water supplies; 3-6 players must in each round supply a growing population with water in this movement and



placement game using dice. You provide water for victory points and keep the water cycle going. **Lixo?** is an auction game for 2-6 players, ages 7+, on the topic of garbage



recycling; you bid with garbage cards for container cards; if you win the container you can recycle the cards you used to bid for it. Unsuccessful bids score negative at the end of the game.



The series of dodgy, trick, intricate memos with twisted pairs of words and images gets another installment; **Gemischtes Doppel 3** by Christian Gottwald introduces new terms and witty combinations, sometimes a bit far-fetched.



**Race around the World** was presented at the stand of HCM Kinzel; the game of logic for 1 player, ages 8+, uses a combination of connection points and a labyrinth puzzle; in each of the 24 puzzles you start in a city of your choice and connect all cities with a



closed loop ending in the start town. Each town is only entered once; paths can be used several times.



Both games shown earlier at Nuremberg by Mindtwister were presented at the Piatnik



stand carrying the Piatnik logo as part of the Piatnik autumn releases.



The company was a first-time exhibitor at Essen and showed its new game 2011, **Evolution**. The game by Jaana Hintsanen, Tomi



Rantala and Esa Wilk for 2-4 players, ages 10+, is a strategic deck building game on the topics of evolution of species, catastrophes and extinction. You build your world from continents that emerge from the oceans, and conquer them with developing species. The second game named as a novelty, **Kings of Mithril** by Esa Wilk for 2-4 players, ages 8+, the topic of the game are a mythical dwarf realm, shafts in the Mithril



Mountain and the development of settlements, all related to the rivalry for the crown of the dwarf king. The game was shown in



Essen 2010, presented in Nuremberg 2011 and was also announced for publication by Winning Moves in Nuremberg.



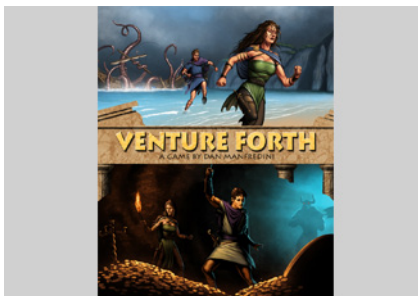
The new American publisher made a grand entry at Essen and brought seven releases from 2011 including one expansion. **Grave Business** for 2-4 players, ages 13+, was designed by Andy van Zandt and is a game on the topic of Undead and Necromancers, who can win most of them as followers? **The Manhattan Project** portrays a power



struggle at the start of an atomic era and revolutionary technology, a game of optimization for 2-4 players, ages 13+, by Brandon Tibbetts, it comes with the **Nations Expansion**. **Nile DeLuxor** by Daniel Callister and James Mathe for 2-6 players, ages 13+, is an expansion for Nile, a set collection game on resources in Egypt. **Kingdom of Solomon** is a game of development and resources management for 2-4 players, ages



13+, by Philipp DuBarry; you must decide over and over again how to place your men. **Venture Forth** by Dan Manfredini puts 2-4 players, ages 13+, in the lead of a group



of adventurers, each group has individual goals, and for each of those goals you must move across the board and play adventure or enemy cards on the path squares. **Nitro Dice** by David E. Whitcher is a dice game for 2-6 players, ages 13+, you try to win the race on the streets. **Five-Fingered Severance** by Patrick Leder broaches the issue of the last day at work for 2-6 players, ages 13+; the business closes and you can decide



if you go on serving customers or tell them where they might get a better bargain. What will it be?



From the Swedish parliament to Texas, the topics of Harald Enoksson's games cover a wide spectrum: In **Texas Nukem** for 2-6 players, ages 12+, you are secretly assigned a set of countries. These countries you must explore and occupy, if you manage to do



this for all of them you win. Mondainai shared the booth with Blast City Games Emperors of Eternal Evil



Distributed by Pegasus Spiele, the company shows two new games: **Devil's Dice**, by Nick Robinson and Matthew Sprange, is a dice game in which 2-5 players must bluff about the results of their rolls while guessing at the intentions of other players and



fighting the Devil's Dice. **Dark Eon Assassin: Archeron** has been announced; this is a solitaire game for ages 16+ by Matthew Sprange; you embody a genetically perfect



warrior who is tasked with invading the palace of the tyrant and free the galaxy from him.



Goblins fighting Goblins! 2-4 players, ages 10+, can construct their own Goblin army in Gosu, a card game by Kim Sato, and send it into battle. **Gosu Kamakor** expands the game by the faction Shadow Goblins, who have abilities similar to those of the Shadow Goblins, but introduce two new ways to play. A completely different game is offered by **Hattari**, designed by Jun Sasaki, already released in late summer. 3-4 players, ages 9+, try by using bluff and logic to own the

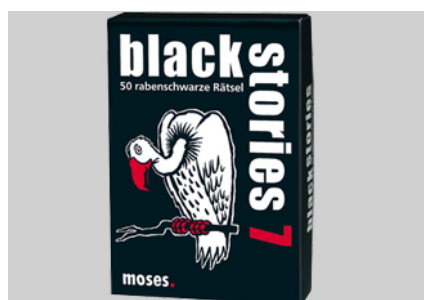


fewest accusation markers at the end of the game in this unusual game of detection. **Texas Zombies** is an adaption of Cat & Chocolate by Ryo Kawakami; instead of escaping from a manor you must deal with zombies, monsters and drug dealers in the Texan desert, only with the help of items

you have on hand, which could be a cat and a piece of chocolate.

## moses. Moses Verlag

The publishing house, well renowned for the series of Black Stories, presents again the range already shown at Nuremberg to professional audiences, headed by **black stories Funny Death Edition**, featuring scurrile stories that did happen exactly as told, as did the ones told in **black stories**



**Holiday Edition.** The series **black stories Junior** is expanded by **orange stories**, featuring events on holiday and vacations. Another new release is the collection **black stories Christmas Edition**, fitting the approaching season. **black stories 7 Zündstoff**, the game looking like a box of matches, by Francois Lang, offers explosive questions for 2 adults.

Peter Neugebauer provided a trio of guessing and puzzling games, all intended for 1 player, ages 12+: **Buzzles** contains 50 creative word combinations similar to already existing words; **Kryptos** offers codes and an image for clues, e.g. ABUD40R for "Ali Baba und die 40 Räuber"; **Tessels** are puzzles with words holding a double meaning, both must used in the sentence, again supported with an image. A license from The Green Board Game Company is **Joggle**, 2 players or teams, ages +, roll the die and place one of their marbles on a free spot in this color with the aim to form a



rectangle of six personal marbles. A new autumn release is the series **funky party games**, starting with three games, one of them is **Blind Paint** by Nicola Berger,



for 2 players, ages 16+; you draw blindfold, terms or even a proverb; the other titles in the series are **Mutprobe** and **Knete-Fete**. And, finally, a game that shows its origin in its name, **SNÄP**; you alternate in playing cards on different topics from cities to mathematics; if you see two matched pictures you call Snäp and take these cards.

## Mücke Spiele

Harald Mücke's company presents four new games and one contract work:

**Schachen** by Matthias Schmitt and Heinrich Glumpler is an abstract placement game for 2 players, ages 6+; a chess variant without a board; first you move pieces and then you may enter pieces into the game adjacent to pieces already in play, aim of the game still is to checkmate the opposing king.

**Urknall** by Axel Hennig for 2-4 players, ages 8+, a game in the series „Edition



Läufer“ is an acquisition game with a space topic; astronauts collect elements, but their value is only fixed at the end of the game; you can use gravity to combine or separate celestial bodies and thus change the value of the elements.

**Global Warming** in „Edition Bohrtürme“

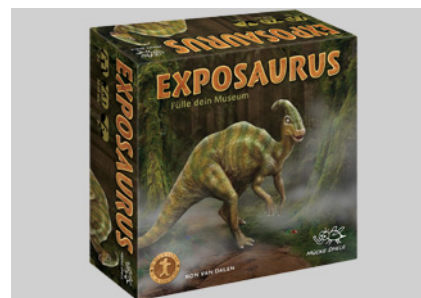


by Deniz S. Bucak is a tactical card-driven game for 2-4 players, ages 8+ on the topics of global warming and environmental pollution; you must regulate your production to achieve minimal effects on the environment and at the same time meet the customer's requirements.



**Exposaurus** by Ron van Dalen for 2-4 players, ages 8+, in „Edition Läufer“ is a set collecting and placement game on the most sensational fossils for your own museum, you send out explorers to start new excavations, at the cost of one museum employee.

**Dreck Weg** by Stefan Siebert is a contracted



game on the topic of garbage removal and was not shown at the booth; you roll the die and move to roads, playgrounds or parks to remove as much garbage as possible.

## Murmel Spiele

As usual, Murmel Spiele was guests at the booth of Bambusssspiele. This year they showed **Chemix**, a placement game with cards for 2-4 players, ages 10+, by Jan Götschi. You collect points from clever placement, dissolving and rearranging of compounds based on valid chemical





formulas. The game also contains a version called Chemuno, which is a discarding game; you place identical elements on top of each other.

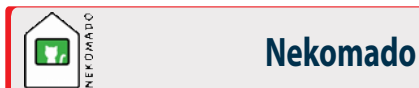


## Myrrysmíehet

**Hounds of the Sea** is an adventure story telling game with a pirate topic; a kind of



role playing game with cards, already published in 2009, but on show for the first time at Essen.



## Nekomado

The Japanese publisher specializing in Shogi versions this year had its own stand and presented the already previously shown Shogi versions **Dobutsu Shogi** and **Dobutsu Shigo in The Greenwood** as well as **Shogi Goita**, a card version of Shogi for 4 players who play in teams of two, one team must collect more victory points than the other. Also offered were two books on the



topic of Shogi, **Dobutsu Shogi Q** and **Joseki at a Glance**.



Néstor Romeral Andrés, owner of nestorgames and designer of many games published by nestorgames, was at Essen only for one day, a guest at the stand of

Angelo Porazzi – as every year he offers an incredible amount of new releases, all in similar design with a flexible board in a roll or a bag: A short review of the new games:

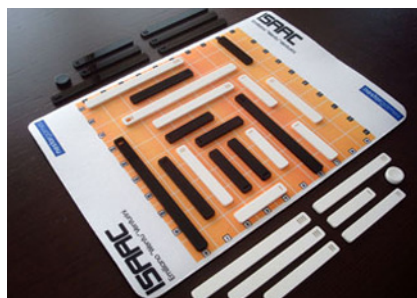
**11** by Dieter Stein, 2 players, ages 8+, a soccer simulation, several teams are available - **9tka** by Adam Kaluza, 2-4 players, ages 8+, you move your markers in rows and columns to conquer 9 ter-



ritories - **Aztec Market Expansion**, 2-4 players, ages 8+; 10 tiles for an expansion to Aztec Market by Victor Melo Barbero - **Coffee** by Néstor Romeral Andrés, 2 or 4 players, ages 8+, you must either place your own pieces in a row or hinder your opponent to place his white stick on one of the markers - **ConHex** by Michail Antonow, 2 players, ages 8+, re-edition - **Gardens of Mars** by Néstor Romeral Andrés, 2-5 players, ages 8+, you use your non-green Martians to plant the most beautiful flower garden - **Gauss** by Susumu Kawasaki, 2 players, ages 8+, re-edition - **Go**, 2 players, ages 10+, - **Hex (11x11)**, 2 players, ages 8+, new edition of the well-known game mechanism by John Nash and Piet Hein - **Hop it** by Cam-



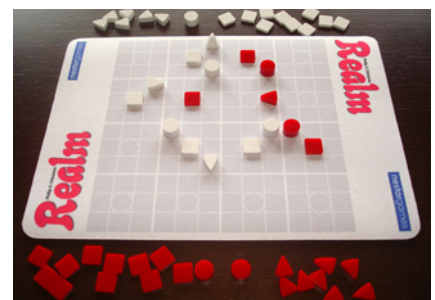
eron Browne, 2 players, ages 8+, each has 9 frogs and must beware of the frog eater - **Hnefatafl**, 2 players, ages 8+, re-edition



- **International Checkers (10x10)** 2 players, ages 8+, the classic placement game - **Isaac** by Emiliano «Wentu» Venturini, 2 players, ages 3+, you place bars into a 10x10 board and then score with removing the bars; on show at Modena in a self-published version - **Mecca** by Javier García, 2-4 players, ages 8+, the masses of pilgrims around the Kaaba needs structuring, if you can place most pilgrims you win - **Momentum** by Phil Leduc, 2-3 players, ages 8+, you place pieces and their movement impetus is transmitted in all 8 direction to adjacent pieces, the last piece in every line is pushed along by one position - **Murus Gallicus** by Phil Leduc, 2 players, ages 8+, you try to form walls with your pieces that cannot be breached by your opponent - **NYSE** von Ben Stanley, 2-10 players, ages 8+, in a simulation of the stock market chip represent different product categories like chemicals or technology, the value of the shares rises with demand - **PiFrog** by Angelo Porazzi, 2 players, ages 8+, already on show at Modena, too, frogs against pigs until the victory condition is met by one of the factions - **Pilus +**, **Pilus Rainbows** by Kris J



Wolff, 2-4 players, ages 8+, you place colored tiles to form color areas, the bigger and the higher up in the display the more points do the areas score - **Realm** by Phil E. Orbanes, 2-4 players, ages 8+, first published in 1973, in the course of the game you create and add new pieces for use in the game, several versions are listed -



**Shibumi** by Cameron Browne comprises 48 marbles in three different colors that are stacked in numerous ways on a 4x4 boards, the game is offered in three different material and package version, **Ninja**, **Samurai** und **Shogun** - **Super Adap-**



**toid** by Néstor Romeral Andrés, 2 players, ages 8+, is a special edition of **Adaptoid** with transparent squares - **Symbol + Symbol2** by Ben Stanley, 2 players, ages 10+, an abstract battle simulation played on a 8x8 board; you try to conquer regions and to eliminate the opposing leader marker - **Talpa** by Arty Sandler, 2 players, ages 8+, you must create an empty path of connected spaces which



lead from side of the board to the opposing side - **Tattoo Turtles** by Vincent Everaert, 2 players, ages 8+, a version of Tortuga, you should take your own turtles to the opposing side of the board - **Top Speed** by Néstor Romeral Andrés is a race game for 2-9 players, components are added as necessary for each additional player.



As supplement for the toystick system, the interactive reading and narrating stick, which was for the first time presented at Nuremberg, the first game has now been published: **toystick Die Schatzkammer**



**von El Mirador**, by Christian Fiore for 2-4 players, ages 6+. Four heroes are searching for treasures and need dexterity, luck and brains to avoid the hidden traps and manage to bag most of the treasures.

**Ententeich** by Stefan Breuer is a dice and collecting game for 2-4 players, ages 4+, the Peter figurine wanders around the pond and throws food into the pond; each player directs two ducks that need to be fed; for numbers rolled one can let the ducks swim to the food.



Brands by Noris: Goldsieber Spiele, Schipper Malen nach Zahlen, Zoch zum Spielen



One of the highlights at the Spiel this year came from Rumania: **Warriors & Traders** by Andrei Novac for 2-6 players, ages 13+. The strategic board game set in a medieval



dark background is played without dice or any other chance mechanism. Each player is tasked to develop his small fiefdom into an empire by using actions to improve technology, production, trade and military powers. You can play in alliances or all on their own.



The new game under the skull logo this year is called **Bullfrog Goldfield** and is an economics simulation for 2-6 players, ages



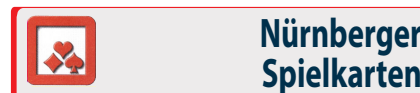
14+, by Patrick Stevens. During the Nevada gold rush of 1905, within a very short time, five different railways were built. In the game you want to get rich quickly by

trading shares, laying down rail tracks and placing settlements and mines. The focus of the game is directed on the development of and the relations between railroad companies and mining companies.

The games published in 2010 were shown again, partly in different editions: **Blockadebrecher**, the German edition of Blockade Runner by Patrick Stevens and



Alex Stevens; 2-6 players, ages 12+, are blockade runners who either support the Confederates in the American Civil War or just want to make profit. **The Last of the Independents** by Patrick Stevens is a historical simulation for 3-5 players, ages 10+ on the topic of automobile industries; after WWII in the US design, technology and commercial decide on the success of a car in the booming car industry of the 1950ties. **Popular Front**, in German called Volksfront, by Alex and Patrick Stevens broaches the subject of the Spanish Civil war for 2-6 players, ages 12+; each side holds an identical deck of 20 cards.



Already at Nuremberg the company showed their new range of quiz games, using the example of **Energie-Quiz** for 1-4 players, ages 10+. 62 challenging questions on the topic, garnered from politics, history,



geography and science provide information and input for interesting conversations. Questions and answers are accompanied by very attractive illustrations and make you want to read more. There are more titles featuring the same design, all have the subtitle of Wissen+Spielen.

In cooperation with Staupe Spiele Fusion



is published, an adaption of Speed by Reinhard Staupe. See Staupe Spiele Distribution by Heidelberger Spieleverlag



**Okazu Brand**

The Japanese company brought an expansion for their railway game using strings, **String Railway: Transport** takes out station values from the placement and



logistics game for 2-5 players, ages 10+, by Hisashi Hayashi. You transport as much freight as you can and defend your territory to become King of the Railroads.



**Österreichisches  
Spiele Museum**

At the stand of the Games Museum the games Compendium **Spiel für Spiel 2012** / **Game by Game 2012** was available in

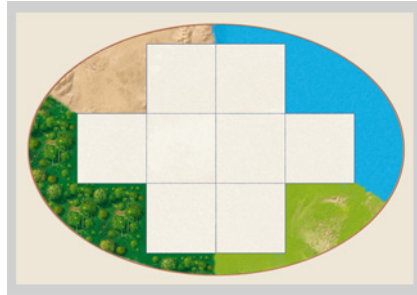


both a German and an English edition, featuring descriptions of 678 games. Included in the compendium as a cut-out sheet was **Degenfechten**, a fencing simulation for 2 players, ages 12+, by Herbert Laszlo. As a free gift, three expansions for 2011 autumn releases were available:



**Helvetia Der Wanderarbeiter** – An expansion for Helvetia by Matthias Cramer for 2-4 players, ages 12+. The migrant worker is laid out as a 6<sup>th</sup> character and – when chosen – allows you to move one unmarried village inmate per coin used from his one building into another free building in your village or into the middle of your village. The migrant worker does not change the number of victory points needed to win the game.

**Mondo Micro** – A mini expansion for

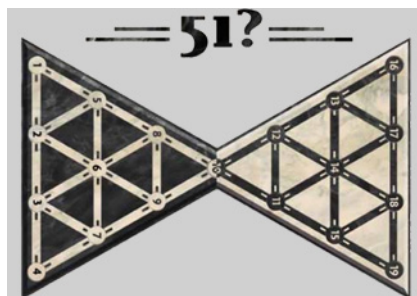


Mondo by Michael Schacht, especially intended for 2 players, ages 8+, and only for use with components from the basic game. Players lay out the board between them, the rules of the introductory game apply, but the timer is set on three minutes only.

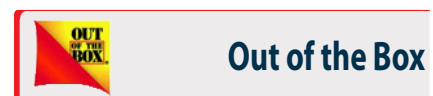
**Pantheon Neue Untermieter** – An expansion for Pantheon for 2-4 players,



ages 10+, by Michael Tummelhofer; the expansion introduces 6 demi-gods, Fonsis and Fonset once each, two ultra-rare gods, if you want; and 4x Eurora with a cornucopia. In addition to those there was also the German edition of **51**, a joint production of game clubs within the European Union - Forum Federatie from Antwerp, Belgium, Spiele Club Österreich, Vienna, Spieleclub TreEmme, Modena, Italy and Spieleclub Ducosim, Niederlande. 51 is a puzzle for one

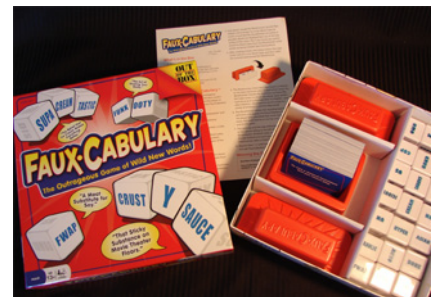


player, designed by Niek Neuwahl, the light and dark playing pieces must switch places with the fewest possible number of moves.



**Out of the Box**

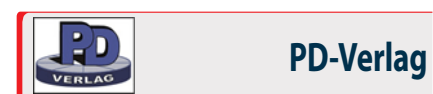
This year Out of the Box did not have their own stand at Essen; they were represented by their distributor, Pegasus Spiele. New in their program is **Faux\*Cabulary** by Matthew Nuccio for 3-7 players, ages 13+. You



must invent new terms for descriptions and use word segment dice. **Bug out!** is a fast game of reactions for 2-6 players, ages 5+.



spending leaf tiles.



**PD-Verlag**

The new release for 2011 by Mac Gerdt is called **Casus Belli**. The game itself was not produced yet, but you could get a preview version. The game is intended for 2 players, ages 12+, and is based on the basic rules of Antike. It features two scenarios, Punische



Kriege and Peloponnesische Kriege, and you must be the first to acquire nine different personalities, from king to navigator.



## Pearl Games

In the same style of design and with a similar topic as the first game published by Pearl Games the second game was presented this year at Essen; **Tournay**, by Sebastien



Dujardin, Xavier Georges and Alain Orban for 2-4 players, ages 12+. After the Norman raid of 881 Tournay must be made prosperous again; you must coordinate the city sectors of military, religion and administration and upgrade the town with buildings. You administrate one city borough and its citizens. You start with two citizens of each class and can implement two out of five possible actions. The more citizens you control the more cards you can draw in this card game with the goal to use the best possible combinations of cards.



## Pegasus Spiele

Once again, I am tempted to say, as usual, Pegasus presented a huge and interesting program of new releases, new edition and expansions under their wings - and of course also the games already presented at Nuremberg and/or published earlier in the year. We start with Mondo by Michael Schacht, a placement game for 2-4 players, ages 8+, in which you try to assemble high-score landscapes on your own board as fast as you can. The game was accompanied by **Zusatzspieler Packs** in two versions, marked with A and B.



As a gift you could get **Mondo Duell** and you could also test play the prototype of **Mondo Sapiens** at the Pegasus booth.

**Strasbourg** – Era of the Guilds by Stefan Feld makes 3-5 players, ages 12+, bid for offices in



Strasbourg on tableaux for each round, which are randomly arranged for each game, while taking secret orders and churches at crossroads into account.

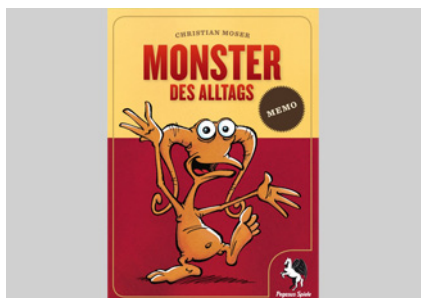
The third game in the range of „important“ games this year is **Korsaren der Karibik**, the German edition of the Z-Man title Merchants &



Marauders by Christian Marcussen and Kasper Aagard for 2-4 players, ages 13+, featuring a unique combination of trade system and conflict resolving system.



Formerly published by Eggert, **Cuba** by Michael Rieneck and Stefan Stadler, for 2-5 players, ages 12+, is appearing in a second edition



under the Pegasus label, you still must choose the best available role and vote cleverly on laws.

**Duckomenta Memo** is a witty memo game for 2-4 players, ages 8+, which documents the omnipresence of The Duck in our history. Another memo game with a special topic is **Monster des Alltags** by Christian Moser for 2-4 players, ages 8+.

**Quest Zeit der Helden #2 Der Dunkle Kult** by André Wiesler, Alexander Dotor and others,



for 2-5 players, ages 10+, continues the series of adventures for players embodying heroes and foes; you can continue to play the heroes from the basic game and also use the new element in the game, dialogue. When you have deflected the attacks by orcs from Quest Zeit der Helden #1, you can overcome two new challenges using **Quest Abenteuerband 1**, Der Goldene Schädel und Die Gruft. And if you did put an end to the dark cult, you can go on the hunt for dragons with **Quest Abenteuerband 2**.

The deck building game system of Thunderstone is extended with two new expansions: **Thunderstone: Belagerung von Thornwood / Thornwood Siege** featuring new monsters including robbers, centaurs and siege engines, and **Thunderstone: Drachenturm / Dragonspire** with new new solitaire



rules, both designed by Mike Elliot for 2-5 players, ages 12+. As in all previous expansions, a Thunderstone must be found. Expansion #5 has been announced for December, **Thunderstone: Herz der Verdammnis / Heart of Doom**: Inmates of the village can turn into enemies and heroes can now be upgraded when in the Dungeon.

To stay in the genre of deck building games and horror topics, we turn to Nightfall. The German edition of the game for 2-5 players, ages 14+, by David Gregg, comes complete





with **Nightfall Erweiterungen #1 Ausnahmezustand /Martial Law** and **#2 Blutzoll / Blood Country** – you guide humans, vampires and werewolves in the fight for control over a world permanently thrown into darkness.

For the game system of Pocket Battles the next installment is released, this time the confrontation in the mini tabletop game by Francesco Sirocchi and Paolo Mori for 2 players, ages 8+, is **Pocket Battles: Mazedonier vs. Perser**. The battle field comprises three sectors and you must eliminate at least half of your opponent's units.

A whole range of new releases, new editions, re-editions and booster expansions is offered to the indestructible Munchkin, whose game mechanisms probably need no further explanation anymore: **Munchkin 1**, Edition 2011, **Munchkin 4: Rasende Rösler**, **Munchkin**



**5: Wirre Waldläufer**, **Munchkin 6: Durchgeknallte Dungeons**, **Munchkin Boost-erpacks: Conan**, **Monsterverstärker** and **Rentiere** for 3-6 players, ages 12+, all by Steve Jackson. And of course, the munchkins in the Zombies!!! universe are not left without fresh supplies, here comes **Munchkin Zombies 2: Um Armeslänge voraus**.



Which has taken us nicely to Zombies!!!, in this range of games there is new: **Zombies!!! 8: Todesurteil**, as usual designed by Todd and

Kerry Breitenstein for 2-6 players, ages 12+.

If you would like to be frightened even more, you can achieve this with Ted Alspachs expansions for the werewolf games; available as booster expansions are **Werwölfe: Klassische Filmmonster** and **Werwölfe: Kreaturen der Nacht**. Or you can use **Zombies-Würfel** and sit down to a comfy rolling the dice to achieve 13 brains, you need 2 or more players, ages 6+ for this not very gruesome entertainment.

Yet another stop in the universe of Steve Jackson is his game of **Chez Goth**, which has achieved a 2<sup>nd</sup> edition.

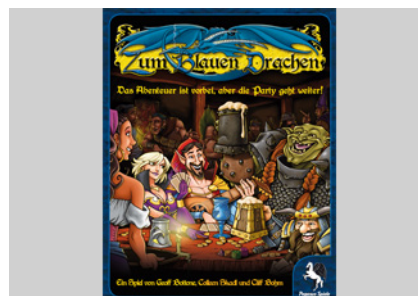


Comparatively harmless is our next case, **Mystery Rummy #4: Al Capone**, in this 4<sup>th</sup> installment of the crime game series we only need to arrest a gangster from Chicago. In the card game by Mike Fitzgerald and Nick Sauer 2-4 players, ages 10+, are searching for the solution by using clue cards and event cards and by utilizing meetings of agents, Elliot Ness and hold-ups.

The series of card games in tins is continued with two titles: **Fluxx** by Andrew Looney - 2-5 players, ages 8+, play cards according to cur-



rently valid rules in order to change those rules, and **Onirim** von Shadi Torbey – a set collecting card game for 1-2 players, ages 10+, you are a dream walker and must find the exit from a mysterious labyrinth before the dream time or your cards run out. You can play alone



or with a partner to find all 8 portals on time.

Last but not least we arrive at the tavern **Zum Blauen Drachen** by Geoff Bottone, Colleen Skadl und Cliff Bohm, the game picks up the topic of the game **Zum Roten Drachen**, 2-4 players, ages 12+, celebrate the successful mastering of all their adventures in the tavern,



this time at the Blue Dragon.

As a coproduction with Czech Games edition Pictomania by Vlaada Chvátil is published, a game of drawing and guessing for 3-6 players, ages 9+.

In the section of role playing games there are new releases for two systems, Cthulhu and

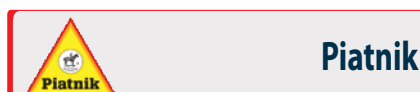


**Shadowrun: Cthulhu: Deutschland: Blutige Kriege & Goldene Jahre**, **Kingsport – Alp-träume im Nebel**, **Kreuzzüge: Ritter im Heiligen Land** and the **Spielleiter-Handbuch** as a limited edition in it's 3<sup>rd</sup> print run. **Shadowrun: Lifestyle 2073**, **Machtspiele – Handbuch für Spione**, **Rhein-Ruhr Megaplex Band Dt.** and **Schattenrüstzeug mit Sichtschirm**.

Pegasus is distributing games by: Alderac Entertainment Group, Atlas Games, Avalon Hill Game Company, Blaubart Verlags GmbH, Californian Products, Catalyst Game Labs, Chaosium Inc., Conquest Gaming, Cubicle 7 Entertainment (Rollenspiele), DorkStorm Press, Eden Studios, Euro Games, Corporation, Fireside Games, Flash Cups, Looney Labs, M.I.C. Günther GmbH, Out of the Box, Plaid



Hat Games, Puremco, Sirius (Die drei Musketiere), Steve Jackson Games, TableStar Games, Twilight Creations, US Games Systems, Valley Games, White Wolf Publishing, Z-Man Games



## Piatnik

Again this year the new releases for 2011 have been announced for the best part at Nuremberg and are published during the year.



A real autumn novelty is **Activity Lifestyle**, yet another variant of the communications game for 4-16 players, ages 12+, by Paul Catty. It follows the principle of all activity games, you draw, enact or describe a term, the definitions come from the categories food, cooking, enjoyment, art and all beautiful things in life –



all in all there are 990 definitions from eyelash curler and body scanner to spiny dogfish and fuel gauge.

**FortyTwo** by Max Ford is a quiz game for 3-6 players, ages 15+, in which you have – depending on the color of your question – 60, 45 or 30 seconds respite to give the demanded number of answers. You can follow missing answers for points from your fellow players. Answers, asking for answers from players and answers of those players must all happen within run-time of the timer. If you reach space



#42 on the path you win.

**Last Word** is also a game of associations and a time factor, for 2-8 players, ages 15+, but in this game for once you may, should and even must have the last word in a chain of definitions to a pre-chosen letter and topic in order to score points.

Two games in the program have been licensed from the Swedish partner Mindtwister and published under the Piatnik label: **Ponder** by Isabel Holmberg is a movement game with cards for 2-4 players, ages 7+. My funny, colorful, lazy and rather inflated frogs want to reach the other side of the pond and so do the frogs of my fellow players. But as no frog can jump that



far they must move across the water lily leaves and this movement must be done by cards.

**Repello** by Arne Holmström for 2-4 players, ages 8+, is an abstract placement game on the topic of pieces that repel each other. Players use their repellers in order to push pieces off the board; you score points for those pieces.

In Austria Piatnik is distributor for game publishers: Abacusspiele, Mindtwister, Queen Games, Winning Moves,

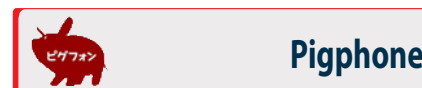


## Piece Craft

Besides the games that were shown in previous years, that is, Asrus and Figure Grand Prix there are announcements and previews for more games: **Good Luck** by Dong-hwa Kim is a card game for 2-7 players, on the topic of going on



the hunt for a pirate's treasure; **Royal Turtle** by Gun-hee Kim is a race game featuring animals, for 2-4 players, ages 7+; and finally **Team Work**, another card game for 2-6 (other sources: 3-10) players, ages 7+, on the topic of students and cooperation.

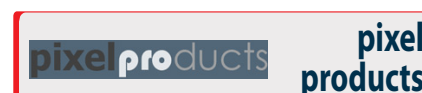


## Pigphone

**Cryptids TV** by Kai Fujiwara is a game of drawing and story telling for 3-8 players, ages 10+. Players are part of production team for



a TV show, each player has a role to fill; you must always have the jobs of director, assistant and time keeper taking part in the game. The director draws a Cryptids cards and reads out the text; all players now draw what the card demands and then each player tells a crazy story based upon the drawing and the topic that the director has named. Then each player chooses his favorite story, the one that gets chosen most is nominated for candidate. After three such rounds the winner is chosen from the three candidates.



In the range of beautiful memo games based on the mechanism that you must find three pictures which have something in common



there is a new edition: **Suche 3 Musik** by Johanna Liebsch for 2-6 players, ages 6+, features 20 trilogies on musical instruments.



## Placentia Games

At Essen Stefano Groppi showed the prototype of his next, second game, **Diluvium**. This will be a worker placement game for 2-4 players, ages 10+, on the topic of the the Deluge – players are Noah and build their own ark, for which they of course need wood, tar, food for the animals and again of course one male and female





animal each and the room for them.



Represented by Pegasus Spiele at their stand, Plaid Hat games had two new games to offer. Besides lots of expansions to the game Summoner Wars there is now a **Summoner Wars**:

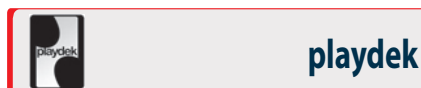


**Master Set** by Colby Dauch for 2-45 players, ages 8+. Players are summoners which make use of the power of mysterious stones to lead their own race to victory in the battle for Itharia. The Master Set introduces six new factions - Shadow Elves, Benders, Vargath, Sand Goblins, Deep Dwarves and Swamp Orcs with their respective decks. In order to win you must eliminate opposing summoners.

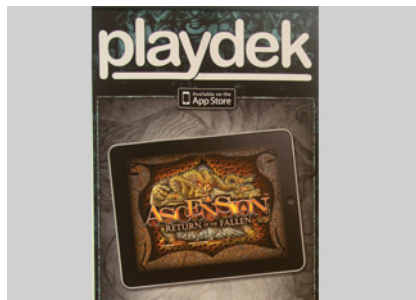
**Dungeon Run** by Mr. Bistro is an adventure



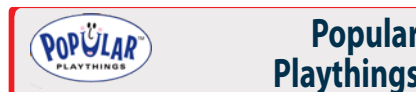
game that picks up the topic of teamwork and treason for 1-6 players, ages 9+; basically a Dungeon Crawl with a modular dungeon, the topic is clearly based on Summoner Wars, the price for the treasure hunt is a summoner stone.



Playdek or Incinerator Studios, respectively, is



a development studio for mobile video games and applications, and is mentioned here because there is an agreement Lookout on the game Agricola, more specifically on a universal iOS application for Agricola.



Popular Playthings is represented by HCM Kinzel, too, and the new releases of that company have been announced already at Nuremberg:

**Utopia** is a logic game for 1 player, ages 8+ - you must build a city - and **Athena**, also for



1 player, ages 8+ - you must clear the path in order to enable the reassembling of a broken statue.



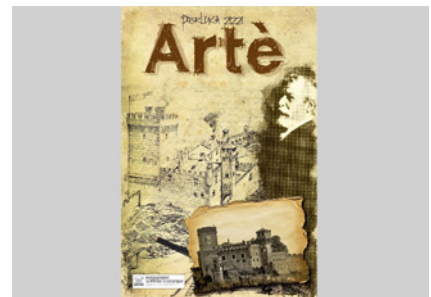
The Polish publisher had a booth again this year and presented interesting new games: For **51<sup>st</sup> State** by Ignacy Trzewiczek for 2-4 players, ages 10+, the first expansion is available, the stand-alone game **51<sup>st</sup> State: The New Era**, which can be played by itself or in combination with 51<sup>st</sup> State. The factions have extended their territories and



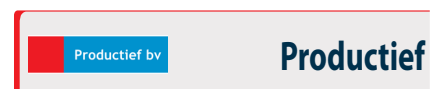
conflict is unavoidable. This is aggravated by the appearance of a 5<sup>th</sup> faction, Hegemonia, a gang of violent criminals. There are rules for direct interactions and for treaties with enemy locations. **Pret-a-porter** by Ignacy Trzewiczek for 2-4 players, ages 10+, uses worker placement mechanisms for a strategic economics game in the world of fashion. You head a fashion house and rival for the dominance at fashion shows, open new branches and hire personnel - accountants, models and designers. Every three months there is a fashion show, your collection is judged by the audience, by media and experts, the better their verdict the better you can sell it.



Publisher Mario Sacchi announces a game called **Arté**, yet another worker placement game by Pierluca Zizzi 3-6 players, ages 10+.



The topic in this game are tycoons of the 19<sup>th</sup> century, who have a predilection for art and architecture from the Middle Ages. You place tycoon and foreman in one of the circles on the action board, move them along in each round and then you implement the corresponding actions. Finally, you can use resources to finalize projects.



The Dutch company, mainly known for educational games, showed the - already presented in Nuremberg - game by Marjin van Herel, **Tridio** for 1 or 2 players, ages 6+. In the range of Tridio games there is **Tridio Twist** and **Tridio Moving Cubes**.



Tridio Twist is a collection of puzzles, which must be solved by integrating three single elements. Each element has a different number of cubes; each cube has sides of different colors. The puzzles only show the finished object, you must copy this by placing the elements correctly, showing the correct colors on all visible sides. Not spatial thinking, but logic is in demand when playing **Clue Investigator** by Reiner Knizia for 1 player, ages 8+: You are



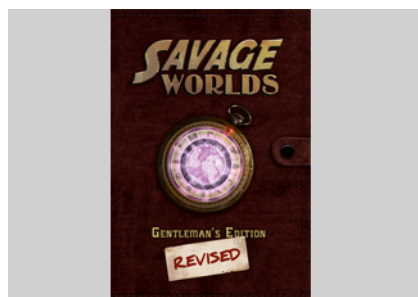
investigating a villa on a Caribbean Island. On 12 task sheets you must arrange the agent, represented by templates, correctly. If you manage this, exactly one square on the sheet remains uncovered and yields the clue. For each clue there is a code letter, which can be entered into the corresponding task card. At the end you have generated the code and can solve the puzzle on clueinvestigator.com. Not new, but released in a new edition: **Khet 2.0** The Laser Game, a placement game with laser effect for 2 players, ages 8+.



Three working basic arrangements for the pieces are given in the rules. All pieces, even the pharaoh, can be moved. In order to win you must illuminate the opposing pharaoh. To do so you must reflect the laser beam origination from the Sphinx on a corner space on mirrored pieces.

## Prometheus Games

As extension for the role playing game **Savage Worlds** there will be **Savage Worlds Gentleman's Edition Revised** and **Savage Worlds Rippers**, both expansions for a universally usable rule system for role



playing.

## Quantum Magic

At the Nuremberg Fair 2010 999 Games presented the prototype for a combination of board game and collectible/trading card game called **X610Z**, that is, Existence. Now the game is finished and published by Quantum. You are fleeing the dangers at Mount Vargah and must try to get your



own rescue pod to safety; if you manage this or survive the longest you win. **X610Z Act I The New Era** is the Collectible Card Game Edition of the game, there are four factions - Arnumian Alliance, Undead Legion, Pirate Confederacy and Red Barbarian Brotherhood. The expansions for this game are **X610Z Act II Spoils of War** and - announced and planned for 2012 - **X610Z Act III Soul Rage**. **X610Z: Ruins of Chaos** by Patrick Ruedisueli is a stand-alone board game version of the game, featuring a selection of cards from Acts I-III.

## Queen Games

The extremely large range of new releases announced by Queen Games is currently in varying stages of production; on show in the news presentation at Spiel were two games:

**Kingdom Builder** by Donald X. Vaccarino for 2-4 players, ages 10+; each player creates his own kingdom, builds settlements and wants to own most gold at the end of the game. In order to do so you use 9 different kinds of landscape, play a card for it and build three settlements on three hexes of this landscape, if possible adjacent to settlements already built.

**Sparta** by Yannick Holtkamp for 2 players, ages 10+, is an abstract placement game with an antique topic, Spartans versus Achaians.

The rest of the range of games, most of them already more than once announced as novelties, is repeated for information:

**Castelli** by Günter Burkhardt for 2-4 players, ages 10+, - **Fresko Das Kartenspiel** for 2-4 players, ages 8+, - **German Railways** by Harry Wu for 2-6 players, ages 12+, - **Jenseits von Theben Das Kartenspiel - Die Grabräuber** for 2-4 players, ages 10+, by Peter Prinz - **Kairo** by Kimmo Sorsamo for 2-4 players, ages 10+, a revised edition of *Tori*, published by Competo - **Lancaster** by Matthias Cramer for 2-5 players, ages 12+, a new spring release and already published, plus **Lancaster: Die Neuen Gesetze** by Matthias Cramer and Wolfgang Panning - also new in spring and already published are **Mammut** by Kristian Amundsen Østby for 3-6 players, ages 8+, and **Paris Connection** by David V.H. Peters for 3-6 players, ages 8+ - **Res Publica** by Reiner Knizia for 3-5 players, ages 10+, - **Ri-Ra** by Andreas and Ueli Frei for 2-5 players, ages 5+, - **Walenstein** plus expansion by Dirk Henn for 3-5 players, ages 12+.

## Quined Games

**Alba Longa** is published in cooperation with Huch & friends, see there.







## r & r Games

The new game from R & R Games was presented at the booth of Bézier Games, not really surprising, as the designer of **Ticked off** is Ted Alspach. 2-10 players, ages 8+,



name the number of items which they believe they will be able to name for a given category; when all players but one have passed a second category is revealed and all players note down as many items as they can but only from one of the categories and you score for items which you have listed alone or for surpassing the bid etc.



## rainbowgames

Ralf Wohlfahrt produces game for outfitters of nurseries and pre-schools; he showed his program for the first time in Nuremberg and now for the first time at Essen:

**Pentorama** is a placement game with 6 different images; in **Schlossallee** you have



left and right halves of castles and place them according to the domino principle; in **Fremde Freunde** you answer five questions on toy, color, animal, vacation preference or favorite food and can so check for common ground. **Zoomino** is a placement game based on Domino, one piece shows an animal and a number, you place animal with the number of syllables in their name as determined by the number on the piece. **Knirpsendomino** is yet another domino version. Other titles based on memo mechanisms are **DetailAnsicht** and **Senior-Memo**. **Gewichtskontrolle**



has a very definite topic, only slim pieces can pass the opening.



## Rallyman

As an extension for the car racing game published in 2010, Rallyman, by Jean-Christophe Bouvier for 1-4 players, ages 9+, the designer presented the expansion **Rallyman: Dirt**. It enters new landscape types



and can only be played together with the basic game; you slide, change down gears, cross rivers and must choose the fitting tires. The game **Rallyman 2012** named as a novelty is a new edition of Rallyman with changed components.



## Ravensburger

In the novelties list published by Spiel the complete Ravensburger program is listed, I restrict the list to the real autumn novelties: **Casa Grande** by Günther Burkhardt for 2-4 players, ages 8+, is a tactical game of move



and build, you access building sites in order to build houses there that cover the largest possible area and gain height later, you can

also use buildings of other players.

Next in line is a new and yet very familiar title in the series **Brettspiel + Elektronik: Das Elektronik Labyrinth** is an adaption of Das verrückte Labyrinth designed by Max J. Kobbert and Reiner Knizia. As usual you slide one path tile into the labyrinth



and move your marker. You collect items, visit inmates of the labyrinth and use the electronic book to bring their desired items to inmates or to complete your own task. This is rewarded with magic stones, if you have completely filled your magic key with them, you win.

**Schnapp! Hubi!** by Steffen Bogen in the new series of **Mein erstes Brettspiel + Elektronik** sends 2-4 players, ages 5+, on the chase for the Hungry Ghost who misappropriates tidbits of the animals and needs to be imprisoned in the spooky house. In the first part of the game the



spooky house is explored and all search for the magic door. When this has been opened Hubi wakes up and can now be caught in the second part of the game. The electronic unit in the guise of a compass assists.

The success of the game collection Schlag den Raab is ready to be repeated by the new edition by Max Kirps, **Schlag den Raab das 2. Spiel** for 2-6 players, ages 12+. 40 new games demand dexterity, luck and



brains; the game can be combined with the first one, the huge spinner then chooses from 72 games.

A game based on the TV show of the same name is the quiz **Rette die Million!**, 3-5 players, ages 12+, start with a million money units and must bet in several rounds as much money as they can on the correct



answer in order to get as much money as possible to the end of the game, because money placed on wrong answers is out of the game; you must always place a sum of your choice on all given answers but one.

The success of the audio-digital educational system tiptoi is sensational, up to date more than a million tiptoi products have been sold; in autumn the range of products is extended once again: New titles of books are **tiptoi Wieso Weshalb Warum? Entdecke die Piraten** and **Komm mit in den Wald**, **tiptoi Leserabe Das tollste Pony der Welt** and **tiptoi Leserabe Willi Vampir in der Schule**.

The range of games is expanded with two titles:

**Tom und Tina Die geheimnisvolle Maske** by Heinrich Glumpler and Marco Teubner



for 1 player, ages 7+, the stick tells a story and you as the player can interact with events; if you decide correctly and solve



the puzzles, Tom and Tina can clear up the mystery.

In **Deutschland unterwegs** by Wolfgang Kramer for 1-6 players, ages 7+, is an interactive tour across the country posing questions like „In which harbor town you can hear the following dialect spoken!“

**Elfer raus! Master** is a new version of the beloved classic card game, there are new cards and you have more opportunities, you can bridge missing cards with bridge



cards. **Disney Cars 2 World Grand Prix** by Ronald Hofstätter for 2-4 players, ages 5+, offers a race game based on the film. At the start of your turn you can change gear, use the corresponding number of dice and



move your marker due to observing special squares. When a car has lost all wheels you pass a turn for a pit-stop and get back all four wheels. A version for experienced players includes traffic signs.



**Drako** by Adam Kałuża is a game for two players, ages 8+, it is a somewhat asymmetrical game, because one player guides



three dwarves that are experienced dragon hunters, and the other player guides a Red Dragon spreading fear and terror. Each player has his own deck of cards; the cards carry symbols for possible actions. You can hold up to 6 cards at a time, the combination of cards and movement of the pieces decides the outcome of the game.

**City Tycoon** was designed by Hubert Bartos and Łukasz S. Kowal and is a placement game with cards for 2-5 players, ages 14+, who invest their money into improving the



living standards in their town. The town is expanded by placing of tiles; these tiles determine the demands players must fulfill. You can buy resources to do so but they are limited; each of the four levels in the game demands more resources and yields more profit.

**K2** by Adam Kałuża was a new release in 2010, intended for 1-5 players, ages 10+; you want to get a team of two mountaineers to the peak of the second highest mountain on earth, each player has the same deck of cards and takes weather and acclimatization of the climbers into account. **Broad Peak** is the expansion to the game, it is based on real efforts of Polish climbers in 1984 on K3, featuring two different challenges. Race to the Top is shorter by three days and you play without tent and



with fewer acclimatization cards; in Traverse of Broad Peaks you play more strategic and somewhat longer, you receive additional points if you reach all three peaks and thus walks along the mountain.





## Red Glove

**Ristorante Italia** – Italian cuisine for 2-5 players, ages 10+, provided by Riccardo Guerra, Giulio Guerra and Marco Mutta,



finally you can enjoy in in the role of a restaurant owner. You create the menu, make up recipe cards, buy ingredients, enlarge the restaurant and – if necessary – teach the cook his job, too; all in order to score most post points for the best restaurant. In each round you have two actions, and there are also special events like VIP guests or a visit from a restaurant critic.



## Rekubus Vertrieb

Rekubus is a distributor for puzzles, logic games, dexterity games and similar products, new in their program are, among others: **Devil's Cube** – a logic puzzle for 1 player, ages 10+; the cube comprises 38



parts which must be assembled in order to have the sides of the cube show magical squares. **Dragonfly Spin to Pin** is a game



of skittles for your living room table for 1 or more players, ages 5+; on the glass surface a spinner replaces the ball and runs towards the pins on the tilted surface. You need practice to make the spinner overthrow the pins.



## Repos Production

7Wonders has proven itself to be an absolute marvel, the game has won – according to the latest count – 18 game awards and the expansion **7 Wonders Leaders** also meets with lots of interest. It expands the game by Antoine Bauza for 3-7 players, ages 10+, by a new wonder and a new kind of cards, the



leaders; you hold four of them and choose one at the start of each phase, pay and built him, use him for a wonder stage or discard him for money. A free mini-expansion was also available, one of the crossovers, a new wonder, **7 Wonders, Catan**.

The second wildly successful game, Ghost Stories, again by Antoine Bauza and for 2-5 players, ages 13+, has been extended, too; the new expansion is called **Ghost Stories Black Secret**. For the first time players confront Wu Feng, thus the changed number of players. Wu Feng determines where ghosts turn up on the monk tableaux; or he brings characters into play that dig for



his remains and precipitate a duel monks against Wu Feng if they succeed. First information promises yet another unusual game for Essen 2012, by the name of Rampage and by Ludovic Maublanc: You join monsters in a town to chase meeples, destroy buildings and feast on journalists or heroes. Well, we'll see. Sounds like Repos,

after all!



## Revision Games

The Finnish company showed **Mania!**, a collection of card games by Juha Salmijärvi, all with a special kind of humor; all games carry ... mania in their name; KleptoMANIA to HyperMANIA, all are intended for 2-6 play-



ers, ages 13+, from party games to tactical variants. **Iron Sky** by the same designer is based on a SciFi comedy; topic is an alternate time line in which rockets in 1945 set up a secret base of the Third Reich on the Moon and an invasion starts in 2018.

Announced for 2012 are **Phobia** and **Wall of the Dead**.



## Rheinflanke

A game of table soccer manufactured from wood, called **Kick it**; a 1-cent-coin is used for a ball. You place it on the middle circle and players alternate in snipping it into the



opposing goal. The game is manufactured in schools by teams in vocational preparation courses, initiated by Rheinflanke Köln Kick

## Riachuelo Games

A new company from Brazil has appeared at Essen, represented in Europe by the equally new company Runa Drake from Portugal; all games are still in differing stages of production:

**Galaxia S.A.** by Flavio Jandorno and Antonio Marcelo is a SciFi trade game



for 3-4 players, ages 10+: On planets you acquire different goods which you sell on the intergalactic trade exchange. But the galaxy is not without its dangers and your opponents use intrigue and ruses to make your journey difficult. In rounds you implement actions, acquisition of technologies, manufacturing of resources, exploration and planet auctions.

**Mehinaku** is the name of a tribe that resides on the upper reaches of the Xingu River



in Brazil. In the cooperative development game for 2-6 players, ages 12+, players are chief, shaman, worker or hunter. At the start of each round an order from the gods is revealed. Then you must organize wood, food, building material etc. to build new huts, provide for the village and follow the order of the gods. When the tribe reaches a certain size players win together.

**Casa da Fama** is a party game for 4-10 players, ages 12+, by Flavio Jandorno and Antonio Marcelo, based on a reality show, in which you need to get rid of your opponents and become famous. There are cards and tasks in three categories and a voting mechanism coupled with a dice/card mechanism simulating the influence of the audience. The winner is determined in the last round from three candidates.



## Rich Assets Educational Institute

Yet another company was presenting itself at the Korean booth with a game of the same name: **Rich Assets**, a game intended for economics instruction; you get rich by the means of investing in funds, insurances etc. and are named CEO or Chairman. The game has a basic version and a family ver-



sion, both for 2-4 players.

## Rightgames

The Russian company had in impressive first-time appearance in Essen, presenting four games for the first time in Germany:

**Evolution The Origin of Species** by Dmitry Knorry for 2-4 players, ages 12+, is based on the theories of Darwin, but players act as creators, engineer new species and develop them, they hunt and survive; you use cards to create or change species, determine the available food with dice, feed species and receive new cards according to surviving species. The extension is called **Evolution**



### The Origin of Species Time to Fly.

**Potion Making Practice** by Sergey Machin for 2-6 players, ages 12+, picks up the topic of mixing potions; players are students rivaling for acceptance at the Guild of Alchemists. The cards are used as recipes and ingredients. You must play a card; if you can-



not use if for a recipe with the correct ingredients you must lay it out as an ingredient for later use. Finished basic mixtures can be used to create better and stronger potions. The expansions **University Course** and **Guild of Alchemists** introduce new game elements and rules.

**The Enigma of Leonardo** is a placement and arrangement game by Sergey Machin for 2-4 players, ages 10+, featuring symbols on cards; all cards show examples of Leonardo da Vinci's art. You start with 10 cards and place five of them to form a cross; each card has a symbol in the left upper corner.



If you can arrange three cards with the same symbol in a row by placement and exchange you receive the key card for this symbol. If you are first to collect all keys you win. There are already expansions for the game; for instance **Novem** as a booster with 15 cards and **Quintus Fontis**, a special set for experienced players.

**The Kingdoms of Crusaders** by Sergey





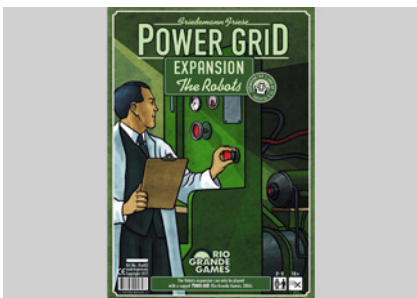
Machin and Danila Goryunov for 2 players, ages 12+, features the topic of Crusades; Jerusalem has been conquered and now the fighting starts among the conquerors for control of the area; if you control most locations you win. For control you must have the most warriors with the same kind of



weapons at a location. If you combine two games you can play with up to 5 players. An expansion is available, featuring so called King cards.

## RIO GRANDE Games

This year Rio Grande only had a sales booth at Essen; there was – with the exception of the Dominion expansion – no new in-house release for autumn, but only English editions of games from European publishers, for instance the new releases of 2F-Spiele **Last Will** by Czech Games. Announced for 2012 is **Veritas** by James Ernest and Mike Selinker; a game on the topic of monks guarding the Truth in the dark times of



medieval France. You place and copy book markers in monasteries and distribute them over all of France. Designer Tom Lehman has announced **Race for the Galaxy Alien Artifacts**, featuring 45 new cards and the start-up components necessary for a 5th player, as well as another 45 cards and markers for the Alien Orb that players will explore together.

**Dominion Hinterlands**, see Hans im Glück.

## Rock Science

Publisher and game have the same name, **Rock Science**, a trivia game on the topic of Rock Music, by Sven Folkesson for 2-6 players, ages 16+, featuring 2500 questions in the categories of Song, Album, Rock the Song, Rocker, 50/50 and Sex, Drugs and Rock'n Roll. The Mechanisms are well-known, questions come in three levels of



difficulty; you bet on answers of fellow players and can play in many different versions.

## RomBol

The booth featuring elegant, mind-toppling puzzles/riddles/logic tasks, all made from wood a few new items were shown: First of all, a game: **Uggu** is a placement game for 2 players by Niek Neuwahl, you alternate to place a piece that must either be of a different height or have a different color than pieces it touches. If you cannot place a piece, you lose.



The other items were solitaire games: **Con-volution** – 7 parts can be combined to form a cube – and **Polly's Steinplatten** – you arrange differently shaped rectangles according to demand, both by Stewart Coffin; then there was **Cookie** – on 10 non-equal parts of a cake you must re-distribute chocolate drops, **Stern-Schlangenwürfel** – you must arrange parts that are connected by a rubber band to form a star – and **X'Mas** – one gift part must be hidden in the Christmas Tree by re-arranging the parts – all by de-



signers not named.

## RunaDrake

Philippe Moringer represents the Brazilian game producer Riachuelo in Europe with his own company. In addition to games from Riachuelo he showed a working model of **Trench**. **Trench** is an abstract position game for 2 players, ages 12+, by Rui Alipio Monteiro. You want to invade the enemy territory from the trench in the middle. The units are arranged on a diamond-shaped board, separated by the aforementioned



trench, the design of the board causes some optical illusions. Armies comprise several units that move in different ways over different distances depending on their rank. During Spiel it was yet undecided by whom, where and when Trench will be produced. Completely new was a prototype for an abstract placement game named **Block** by Nelson Ferrere. You place and move blocks according to their height, a maximum of four steps, and swallow opposing stacks of lesser height. After each step in your move you must change direction. If you cannot move you lose.



The game listed in several previews as Democracy is called **Democracy: The Board Game** and comes from Geepy Games. RunaDrake was the representative at Essen.

## Saladin Games

2008 at Essen – three working prototype copies of a game, handmade, a creation by Hajo Peters, **Saladin** with a playing time of 15 hours! 2011 at Essen – Hajo Peters has a new game to show: **Signum & Mortis** with a sub-title of Gangs of Rome; a historical simulation for 3-6 players, ages 16+, with a drastically reduced playing time compared to Saladin. Topic of the game are the criminal gangs from the Aventine hills played police force for a political party; they looted, beheaded and where active in the Red



Light districts; you win with most money or the most influence with the right party.



## SandTimer

Enough of experiments and expansions, Sander Vernyns and Tim de Rycke are exploring other worlds, in this case an **Aquarium**. 2-4 players, ages 8+, have 9 action cards and 15 units of money to buy fish, to change the market and so on. Identical fish can breed, now and then you must feed your fish or lose them, at the end you score for fish with starts and receive bonuses for



fish of one size or 3 fish of a color in three sizes etc. This is accompanied by the **Aquar-**

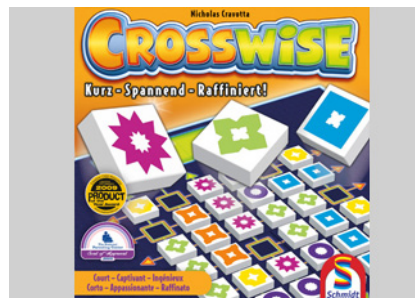
**ium Expansion** with components for a 5<sup>th</sup> and 6<sup>th</sup> player.



## Schmidt Spiele

As always with Schmidt Spiele, the main body of new releases has been published in spring, therefore there are only a few games in autumn:

The design of **Crosswise** reminds me of Qwirkle; in the placement game for 2-4 players, ages 6+, by Nicholas Cravotta you must place 24 symbol tiles in combinations; one team scores the orange rows, the other team the green ones. You either place a piece



on any empty square or use an action tile to remove a piece, relocate a piece, switch two pieces or exchange a piece on the board with one from your hand. **Space Mission** by Matt Worden offers a SciFi adventure game to 2-5 players ages 10+; you discover unknown worlds with your spaceship. You need correlation of coordinates in numbers and colors on planets and cards to be able to implement the desired action and can execute two actions per turn: Draw cards,



jump, fly without card, scan, develop or discover. **Ligretto Twist** – well-known and yet new; in this card discarding game for 2-4 players, ages 6+, by Opi and Mo you must play cards from your own stacks to stacks in the middle of the table, but sorted by colors, not by numbers. You play as usual correct cards on stacks in the middle, but must cover the stack with your hand if you have placed your next card on another tack. If you yourself block a stack you need you can change hands.



## Scribabs

As a co-production with Heidelberger Spiele-



verlag and Elfinwerks 011 is published, see Heidelberger Spieleverlag.

**POLITIK ZUM  
ZUM ANFASSEN**

## Seidel Gunnar

**Hartz Dir einen** by Gunnar Seidel for 2-6 players, ages 12+, is a dice game with an approach into the daily life of people on the sole that is meant to be satirically funny. According to information provided by the designer is meant to be an educational game for Hartz IV newbies, up-and-coming intellectuals and Germany-Freaks and is supposed to offer „Glimpses into the daily life and the thoughts of a person unemployed and on the dole. I present the world as it is and not as it is meant to be“.





## Senet Games

The Belgian publisher of replicas of ancient games this year did not bring a replica to



show. His new game for 2012 is an adaptation of **Senet** for blind or visually impaired persons.

## Sensalot

Designer Arthur Scholten had brought **Lorraine**, a development game for 2-4 players, ages 10+. The topic of this game is the development of your own duchy with the aim to set up four workshops and to fulfill your



own order. The game contains an interesting dice mechanism using a dice bowl, and also an interesting element of negotiation on the use of workshops, because at the start of the game each player holds one workshop. Furthermore, new workshops must be placed adjacent to a castle and correspond to the landscape type, your opponents can block a castle for you.

## Serfer Giochi

A new publisher from Italy, new at Essen, had brought along three games, all designed by Sergio Fersini. New for 2011 is **Calciozzo zonAction**, a soccer simulation for 2 or more players, ages 8+. You have 8 players at your disposal and can be either



player or trainer. **Batt** is a card game for 2-4 players with a Wild West topic; you assem-



ble your tribe and fend off wolves, eagles or buffalos that the opponents throw at you; you must form patrols for points. In **Karmox** for 2-8 players, ages 8+, eight heroes compete for the treasures inside Castle Karmox;



heroes get stronger when they defeat opponents.

## Sierra Madre Games

This year Phil Eklund did bring along a new edition of Megafauna under the title of **Bios Megafauna**, a game on development of species for 1-4 players, ages 12+. Players take up the roles of prehistoric



dinosaurs or prehistoric mammals in the era after the mass extinction due to the Perm catastrophe. You must cope with environmental changes and the competition from other species; you develop new species and mutate species, even to bizarre chimeras. The development of a species is documented during the game according to its teeth, its size and its behavior.

## Sinonis

The publisher from Poland was this year presented by the print company Drukarnia who is the distributor for games from Sinonis.

As novelty release 2011 by Sinonis a game named **2019: The Arctic** by Andrzej Kurek



is announced, per se a game of economics, but comprising several military aspects. Players are managers of companies that mine minerals and want to exploit the Arctic most efficiently. In order to do so you must influence international politics as regards to countries with arctic regions in their territories.

## Sirius

At the website of the company represented by Hutter Trade **Hegemonia** - which had already been announced for Essen 2010



and for Nuremberg 2011 - is still announced for 2011. The game by Pascal Bernard and Guillaume Bouilleux sends 2-5 players, ages 10+, into the competition for dominance



in the Mediterranean and is supposed to feature more than 100 miniatures. Still announced, too, is **Seven Winds**, a game on flying islands – you explore, acquire resources and search for antique artifacts on the modular board.



## Sit Down

The company with the friendly, inviting name comes from Belgium and has brought a game with a difficult name: **Wiraqocha**, for 2-4 players, ages 12+, by Henri Kermarrec. The designer takes to the beginning of



an alternate 20<sup>th</sup> century, moments after a deserted valley on the Amazon River has been discovered where in incredible crystal can be found. All players compete for exploitation of the deposits to get rich quickly.



## Smiling Monster Games

Stefan Zlatintsis had brought a game called **Jagdfieber** to Essen, which simultaneously was published in Chinese by Swan Panasia under the English title **Hunting Fever**. In



the card game for 3-5 players, ages 8+, you play cards to receive bag from hunting, but take care! The other hunters try to steal. Hunters chase wolves, remaining wolves chase rabbits, rabbits still remaining finally chase carrots.



## Sphinx Spieleverlag

Henning Poehl has stayed in Milieu Noir with his new game, but this time with a twinkle in his eyes. **Rolling Bones** is a dice game for 2 or more players, ages 10+. 18 dice show the right and left side of a skeleton and the middle of a



body plus headstone and hat. The numbers on the dice indicate which bones follow each other. You roll to achieve as complete a skeleton as possible; for each skeleton you bury you score points and you can bury a skeleton with a headstone in the result of your roll.

Sphinx acts as distributor for: Sierra Madre Games, Fachtagung Spieleautoren GbR



## Spielbox

Just on time for Spiel at Essen the 5<sup>th</sup> spielbox Almanach was published, the **Wolfgang**



**Kramer Almanach**, complete with an expansion for Asara, **Asara Die Gaben des Kalifen**. The favors of the Caliph bring additional buyers, fresh money or tower parts. The latest issue of spielbox, 5/11, features new boards for **Die Burgen von Burgund** and additional cards for **Risiko Evolution**.

## Spieleverlag Florian Racky

This new publisher has announced two new games for Essen: **Isegrim** by Florian Racky is a card game for 2-5 players, ages 8+. The cards are printed on both sides, with five animals in five different landscapes. You ask another



player questions on the display of cards and he must answer them correctly without looking at the cards; depending on the answer you can swap cards with the display. The second game, **Pets**, for 2-6 players, ages 8+, is now scheduled to be published in 2012.



## Spieltrieb

This year Spieltrieb did not have a game of their own, at the booth games from previous years were shown and the booth was host for **Es-sence** from Edition Essentia, see there.



## Spielworxx

Uli Blennemann and his company specialize in limited editions of rather complex Conflict Simulations, this year three new releases were shown: **Zeitalter der Vernunft** by Martin Wallace, a new edition of **Struggle of Empires**. In-

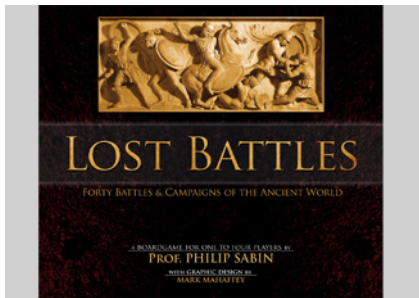


stead of single units there are only control-units in the form as markers, the forces themselves are represented by cards; player movements have been condensed and the tiles have been replaced with a chart directly printed on the board. The second title is **Das Boot**. The





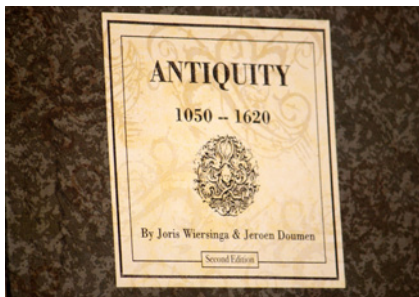
game with the original title of *Steel Wolves* was already shown as a preview in 2010 and



is a coproduction with Compass Games for 1 player, ages 16+, by Stephen C. Jackson and Brien J. Miller, on the topic of submarine war in WWII. The third game is called **Lost Battles**, is produced in cooperation with Fifth Column Games, was designed by Philipp Sabin and comprises 40 games for 1-4 players, ages 12+. Topics of those games are battles and campaigns in the Mediterranean and the Near East from Marathon to Pharsalus; you can play with tactics or with strategy or use a mixture of both.



At the normally besieged booth this year retrospection and preview where the order of the day: **Antiquity** by Jeroen Doumen and Joris



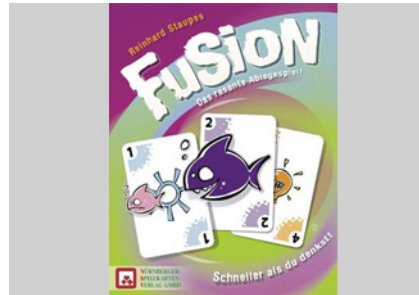
Wiersinga was available in a new edition and you could get a first view of the new release planned for 2012, **The Great Zimbabwe** by Jeroen Doumen and Joris Wiersinga for 3-5 players, ages 10+. You are a tribe leader in Africa and must pacify the gods by setting up monuments for them. The more a tribe develops its economy or if it worships a mighty god or if it uses technology the more victory points the



tribe needs to win.

## Staupe Spiele

In cooperation with Nürnberger Spielkarten-Verlag **Fusion** is published, a card discarding game for 2-4 players, ages 6+, by Reinhard Staupe, which is an adaption of his game *Speed*: You must get rid of your cards as fast as you can by playing them onto one of three stacks, but



there is a different rule for each stack: The rule cards demand 1) „=“, the new card must be equal to the previous one in color or letter, 2) „+1/-1“, the number on the card must be higher or lower by 1, and 3) „#“, the card may not show the same number nor the the same color nor the same letter as the previous card.

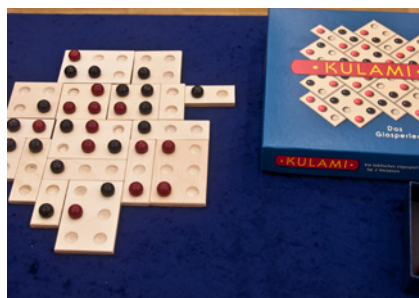


## Steffen-Spiele

Steffen Mühlhäuser brought two new games to Essen: **Schokoly** is as further development and adaption of his game



Scho k.o. from 2010; now a third kind of chocolate, finest milk chocolate, and the appetizing tiles can now be placed by three



or four players. The other game, **Kulami**, was designed by Andreas Kuhnekath, 2 players, ages 9+, alternate to place their marbles into the board that has been assembled from tiles of different sizes with pits – aim of the game is to conquer the majority of tiles.



## Stragoo Games

Stragoo Games, the new division of the Czech publisher Bonaparte, especially aimed at board games, did bring two new titles to Essen: **Klon-**



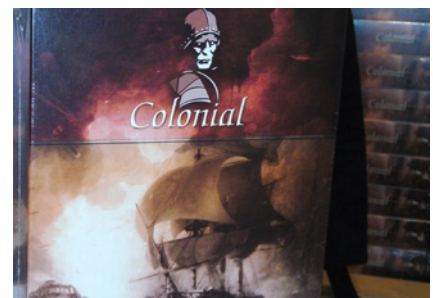
**dike 1896** by renowned designer Vladimír Suchý sends 2-4 players, ages 8+, to Alaska, the gold rush has begun. In two completely different versions of the game you search for your fortune in the gold fields around Klondike in one of the first games of the designer, unpublished until now. In the family version claims are auctioned; in the more demanding versions players must comply with the demands of the city administration.

**Speedway Champion** is a co-production with Czech Board Games, a motorcycle race game by Jan Jalůvka for 2-4 players, ages 8+, complete with beautiful miniatures of motorbikes and featuring all details of a race from equipment to the speed as regards to the position of the bike on the track.



## Stratagem

**Colonial: Europe's Empires Overseas** by Christophe Pont is a game on colonization and colonies, for 3-6 players, ages 13+, covering the period from the Renaissance



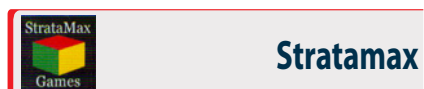
to the Industrial Revolution. Players are regents of European countries and send out their secretaries – using a system governed by character cards and using conventional and special dice.



The new company offers a series of games under the same name: **Stratak Wars**, with a subtitle of **Der Auftakt** for the first game,



also available as test set and travel set, for 2-6 players, ages 14+, by René Lamotte. You want to conquer most cities within a pre-chosen playing time. You must set up the army, adapt to current situation and use the weaponry best suited for the landscape.



The American publisher also this year was a guest at the Treefrog stand and had brought a new game by the name of **Let's take a Hike**. In this card placement and



card collecting game for 2-5 players, ages 6+, by Aaron Lauster you place cards from your hand onto the table and so form your rucksack. Each card shows an item useful for a hike and a must for the rucksack. If you believe to have enough items you announce a hike. Other players can join you or wait for a better opportunity.



After Olympus **Ventura** is the second game co-produced with Fantasy Flight Games; designed Alberto Menoncin and Silvio



Negri-Clementi for 2-4 players, ages 12+. In Italy during the 14th century players control rivaling Italian Noble houses who act according to the motto "The best army is the most expensive army".



The American publisher has been a first-time exhibitor at Essen and offered **Eruption**, a placement game for 2-6 players, ages 10+, by Chris James. The volcano



erupts and the villagers must protect their homes. You move and then place a lava tile, the other players may advise you. Then you defend your village with walls or with action cards. Walls are available from straw, wood or stone; you roll the dice to determine if a wall can withstand the lava.



This American publisher specializes in new editions of good, well-known classic games. This year's range included the long announced **Confusion** by Robert Abbott for 2 players, ages 12+; an abstract deduction game where you must find out how your own pieces move. **Core Worlds** is new and designed by Andrew Parks, a card game



with a SciFi topic; 2-5 players, ages 10+, embody the rulers of Barbarian star empires that attack the Old Empire and want



to take it over; the game uses deck building mechanisms. **Outpost** on the other hand is a legendary classic game, a SciFi economics game by James Hlavaty and Timothy Moore, 2-9 players, ages 12+, compete for the best trading outpost. Factories are built



and manned with personnel; resources thus produced are used to build new factories and to buy one of 13 possible improvements. The also announced new edition of **Crude: The Oil Game**, better known as McMulti, by James J. St. Laurent, has been moved to 2012.

And the answer to the question, who can/will now produce the also announced new edition of **Merchants of Venus**, Stronghold or Fantasy Flight, still is ???



The Süddeutsche Zeitung presents three new games that were designed and produced in cooperation with Zoch Verlag. The range begins with a game based on a book: Marcel-André Casasola Merkle changed „Ein





Mann. Ein Buch" to **Ein Mann. Ein Spiel.** 2-4 players, ages 12+, make decisions about the course of their life, confront events and develop their personality. **Open End** was designed by Peter Wichmann. In this communication game for 4-8 players, ages 12+, the topic are headlines, you must guess from



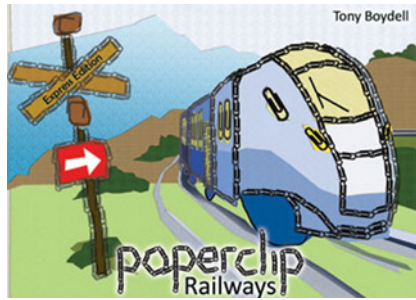
half a headline in which category it belongs and then complete the headline. **ZEFI-X! Memo** by Martin Bolle, Markus Keller and Ono Mothwurf picks up the topic of Bavarian cusses, swear words and four-letter



words, 2-4 players from ages 6 (!) must find corresponding pairs of words and images.



True to the name of the company the games from Surprised Stare are always good for a surprised stare, and so is this year's new release, **Paperclip Railways** by Tony Boydell. In the railway game for 2-5 players, ages 10+, you first create a landscape together, then you place stations and lay track. The surprising thing: the tracks are constructed with paper clips. You either draw cards or build a connection from one of your own stations to a new or



already existing station, both must have free capacities.

**On the Cards** by Sebastian Bleasdale is card game on card games, for 2-6 players, ages 10+; it opens vistas into the possibilities



that are offered by a simple plain deck of cards. You use a standard deck of 52 cards and have additional rule cards, dealing cards, aim-of-the-game cards, how-to-play-card cards, who-to-take-a-trick cards and optional rule-change cards as well as a create-your-own-rule card.



The publisher / distributor produces Chinese variants of German board games, e.g. Funkenschlag or Settlers of Catan. An in-house production is **Taiwan SnackBar** by Kuraki Ha, a card game for 3-10 players, ages 8+. Topic of the game is an eating contest in a snack bar; you must eat much more than you really want, unless you play your cards that cleverly that the waiter does not serve you anymore, but puts down the food in front of others.

In cooperation with Weis Design Ghost Parade by Box Lin was named as a novelty, intended for 2-5 players, ages 8+, and also



a game titled **Ghost Hunting**, by Kuraki Ha and for 2-5 players, ages 10+, this title was given as preliminary working title.

Swan Panasia is distributing games from very many companies, among them are: AOP, Aza Qlub, Blackgate Games, Capstone Eventide Games, FunBox365, Genie Games, Guangzhou Qianqi, Han Dynasty, Jog Studio, Lero, Light Games, Smiling Monster, Two Plus Games, Weis Design, ZickZack Spieleverlag



Games from this American publisher are distributed by Pegasus, currently they run a kickstarter project named **Scoops**; this is a children's game by Ray Long for 2-6 play-

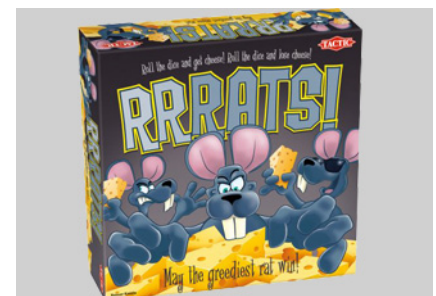


ers, ages 3+, who want to amass as many scoops of ice cream as possible.



The Finnish company – for the first time at Essen – showed a selection from the new releases of 2011 and in their catalogue Tactic International they offer a preview on 2012 releases.

**Rrrrats!** for 2-5 players, ages 7+, once again



picks up the topic of mice and cheese; here you must take care to stop rolling the dice on time. For the always and always interesting topic of Star Wars there is **Star Wars Das Brettspiel**, 2-6 players, ages 7+, are members of the Rebel Resistance and assist Luke Skywalker to approach the Death Star in a mixture of adventure game and trivia game.



**Family Alias** is a new version of the favored game, 3-8 players cooperate and try to de-



feat the game, one player starts explaining, the others can help! **Kings of Mithril** by Esa Wiik for 2-4 players, ages 8+, tells of a mythi-



cal realm of dwarves, mines in the Mithril Mountains and the expansion of living room in the competition for the crown of Dwarf King. Tactic also publishes an edition of **Craps**, the classic American Casino dice game for 2-6 players, ages 8+.



**Backyard Nature** is a series of educational games for 2-4 players, ages 6+, in which you need to recognize and name animals, insects or plants.

**Men vs. Women** and **Men vs. Woman The Game of Looks** are party games for 2 or 4 players, ages 18+, featuring the eternal con-



flict.

The game based on the Film TinTin/Tim & Struppi is distributed by Tacticts and published by M6 Interactions, see there.

A preview on 2012 are the following titles, which were listed in the news list of Spiel: **Skeletons in the Closet**, a party game for 3-6 players, ages 15+, on personal things you'd rather keep secret. **Lets Learn Euro-**



**pean Flags** is an educational game on the topic of flags, for 2-4 players, ages 4+, and in the series **My First** there will be **Picture**



**Game and Trivia Game** for 2 or more players, ages 3+.



TF Verlag is the publishing house respectively company of TrollFactory, which is an internet platform for casting, founding and forming. Topic of the first game from TF Verlag is mining ore in space – **TF22** by Rainer Habekost for 2-4 players, ages 14+, takes us forward to the 22<sup>nd</sup> century and to planet GH-328. You pilot a mining ship belonging to Trollfactory, scout for the best possible landing site and mine as much of the white



ore as you can, because the aim of the game is to leave the planet with most ore.



The Story Cubes from Rory O'Conner for me are among the most creative and versatile new releases in recent times – simple and fascinating. 9 dice with 6 different symbols each, you roll all dice and tell a story includ-



ing all visible symbols. Now there are new cubes, **Story Cubes Voyages**, featuring new symbols and with them new ideas and new stories, all for 2-4 players, ages 6+.



Hans van Tol had brought along the new game **Fortuna**, which is a cooperative ef-



fort together with Huch & friends and other companies on the topic of influence in Ancient Rome. See Huch & friends.





## The Green Board Game Co.

New in the program 2011 of this British publisher is **Wummy** for 2 or more players, ages 10+ in the series Brainbox in a Tin. Wummy is a game on words that you lay out with let-



ter cards, contrary to other games you score for short words and you score extra points when you can connect two short words.



## Thinkfun

At the stand of HCM Kinzel four new releases from Thinkfun were shown: **River Crossing** by Andrea Gilbert and Bill Mitchell for 1 player, ages 8+, tasks you to take the



woodcutter across the river by means of building him a path using the few logs and the holes in the board. **Solitaire Chess** is a collection of chess puzzles for 1 player, ages 8+, you place the chess men necessary for the puzzle you chose and then defeat one man in each move, until only one is left. **Tilt** and the revised new edition **Tilt over** by Vesa Timonen and Timo Jokitalo are logic puzzles for 1 player, ages 8+; pieces are



placed into the board, the green piece must be guided into the hole by tilting the board, all other pieces must remain on the board. **Voll verknottet** by Dugald Keith, already released in spring, was also shown; 40 puzzles for 2 players demand that you imitate different knots as shown on the puzzle cards. If you are first to imitate the knot correctly you pull the scorekeeper one notch towards yourself.



## TicToys

From Chemnitz comes **Ticayo**, rather toy than game; it consists of a wooden handle



and a ball, both connected by a ribbon, you must catch the ball with the handle.

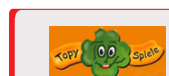


## Tony Games

A new game company from the Czech Republic arrived at Essen with a race game on bicycles: **arrivée** by Antonín Šrajr Jr., 2-5



players, ages 10+, can simulate the most famous bicycle races. You use dice and cards and the time for each stage is monitored.



## Topspiele

Just as every since three years, at the back end of Hall 4: Colorful games, a cheerful logo and a new game. This year it is called **Flick Flack Spiel** and has been designed by



Mohsen Baghi. 2-5 players, ages 4+, should try to make as many smileys as possible laugh.



## Treefrog

On a new, very large stand Martin Wallace presented a copies program of new releases, headed by **A Few Acres of Snow**, winner of the International Gamers Awards in



the category General Strategy - 2 players: The game simulates the conflict between England and France over the control of North America in the 17<sup>th</sup> and 18<sup>th</sup> century, intended for 2 players, ages 13+. Actions are determined by hand cards and deck cards; each nation has its own locations and Empire cards.

As a special albeit costly tidbit for fans and collectors there was a limited edition of **Ankh Morpork A Discworld Board Game** with hand painted playing pieces, the "normal" editions are available from Kosmos and Mayfair.

For a charity for the Orang Utan Foundation UK one could buy a simple little card game,



**Old Men of the Forest**, 3-4 players are tasked to save as many Orang Utans as pos-

sible from the deforesting of their woods.

**Age of Industry Expansion #1: Japan and Minnesota** is the first expansion for Age of Industry for 2-5 players, ages 13; the basic rules of Age of Industry apply with some modifications, so you can – for instance – in Japan use water ways with harbors at both ends with a ship to transport coal and iron and to sell cotton and industry goods. In Minnesota the sales action is also valid for coal and iron.



A new publisher from England showed **Numenko**, as a board game for 2-4 players and as a placement game for 2-6 players,



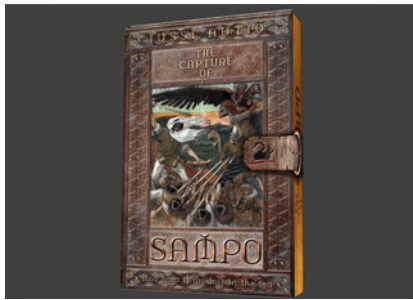
ages 7+, Both games have been designed by Tom Lennet and originate from 2009, but were at Essen for the first time. In the placement game all play simultaneously, but each on his own, and constructs a grid of numbers using calculation operations to achieve correct sums; in the board game all players form a joint grid.



The games announced in 2010, both **M.U.L.E.** and **The Capture of Sampo** have been continuously developed further: In **M.U.L.E.**, a game of resources management for 2-4 players, ages 10+, we



are interstellar colonists settling a planet far, far away, based on one of the best-known multi player computer games. **The Capture of Sampo** by Jussi Autio is a card placement



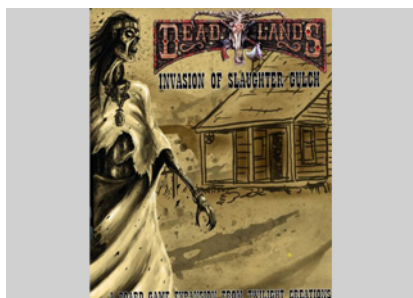
game for 2 players, ages 8+. Topic of the game is a magical artifact that was one intended as a wedding present and now is the object of fierce competition.



Zombies seem to be an indispensable ingredient of games from Twilight Creations, but this game they are hiding



rather cunningly - **Little Dead Riding Hood** by Todd and Kerry Breitenstein takes the fairy tale of Little Red Riding Hood and changes it into a movement game of „who



is first to get the basket to Grandma despite those vexatious zombie wolves". **Deadlands: Invasion of Slaughter Gulch**



is an expansion for Deadlands: The Battle of Slaughter Gulch introduces new monster event and encounter cards as well as new items and the new card variety **Hired Guns**. The **Zombies!!!** series is continued with **Zombies!!! 10 Feeding the Addiction**, now, on top of everything else, one needs to keep the lid one's own addiction to mobiles, bars, PCs or so.



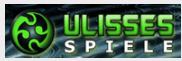
The German language edition of **Twilight Struggle**, **Gleichgewicht des Schreckens**, by Ananda Gupta and Jason Mathews for 2 players, ages 13+, a simulation of the Cold War from 1945 to 1989, is now available. From UGG too, two games are currently in the P500 Status, that was adopted from GMT games, when 500 copies have been pre-ordered, the game is printed: **Medieval Conspiracy** or **Ränke der Fürsten** by Stephan Rensing und Dietrich Potthoff for 2-6 players, ages 14+; players embody princes in the Holy Roman Empire of The German Nation and want to be elected Emperor. The second game is **Fortress Sevastopol**, which is #8 in the Command & Strategy Magazine Series from UGG.

UGG is distributor of games from: Australian Design Group, Avalanche Press, Clash of Arms, Collins Epic Wargames, Columbia Games, Compass Games, CSPP, Dan Verssen, Decision Games, Fiery Dragon Productions, GMT, Lock 'n Load, Three Crowns Game Production, Victory Points Games





New in their program is **Der Eine Ring** – The role playing game based on The Lord of the Rings, designed by Francesco Nepitello for 3-8 players, ages 14+. Furthermore, there is the German edition of **Summoner Wars** by Colby Dauch, available are Goblins versus Dwarves and Orcs versus Elves.



**Ulisses Spiele**

The range of this publisher definitely is way beyond the scope of this report! Mario Truant has told us that the company will be retiring from the board game business and will restrict its activities on role playing games, tabletops and books. There is an incredible amount of new releases in those genres, so I will name them by topic and will not distinguish between novels and role playing material.

**Atlant** – Hetzjagd im Blauen System

**Battletech** – Einsteiger Box and Wiege der



Basiliken

**Das Schwarze Auge** – Aventurien Atlas, Der Blinde Schrat, Hesinde Vedemecum, Horte magischen Wissens, Im Griff der Schwarzen



Eiche, Maskenspiele & Kabale, Schattenlande, Verschworene Gemeinschaften, Wege der Alchemie

**Freelancer Reenact 2332**: Cyber Space

**John Sinclair** Band 4 Verfluchtes Atlantis

**Justifiers** Mystery

**Pathfinder** Abenteuerpfad 1 Der Schlangenschädel 1-6, Abenteuerpfad 2 Die Kadaverkrone 1-6, Expertenregeln, Orakel der Türme, Sargava Die Verlorene Kolonie

**Warmachine** Zorn

Furthermore, Ulisses is distributor for many publishers and companies with role playing



games and other products on fantasy and SciFi topics, again too many to name them all - for instance Prometheus Spiele or Vic-Tim Games, see there.



**University Games**

The Dutch company with a German branch has four new titles in its autumn range of releases:

**Ninjutsu** is a placement game with dice



for 2 players, ages 8+; you must defeat the opposing Soke to win the game. The 15 ninjas stand back to back, the opponent does not see their strength, you have 5 action cards, 45 weapons cards and ninja stars. An attack comprises revealing and comparison of 3 weapons cards each, move ninjas and battle. **Querdenker** – also known under its former



title 20 Questions – is a guessing game for 2 or more players, ages 10+; on each card 20 clues and the correct answer are given – person, location or item. One hint is read out, the guessing player chooses the number and marks it; at the end either the player who read the hints scores a point for each hint given or the player who was guessing one point for each hint not needed. **Suche die**



**Unterschiede** is a spotting game for 1 or more players, ages 7+, on double pictures there are 5, 10 or 15 differences to spot, each player tries to be first to spot them and mark them. If you manage to do so you can look for differences on your score card and mark one of them. **Wer wo was Male das!** is a game of drawing and guessing for 2 or more players, ages 8+; each

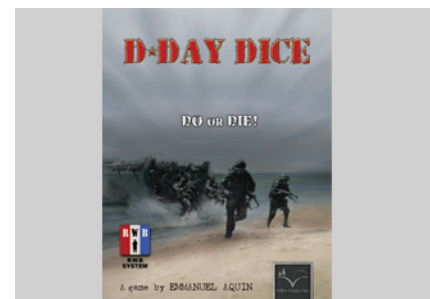


player draws one Who, Where and What card and draws a scene accordingly. The content of each card drawn must be taken into account and all must be used in a joint scene. For each separate term that is guessed the painter and the guesser get one chip each.



**Valley Games**

The Canadian publisher was not in Essen with a booth this year, but – like so many others – is now distributed by Pegasus



Spiele.

**D-Day Dice** by Emmanuel Aquin is a kick-starter project. 1-4 players use dice and cards to simulate the days of decision in Normandy. **Octopus' Garden** by Roberta Taylor is a placement game for 2-4 players, ages 10+; you buy plants and animals from a common market and then place them in the best pos-



sible way. **Hamilcar** by John Rodriguez and Mark Simonitch for 2 players, ages 12+, is a



historic conflict simulation and an expansion for Hannibal; this expansion takes us back to the 1<sup>st</sup> Punic War when Hamilcar was commanding the Carthaginians.



**VicTim Games**

**ScrumBrawl**, a card game with dice by Tim Bugher and Victor Moyer sends 2-4 players, ages 13+, to control fantastic creatures that



rival in the arena to shoot magic balls into enchanted portals or to fight other creatures. Distributed by Ulisses Spiele



**Vitakraft**

Obviously created as commercial games for animal food, games under the brand Vitakraft were promoted at a booth in Hall 5, **Champion of the great ... Race**, the games were offered in versions for dogs, cats and rabbits, based on an idea of Heiko Wührmann. You move across the board using standard mechanism, overcome ob-



stacles, answer questions and try to win the race with your pet, and all is played from the animal's point of view.



**W & L  
Spielspass Verlag**

Fun with games, two new games from the Spielspass team are aimed at guaranteeing this again this autumn: **Flirt** is a communicative board game for 3-6 players,



ages 10+, by Bernhard Lach, Wolfgang Kramer and Uwe Rapp – a person card determines playing piece, color and sex for the duration of the game; you roll the die, move and check if flirt happens. When a couple has collected 4 flirt points, it is in love; 6 denote their engagement and 12 flirt points result in a wedding – you receive heart chip, engagement ring or wedding



ring accordingly. A wedding ends the game and you score for your best pair. **Wer weiß mehr?** by Carlo E. Lanzavecchia is another communicative party game for 4-15 players, ages 10+. Players form teams and bet that they will be able to state the previously named number of terms for a category. The active team chooses a category and marks it. Then it names the number of terms. The

other teams must bid higher or pass; the highest bid is marked.



**WackyWorks**

A seemingly rather abstract placement game in the SciFi genre is **Space Maze** – the kick is provided by the details. 2-4 players must reach the middle of the

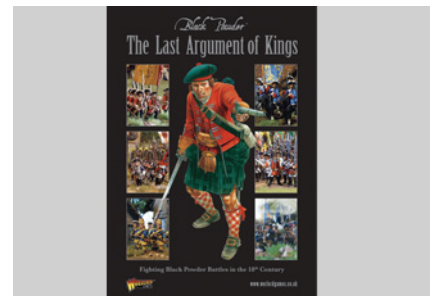


board to pick up the magic hat in this game by Michel Baudoin. In order to do so you have enchanting Alien figurines who move through the bulkheads. But those bulkheads can only be crossed by an Alien of the secondary color that results from mixing the two primary colors on both sides of the bulkhead.



**Warlord Games**

To the rules compendium **Black Powder** there is the first expansion, **Black Power The Last Argument of Kings**, the rules



can be used for conflicts from the Battle of Blenheim to the wars in the Colonies at the end of the 18<sup>th</sup> century.



**Wattsalpoag**

Kris Gould had two new games at his booth – highlight was the quickly sold out **A Fistful of Penguins** by Jonathan Franklin. 1-6 players, ages 8+, go on the search for animals in this dice game and want to take them to their zoo to earn the most money





with the best presentation; each animal earns money in a different way – some only in combination with other animals, some

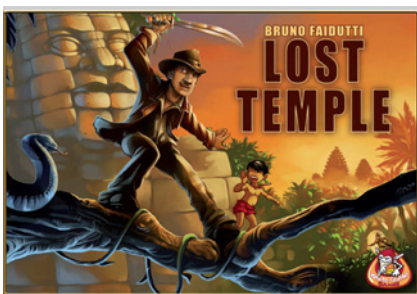


only without other animals, and so on. For Jet Set the expansion **Jet Set Distant Lands** was available; it also comprises the already published **Investor & Business**, altogether it comprises 108 cards; you can use both expansions separately or together.



Again this year White Goblin Games offered one of the most interesting programs of new releases at Essen, with a broad range of topics and designed by renowned designers as well as by newcomers:

**Dragon's Gold** by Bruno Faidutti for 3-6

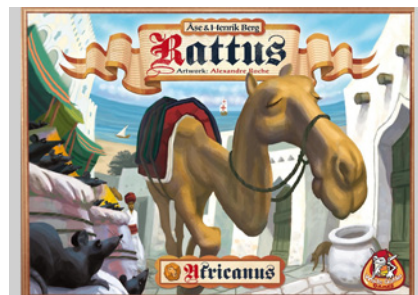


players, ages 8+, is a new edition of the game by the same name previously published by Eurogames; if you want to get rich you must defeat a dragon. This works well in a team but the splitting of the booty gets complicated. **Lost Temple** by Bruno Faidutti sends 2-8 players, ages 10+, on the quest for a mysterious temple. To find it you must cross the jungle and get help during the journey from the local people; the game features 9 different characters. **Panic**

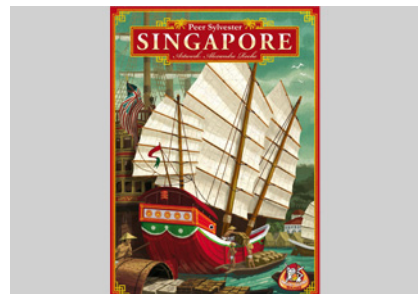


**Station** by David Ausloos is a cooperative game for 4-6 players, ages 10; you control two characters of the team which is sent out to investigate the presence of devilish Aliens in an inimitable mixture of tactical games play and psychological moments.

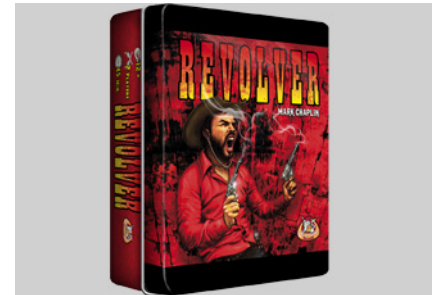
**Rattus Africanus** is a new expansion for



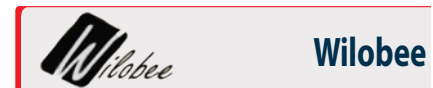
**Rattus**, it introduces a caravan and diplomats for more strategic opportunities for the game; there are also new regional cards for the game by Henrik and Åse Berg which with this expansion can now be played by 2-6 players, ages 10+. **Singapore** by Peer Sylvester takes us back in time to the founding of the city; Sir Stamford Raffles invites merchants to acquire land and develop it. In each round you receive a parcel of land and must set up a building; then you can move workers and implement actions. Black mar-



ket actions in buildings earn you more money, but can of course have negative results. **Cherokee** was released earlier in the year, in the card game for 2-4 players, ages 10+, by Frederic Moyersoen you chase away one clan member, others move up in the hierarchy to fill the gap and you add one man at the bottom, all in order to become the leader of the tribe. Also an early release was **Revolver** by Mark Chaplin for 2 players, ages 12+. In the non-collectible card game



you have your own deck; the Colonel must eliminate all gang members and the Colby Gang must eliminate all representatives of the law.



This new and still very mysterious new French company, represented by Asmodee, has announced **Bankster** already for Nuremberg, yet the game was not ready for Essen. 2-5 players, ages 8+, can but need



not, steal foam balls, and detectives must find out if you are guilty or not. One of those games that keep you interested.

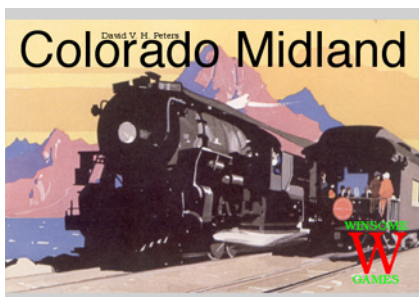


The same procedure as every year – John Bohrer brought his Essen set of limited games, this year the package contained seven expansions and two games and was sold out as usual long before Spiel started, so I only list the titles: **Age of Steam Great**

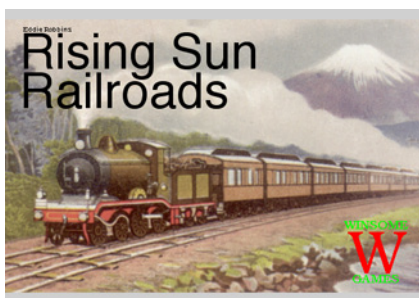




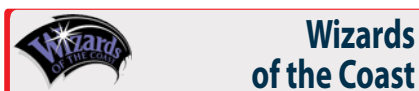
**Britain Expansion** by John Bohrer, **Baltimore & Ohio Norfolk & Western Railroad Expansion**, **Baltimore & Ohio Robber Barons Expansion** and **Baltimore & Ohio**



**Technology Level Seven Expansion**, all by Eddie Robbins; **SNCF Germany Expansion** and **SNCF Iberia Expansion** by David V.H. Peters, **Wabash Cannonball: Nickel Plate**



**Road Expansion** by Harry Wu as well as **Colorado Midland** by David V.H. Peters and **Rising Sun Railroads** von Eddie Robbins.



The company's games are distributed by Amigo and Pegasus; **Dungeons & Dragons The Legend of Drizzt** by Peter Lee for 1-5 players, ages 12+, is a cooperative game set in the D&D universe with several scenarios; it tells the story of the adventures of the Dark Elf Drizzt Do'Urden and his friends. **Dungeons & Dragons Conquest of Nerath** by Richard Baker, Mons Johnson and Peter Lee ist an adventure game for 2-4 players, ages 12+, it introduces war into the D&D universe, each player guides armies of varying composition, hires heroes and ma-



gicians and explores dungeons on the hunt



for magic artifacts to enhance his abilities in battle.



From the makers of Mage Knight and other Clix figurines comes **Mage Knight Board Game** by Vlaada Chvátil; 1-4 players, ages 14+, personify one of four powerful Mage Knights and want to grab a corner of the



Atlantean Empire for themselves. The game combines elements of role playing, deck building and traditional board games. **Quarriors**, on the other hand, designed by veterans Mike Elliot and Eric M. Lang, is a



dice game for 2-4 players, ages 14+. We are Quarriors, mythical warriors that can catch dangerous prey in the untamed wilderness. This is amended by a deck building element, you change your deck via dice results. A strategic use of Quiddity and of magic spells enhances your chances to win. The expansion **Rise of the Demons** introduces new dice and new cards for the game and adds the Demon Overlord.

**Star Trek Expeditions** by Reiner Knizia for 1-4 players, ages 14+, leads us into the new



Star Trek Universe; in the cooperative games players embody Kirk, Spock, Bones or Uhura and must prove themselves against the game. The Enterprise is sent to a potential member of the Federation where civil war threatens, a Klingon ship cruises in orbit and the planet is rethinking its Federation membership. **Star Trek Fleet Captains** by Mike Elliott, Bryan Kinsella and Ethan Pasternack, a miniatures game for 2-4 players, ages 14+, is set in the original Star Trek universe, you start with a fleet at opposing corners of unexplored sectors of space. The victorious



captain wins the sector for his faction.



The Chinese publisher was exhibiting at Essen for the second time and has brought along a selection from its program:

**My Own Swordsman** for 3-6 players, ages 15+, is a board game to tell stories and is based on a TV Show. **War of the Khan Succession** for 2-4 players, ages 10+, is a board game with bluff; each player leads Mongolian troops in a fight for territories com-





prising the stages deployment, skirmish and recovery. **Killers of Three Kingdoms: Tomb of Cao Cao** for 2-5 players, ages 8+, is a derivate of Killers of Three Kingdoms, basi-



cally a memory game. **Legend of Immortal** is based on a widely known Chinese novel and is the first Chinese Living Card Game. In the Anime Series there are three titles:



**Ali's Party** for 3-5 players, ages 10+, is the first non-Chinese board game, based on the game Master of Rules, Z-Man Games. **Yoyo & Cici's Story** for 2 players, ages 8+, is an adaption of Pick & Pack by Z-Man Games. The third title of the series is **Nono Vs. Drag-**



on by Acchittocca.



Announced in Nuremberg, published in summer: **Olympos** by Philippe Keyaerts for 3-5 players, ages 10+; in this development game you act according to your position on a time line; piety brings rewards from the gods. At Essen a first expansion for the game



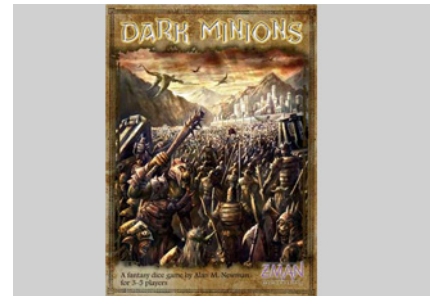
appeared, **Olympos: Oikoumene**, now 2-5 players, ages 12+, can rival for the favors of the gods. Aside from this expansion there is no real autumn novelty from Ystari; the publisher is the co-producer of Québec, see Le Scorpion Masque, and also the co-producer of Eclipse, see Lautapelit. In the BGG Essen preview you can find an announcement of a new edition of Sherlock Holmes Criminal Cabinet under the title of **Sherlock Holmes Consulting Detective** to be published in French only by Ystari, there is nothing about this on the Ystari homepage or elsewhere.



There was no hint on the changes of organization or other changes at the Z-Man stand; as usual there was the well-known mix of English language editions of European games and Z-Man originals. **Ascending Empires** by Ian Cooper is a SciFi game with a dexterity element, aimed at



2-4 players, ages 10+: Humanity is fighting against itself also in far-away galaxies, but this time with the help of alien technology; you snip your starships into planetary orbits. **Dark Minions** by Al Newman is a worker placement game with dice for 3-5 players,



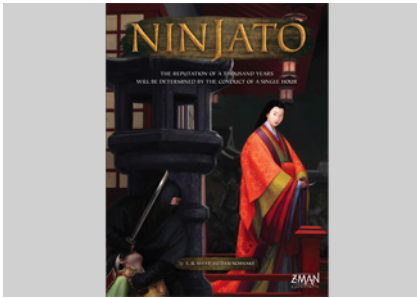
ages 10+; as representative of Evil you want to overpower medieval towns with hordes of Dark Minions. You roll the currently valid number of dice; each result is considered to be the upper limit: For a 4 you roll you can use 1, 2, 3 or 4. In the course of the game you gain experience and can use more valuable dice.

**Guards! Guards!** is another game set on Disc World, this time designed by Leonard

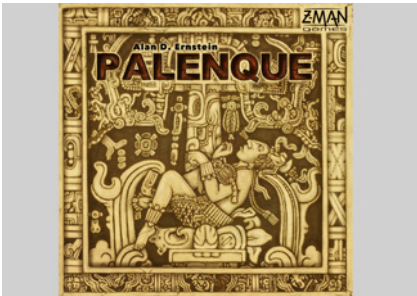


Boyd and David Bradshaw. 2-6 players, ages 11+, are members of City Watch on

the search for the 8 Great Spells of Unseen University. **Ninjato** by A.B. West and Dan Schnake takes us back into Japan during the 12<sup>th</sup> century, Clans Minamoto and Taira fight



for dominance and the Emperor is playing them off against each other and in the middle of all this some ninjas want to use the resulting chaos for their own purposes. **Palenque** by Alan D. Ernstein takes 2-6 players, ages 10+, into Middle America; you are a king of a small realm on Yucatan and

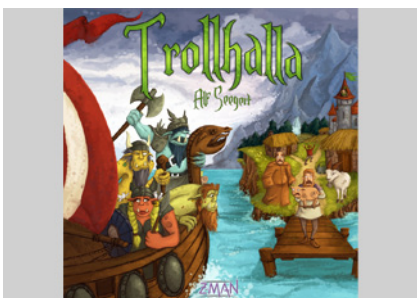


compete for the resources of the peninsula, build temples, change borders and rise to be the greatest king of all Maya.

**The Walking Dead** by Keith Tralins and Brian David-Marshall is based on the writings with



the same title by Robert Kirkman; again, we have zombie game, you cross Northern



Georgia with meager resources and only one companion on the search for three safe locations. **Trollhalla** by Alf Seegert for 2-4 players, ages 8+, is a game on trolls. Trolls on ship loot islands when ships sail away from an island, and trolls in the ocean determine the destination of those ships so you need to use the trolls very carefully.

**Undermining** by Matt Tolman is a logistics game in a SciFi setting, for 2-5 players, ages 8+. You are mining for resources on an alien



world and use actions to obtain short-term goals, for instance certain raw materials of a kind. At the same time in a long-term process you improve your mining vehicles and fulfill contracts. In order to win you must earn the most money; to do so you can use alien technologies and resources in stock at the end of the game.

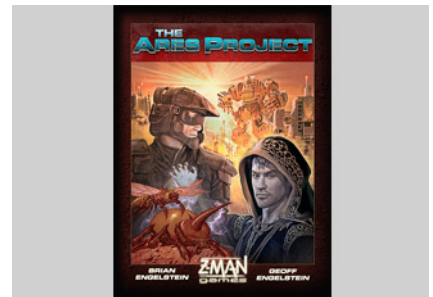
**Atlantis Rising** by Galen Ciscell is still in production; it is a cooperative game in which each player embodies one of the



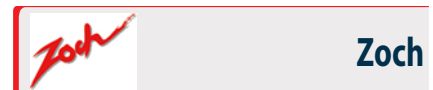
Councilors of Atlantis, who construct a portal using advanced technology and mysterious energy in order to save the rest of the island before it founders. **Battle beyond Space** by Frank Branham is also still in the making; 3-4 players, ages 12+, fight each against all, in space, over 9 rounds, in an asteroid belt, but all-deciding are the secret



abilities of each faction. **The Ares Project** by Brian and Geoff Engelstein is a card game for 2-4 players, ages 13+; it is a daring project, because players want to colonize and terraform Mars, and you represent one



of the rivaling factions: Terrans, Kahoum, Colossus or Xenos. Each faction has its own deck of cards, has its own buildings, upgrades, attack and special abilities and directs its play behind a screen. Battles for control of the border in the middle of the table are fought without screens. Feudality see Feudalherren, Lookout Games Ora et Labora see Lookout Games Mondo see Pegasus



For the first time at Essen Zoch shared a stand with Noris, otherwise it was business as usual – a plethora of enchanting and interesting new games, ranging from a game for experienced players to and out-door sports game.

**Aquileia** by Pier Volonté is a development game for 3-5 players, ages 12+; you want to be active as a patrician in ancient Aquileia, collect riches and build manors. In order



to do so you send minions into for areas: Market for horses, weapons and warriors, Arena for gladiator fights with dice, race track for race results with dice for shares in buildings and into the business area for workshops of craftsmen.

**Avanti** by Heinz Meister is a spring novelty and was presented again; 2-5 players, ages 10+, race from event to event to make sure that the VIPs have enough drinks, finger





food and toilet paper; and when a rusty vehicle falls at the roadside you simply pick up its load!

**Fuchs & Fertig** by Bernhard Weber is a game of assessment and memory for 2-6 players, ages 6+, Ferdinand Fuchs is having guests for a party and the other animal as guests should be taken to the party fast. Taking them their means you need to



discard your animal cards as fast as you can. A card is displayed in the middle and you must assess if the next animal revealed will be smaller, bigger or of the same size than the animal on the table. **Kalimambo** by Antonio Scritore is a placement game with a chance element for 3-7 players, ages 8+; an unknown species has infiltrated the safari of the explorers, nobody knows when and where it will appear. And then there is

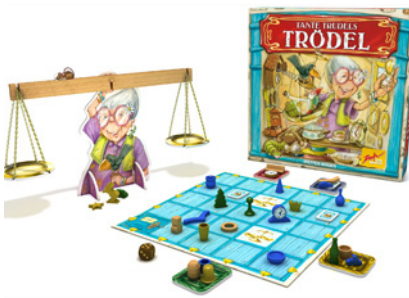


Rhino Mambo running after the safari. You use cards to place your tourists in front of the caravan, but you might make him end up in the heap of elephant pooh, the last in line on the other hand might be pushed by Mambo. In relation to the value of the card played you can even be caught by Kali.

In **Schnapp's!**, a game of reactions and descriptions for 3-8 players, ages 10+, by Carlo A. Rossi you must discover and snatch picture tiles. The task tiles show nine images



each, which one player must explain and describe in a way that his partner can identify them from the remaining tiles - five of them show nearly identical images - and snatch them up; in addition to this later rounds introduce handicaps. An enchanting game is **Tante Trudel's Trödel** by Steffen Bogen, an assessment- and collecting game for 2-4 players, ages 7+. You decide yourself what you take from the shelves in the shop; you roll the die and can take things, put them back, exchange them or use coupon to reach the weight of the day. Tante Trudel



at the entrance weighs your purchase and you win when your purchase is lighter than the rummage of the day. **Wollmilchsau** by Liesbeth Bos is a game of reactions for 2-6 players, ages 8+; animal cards are placed in two stacks and show one animal each. You roll the die and call out the corresponding animal, normally the one shown on the die. But when the animal on the die is visible on



one of the cards you must name an animal that is not visible; and you cannot name an animal that has been named immediately before.

In the out-door range there is **Crossboule**, already shown at Nuremberg, in three different editions; **beach**, **downtown** and **jungle**. Each player has his own set of balls,

which are soft, flexible and cuddly; you throw them at the target ball and score extra points for certain combos.

And finally now news from some of those publishers that were not at Essen as exhibitors or not represented by distributors:

## 999 Games

The Dutch publisher and distributor announces two new games: **Dobbelduel** for 2 players, ages 8+, by Leo Colovini offers logic thinking based on the Mastermind mecha-



nism, the code you need to guess is given by four cubes in four colors. **Grabbelen** is a game of reactions for 3-5 players, ages 6+; cards show colors and numbers, two dice determine number and color of the card you look for, if you find it you take it; the first to collect a set of numbers wins.

## Acabo Games

A Swedish publisher that was founded in 2010 and since 2011 is present also in the English language market wants to specialize on games for students and scientists. Their first game is **The Art of Science** by Markus Larsson. 2-6 players, ages 18+,



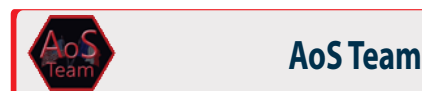
answer questions from the categories of biology, chemistry, physics, mathematics, technology and „mixture“; you choose your personal priorities in categories.



The new English publisher has announced a game called **Milton Keynes** for publication around Essen time; it is a development



game for 2-5 players, ages 14+, by Gavin Wood. On swamp, meadows and moor you are task to set up a modern metropolis in this topological strategy game, you must bid, bribe, bluff and betray in order to set up the most profitable buildings.



**AoS Team**

Another publisher doing business as usual – Alban Viard had again offered Age of Steam expansion for pre-order; he was a guest at the booth of SpieleBar Dortmund and one could pick up one's order there.

The Set 2011 has no special name, but simple comprised two expansions, **Age of Steam Cyclades** and **Age of Steam Greece**. Building on the Greece map is expensive; mountains, the canal of Corinth and Athens as the capital with one third of the population contribute to this fact; the current economic crisis has been integrated in the game. Investments are difficult and cost more and more interest. In the Cyclades expansion there are no hexes, you connect islands instead, and the city actions allows you to create new islands.



The company that has taken over from Nexus / NG International did not yet have a booth at Essen, but has announced a few new releases for the end of 2011/start of 2012, spear-headed by **War of the Rings 2nd Edition**, a revised edition of the game



that was first published by Nexus in 2004, designed by Roberto di Meglio, Francesco Nepitello and Marco Maggi für 2-4 players, ages 12+, an. Another new release will be **Wings of Glory**. The simulation of air combat by Andrea Angiolini and Pier Giorgio Paglia picks up the mechanisms from Wings of War for 2-4 players, ages 8+, and offers separate games for WWI and WWII.



**Asmadi Games**

A new edition of **Innovation** has been announced from iello, Asmadi has not been to Essen. New is **Innovation: Echoes of the Past**, an expansion to Innovation by Carl Chudyk, for 2-5 players. This expansion changes the game in many ways – the number of cards for each era is now dependent on the number of players, and the game



can now be played by five, and there is also a new mechanism „foreshadow“ which you can use to keep cards for use later in the game.

Another game, **Sanitarium**, was announced for publication around Essen, but has not appeared yet and no date of release has been given yet. Sanitarium is a game by



Aaron Belmer, 2-4 players, ages 11+, must find their way out of a clinic. The cards are used twofold: On the backside you find parts of the building plan, the front depicts items, actions and hallucinations.

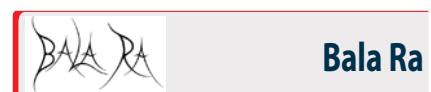


**Asylum Games**

The newcomer from Spain debuts with two titles: **21 Mutinies Arrrr!** is yet another game on pirates, booty, rum and fame. In the placement and acquisition game for 2-5 players, ages 10+, by Perepau Llistosella the captain gives orders and the crew obeys. First, the captain chooses one action from routes, trade routes, tavern, wreck, Black Market and Town. If you do not want to follow this action, you can choose a cabin action or choose mutiny. Who pays most for mutiny is the new captain! **Polis** by Fran Diaz for 2- players, ages 14+, transports us into ancient Greece, into the time of the city states and the conflict between Athens and



Sparta. In 8 rounds players alternate their moves until both pass; in a move you always choose two of twelve possible actions. If you lose your capital or all prestige the other player wins automatically, otherwise population, prestige and posterity prestige are scored.



**Bala Ra**

Once again, Jack Hanauer has been walking around the fair showing prototypes, and he showed us his new game **Telltale**, a game – as is easily gleaned from the name – on



the topic of telling stories.

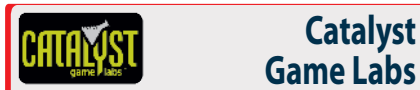


## Bico de Lacre

A company from Brazil offers two new games for 2011: **Afluentes** by Luis Moraes Coelho for 2-4 players, ages 12+, which is a card game with an environmental topic, players create water ways from under-



ground springs to the sea, comprising the four steps of ground water – spring – river – ocean. Environmental problems can be solved by covering them up with the correct cards. **Gloria Regi** by Mario Lúcio Zico is a game on the competition for the King's crown for 2-4 players, ages 14+; you have five rounds to convince the king that you are the best possible successor to the throne and crown.

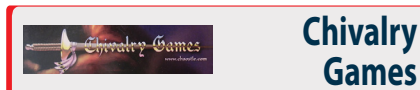


## Catalyst Game Labs

In **Leviathans** by Randall E. Bills for 2-8 players, ages 10+, we find ourselves in an alternate time line, where battleships have taken to the air. The big battle ships, called



Leviathans, are supported by cruisers, destroyers and other types of ships. The game is planned to comprise a basic game and expansions of so called Fleet Sets.

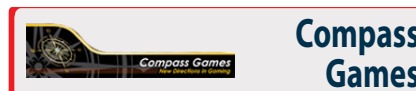


## Chivalry Games

Already published in early summer, announced as an Essen release and not on

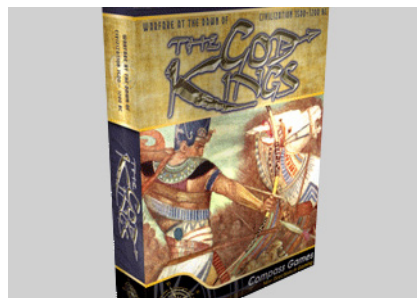


show there: A fantasy adventure game in a castle, named for Chaos + Castle, **Chaostle**, and designed by Mark Jacobs! Each of the 2-8 players, ages 8+, starts with an army of his choice in order to conquer the castle. Armies consist of different single combatants, each with his own individual abilities and weaknesses.



## Compass Games

Compass Games are distributed in the German speaking market by UGG; with a release date of autumn 2011 the company announced **The God Kings**, a card-driven game that picks up the system used in Hannibal: Rome vs Carthage, for 2-4 play-



ers, created by Julien Bonnard. You are supposed to extend your kingdom, glean wood and cash tribute from the provinces and fend off neighbors and barbarians.

**Nations in Arms: Valmy to Waterloo** has been announced for January 2012; François-Stanislas Thomas takes players into the time of the French Revolution and of the Napoleonic Wars. **The War: Europe 1939-1945** by Ernie Copley for 2-5 players is planned for spring 2012, too. Twelve scenarios portrait all of WWII in Europe. **Combat Patrol** is – according to Compass Games – still in a development stage, a release date has not been announced; topic of the game are the battlefields of France in the Year 1944; with 12 scenarios and troops with individually named soldiers.



## Copag - Cia. Paulista de Artes Gráficas

This Brazilian company is one of the largest producers of playing cards worldwide and part of the CartaMundi group; it was presenting itself for the first time with **Convocados**. According to information from

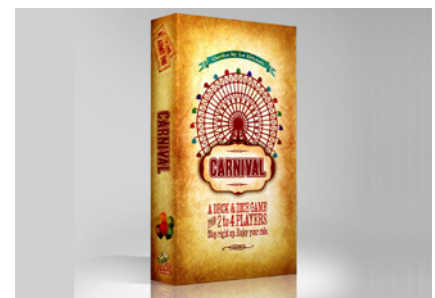


Renato Sasdelli the game was presented by himself, as he was wandering around the show, and this goes for the games from Galápagos Jogos, too. Topic of Convocados for 2 players, ages 8+, by Renato Silva Sasdelli and Yuri Fang is the assembling of a football team in order to win the duel; the area in front of each player shows defense, middle fields and attack, if you win two of those sections you win the duel.

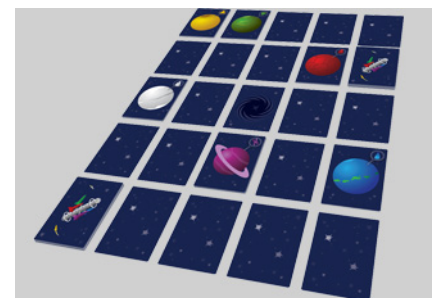


## Dice Hate Me Games

Dice Hate me is a website for games, reviews, and talks about games – and now there are Dice Hate Me Games, announced



to appear in 2011 are two games, Pulsar und Carnival. **Carnival** is the very first game, by Cheryl Joy Lee Kirkman for 2-4 players,



ages 13+; you are tasked with being the first to set up four out of five possible attractions in order to win the game. You collect sets of cards and use dice for actions to get cards, discard cards or exchange cards. In **Pulsar**, by Cherilyn Joy Lee Kirkman, too, you must visit six planets within the galaxy to fend off an Alien invasion. The movement of rockets is directed by a vector dice.



**Edge  
Entertainment**

The Spanish publisher offers mainly coproductions and/or French/Spanish editions of games published by Fantasy Flight Games. An in-house independent title of 2011 is **Guilty Gods** by Carlos B. Garcia Aparicio, a card game for 2 players, ages 12+, set in the Anima universe, but not compatible with

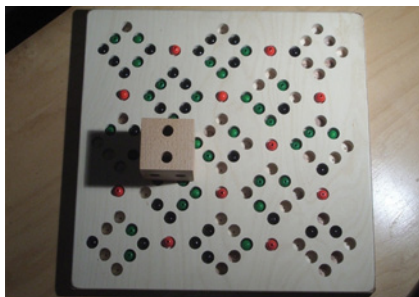


the Anima card games. The gods of Gaia compete for dominance, Lilium, the Lady of the Woods against Umbra, the Ghost of Darkness.



**Edition Perlhuhn**

On the website of the company Reinhold Wittig announces a game called **Diese Gärten, diese Alleen** for two players, without any further details. **Omatoka** by



Reinhold Wittig is a version of Omba for 2 players, ages 10+, the pieces move as many steps as they show, and you can also win if you have two stacks of the same height.



**Fantasy World**

This is a new Russian publisher, represented at Essen by Hobby World, which is the distri-

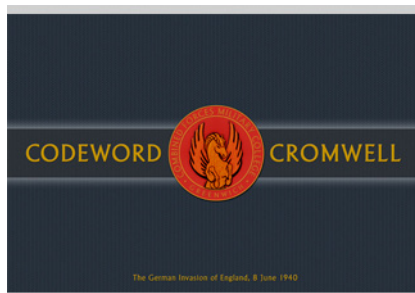


bution part of the company. See there.

**fifthcolumn  
GAMES**

**Fifth Column  
Games**

**Codeword Cromwell** is self-published game by Daniel Hodges, a solitaire game



simulating a fictitious German invasion of Great Britain in June 1940.



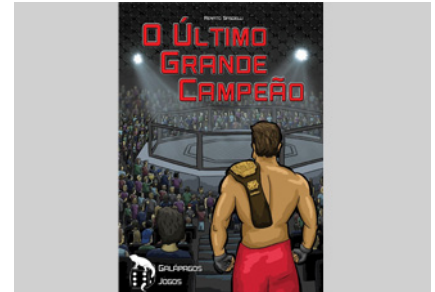
**Galápagos Jogos**

The Brazilian company was represented in Essen by Renato Silva Sasdelli; if you were interested in the games he brought you could contact him in advance and arrange a meeting – the company publishes their own games since 2010:

**Braşilis** by Renato Silva Sasdelli for 3-6 players, ages 14+, is a game on political power;

cards have attributes for votes, image and money and are revealed; then you play cards from your hand for yourself or at other players until all pass; if you then have most power displayed you are deemed to be the source/the originator of the card revealed.

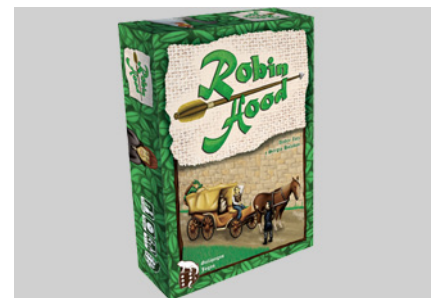
**O Último Grande Campeão – The Last Great Champion** for 3-6 players, ages 14+,



by Renato Silva Sasdelli, is a dice and card game on the topic of boxing; you train the boxer and challenge the Champion. **O Vale dos Monstros – Monsters' Valley** for 2-5 players, ages 10+, by Renato Silva Sasdelli is a competition on the most frightening



monsters; you want to frighten away the visitors at the camping site and take over their tents. **Recicle – Recycle** by Luis Moraes Coelho is intended for 2-4 players, ages 14+, and is an adaption of the original game by the same name. You move across the board and collect garbage; now you can buy lorries to collect the garbage and install new recycling plants. **Robin Hood** by Sérgio Halaban and André Zatz is a revised new edition of Hart an der Grenze, published



bei Kosmos; some new elements and a new topic have been added; players want to sell their goods during the birthday celebrations for King John, but the entry to the cas-



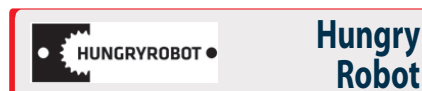
tle is guarded by the Sheriff of Nottingham. **Embolada** is a game of motion and movement, especially for children; you must enact moves according to cards, without dropping the ball which must be held in a certain fixed position.



The American publisher specializing in games for families and children offers a new release called **NYMS**, a word game by Brian and Brent Knudson for 3-12 players, ages 6+; the game features meanings of words that are either identically pronounced or written and you must either find a definition on your own or a list of synonyms on your own or all players must guess what one wants to say. In **The Impossible Machine** by Brian and Brent Knudson for 2-5



players, ages 6+, you build unnecessarily complicated machines to do simple things; you score for machine parts which can be added with the correct impetus into the machine to jointly construct an even better and bigger one. **Alphabet Soup** by Boyan Radakovich is a letter placement game for 1-6 players, ages 8+, offering a mixture of Sudoku and shaken-up words.



Games on scientific topics are rare, games on the topic of bioengineering are even much more rarer, but **Strain** by Thomas Avram offers a race on the creation of microorganisms. 3-7 players, ages 10+, place



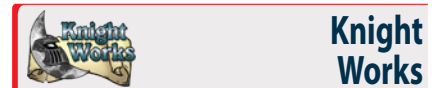
Cytoplasm and Organelles around their organism tiles – you must either produce ATP (Adenosintriphosphat, the currency of the game) or toxin; both weakens your organism and you need to find the best balance between weakening and strengthen your organisms, which makes the game interesting.



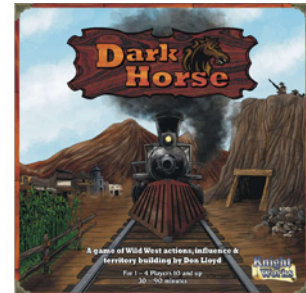
For the first time at Essen and wandering around the halls – that what Antoine Riot did, too, with games from his company KiniGame: **I will survive!** by Antoine Riot and Damien Challas, is an action game with an adventure topic. 2-6 players, ages 8+, are caught in a catastrophe in the jungle – one



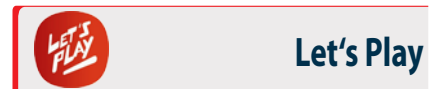
jungle, six harrassed adventurers, one huge treasure, a horde of hungry cannibals, a burning ship and a one-seater amphibian plane – so you need to survive at any cost. In each round you have one action, implemented as a gesture: Protect, reload or attack; you use your personal gesture for the action and it is implemented with special rules for attack and wounds. Already on display at Cannes in 2010 was **Au Tableau** by Antoine Riot; it is a party game on school and classroom; you draw a card and play a card to challenge one opponent or all players to a mall game; if you win one of the children in your class goes up the next grade. If you are first to have now children left in your class you win.



**Dark Horse** by Don Lloyd takes us to the Wild West yet once again; 1-4 players, ages 12+, are individual characters controlling small parts of the overall events and want



to enlarge their areas of influence. You place dice on actions and can change the numbers on the dice; the best strategy for winning is to build railroads.



**Labyrinth: The Paths of Destiny** by Kamil Matuszak und Mateusz Pronobis, for 2-6 players, ages 10+: A rich country and a certain degree of prosperity for all; but some



rebel. Players are both constructors of the labyrinth and rebels you must escape from the labyrinth, because one of those that escape will be the new ruler.

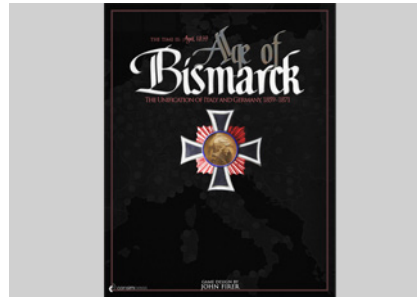
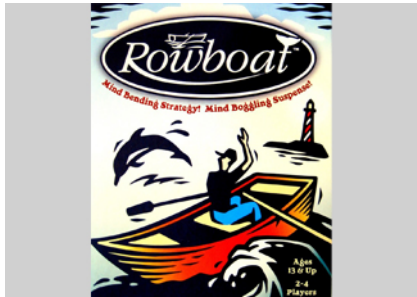


An American publisher introduces two new games: **Hike** by John Montague, Cristina Ramos and David Schiller is a game on taking hikes for 3-8 players, ages 7+; nature has a lot of surprises to offer and suddenly you are fighting for survival while trying to get rid of your cards. **Rowboat** by the same trio of designers is a card game for 2-4 players, ages 13+, in which first a certain number of cards is revealed; then each player is dealt

bonuses.



John B. Firer presents a strategic simulation for 2-4 players, ages 12+ - **Age of Bismarck: the Unification of Italy and Germany**, in allusion to the old SPI Power Politics Series,



visitor.



**Catacombs** by Ryan Amos, Marc Kelsey and Aron West for 2-5 players, ages 12+, – 4 players as heroes confront 1 player who controls the monsters in the catacombs – was listed



this number of cards and predicts how many rounds he will win, thereby taking into account the cards previously revealed.

with an experiment of using war and peace evenly to accomplish the goals of one's own nation against those of the others.

as a new release, but it is the 2. Edition of the game published in 2010.



**Pirates of the Gold Cove** by Shaun Cranford is, according to its announcement, a trick-taking card game on points in the guise of coins. There is no more information and on the booth said to present it it was not visible – at least not when we were there.



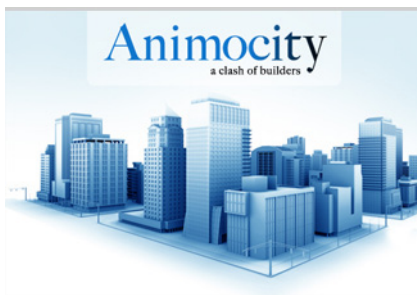
**Veni Vidi Vici** is the latest creation and the ninth game by Horst Alexander Renz, for 2 players, ages 12+, that has been created in allusion to an antique game. This time



Selecta has announced that the company will stop to publish games in the genre of designer games after the release of the Nuremberg 2012 games. This time we could once again be enchanted by two felicitous new games: **Pyjamaparty**, which is a move and collect game for 3-5 players, ages 5+,



A kickstarter project by the name of **Chicken Caesar** by Bryan Fischer and John Sizemore makes 3-5 players, ages 12+, embody noble families of chicken in Ancient Rome who want to leave a legacy for their families and maybe even want to become Caesar. In **Animocity** by Bryan Fischer for 2-4 players you compete for building permits, building



he adapted Ludus Latruncularum. It is played like chess on an 8x8 board and takes landscapes into account; you can attack frontally or from an ambush. The board also features landscape regions that must be circumvented. If you need to retreat there are two squares you can use. Versions of the game are known from ancient Egypt, Greek and Persia.



by the Brothers Frei. The little vampires roll the die and make sounds, when spiders or glasses collide in the dark. If you guess and imitate correctly what clashed you get a gift. If you scream when garlic appears,



The expansion for Keythedral that was announced in some previews did not materialize, Richard Breese was only there as a



sites and bonuses, you fight for initiative and choose new combinations of locations and



you must be in bed when daddy appears or you lose a gift. **Kullerei mit Drachenei** is a roll & move game for 2-4 players, ages 5+, by Marco Teubner. You roll the die and collect treasures, for a dragon egg you turn over a tile. When all are turned over the egg tumbles and sends markers that have been toppled back for part of the way.

## Sharpano

**Tile Twist** by brothers Brian, Curtis and Nathan Sharp is an abstract movement and collecting game for 2-4 players, ages 4+; you move across the board always made up randomly from 81 squares and can turn



squares or swap them and thus open up paths for yourself in order to collect stones or to block paths of opponents.



## Slugfest Games

**High Noon Saloon** by Cliff Bohm and Geoff Bottone for 2-6 players, ages 10+, takes up once again the well-used usual clichés about the Wild West – shootout at the saloon, last man standing wins, you can move about the saloon and shoot as well from

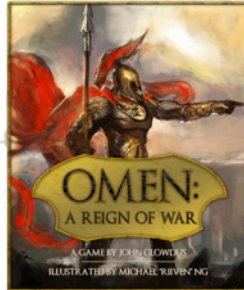


afar as in close combat.



## Small Box Games

**Omen: A Reign of War** is a strategic card game by John Clowdus for 2 players, ages 12+, which you can either play directly or with which you can use deck building rules



for additional options; players are sons of Zeus and want to conquer all of Greece, but not without the blessing of the father of the gods. He has thought up a test – three cities must be conquered and erased. An expansion is already available, **Omen: Shattered Aegis**, comprising 16 new units and a series of rule variants, among them one for 4 players.



## Snappy Sheep

What would happen if ... there would be a game that one could play anywhere in real time, that would be different with every play and would merge with real time? In **Primary Effect** each player is a murderer with a special weapon, you must find out about the weapons of the other players.



According to a playing time of 1 to 7 days you integrate the game into your daily life. Detective game in real time for 3-4 players, ages 10+.

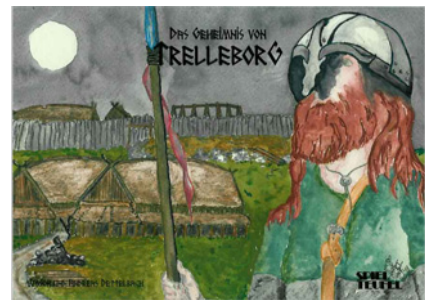


## Spielteufel

The small publishing company from Stuttgart did publish two new games in late summer this year: **1314 A.D.** by Marion



and Andreas Dettelbach is set in Scotland; Scotland fights against the overpowering units of the English and at the same time the clans rival for the Scottish crown. **Das Geheimnis von Trelleborg** for 3-5 play-

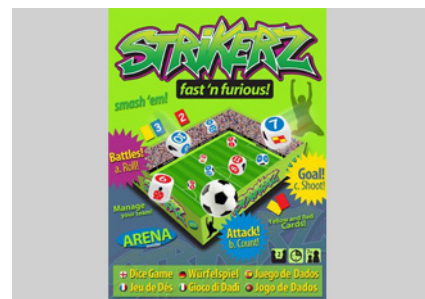


ers, ages 14+, was also designed by Marion Marion and Andreas Dettelbach; King Harald Blauzahn wants to end the unrest in Nordland by building a fortress, Trelleborg, but already the first stages are sabotaged and players must build the fortress and play detectives at the same time.



## StrikerZ GameZ

Already in 2006 Randy Thompson published a game on the topic of soccer with his game Fußball Taktik 2006, no there is a card game and a dice game, designed by him, for this topic: **StrikerZ Dice Game** for 2 players, ages 7+, gives each player a team of 5 dice;



if you roll highest you may roll the green die that yields a goal, a stop or a corner ball. **StrikerZ Card Game**, again for 2 players, ages 7+, needs a combination of cards to allow you try a shot at the goal.



## Studio Spektar

Studio Spektar by Sven Nemet is a Croatian publisher with two new games: **Biatlon** is a sports-topic game for 2-4 players, ages 3+, the protagonists of this game are ani-



mals that get faster with each successfully memorized card; and this biathlon not only features skiing, it also features howling! The rules of the family game can be adapted to the age of players. **Pandook!** is the name of an intergalactic fair where you can acquire the most curious things. In the game for 3-5 players, ages 10+, you are a cosmic mer-



chant who combines card or discards cards to enhance the value of his own products and to lower that of other players. Action cards allow you to further influence the selling.



## Sunny Games

The company from the Netherlands, also known by the name of Zonnespeel, introduced **Antarctica** by Jouke Korf for 2-5



players, ages 10+. In this cooperative game players try to protect four baby animals on an ice floe. In each round a bit of the floe melts and the animals must move on to find food. They are also threatened by enemies who want to kill seals and penguins.

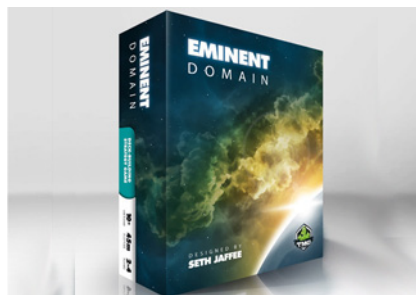


## Tasty Minstrel Games

The program of new releases from Tasty Minstrel Games comprises three titles: **Belfort** is a strategy game with a fantasy topic, for 2-6 players, ages 13+, designed by Jay Cormier and Sen-Foon Lim for 2-5 players,



ages 12+. Elves, gnomes and dwarves build a city, elves collect wood and gold, dwarves stone and gold; elves and dwarves together can get metals from the mines and with gold you hire gnomes to use their special abilities. **Eminent Domain** by Seth Jaffee has the development of civilizations for a topic, for 2-4 players, ages 12+, and based



on a deck with role cards; each player starts with the same deck, chooses a role and adds this card to his deck. **Jab** by Gavan Brown for 2 players, ages 10+, is yet another game on the topic of boxing; you play in re-



al-time and can play as fast as you want and try to achieve a quick knock. Or you can play rather strategically and win more rounds than your opponent.



## Teamwork Toys

**Global The Game** by Jacques Amar for 2-5 players, ages 16+, focuses on environmental and economics topics; using a monopoly-like mechanism you invest in different countries; it is of special interest that



the game integrates the internet via event cards, so called „new flashes“, and also via conference card; you can acquire new cards from the web, too.



## Theta Promotion

The halls at Essen without Michael Sohre, no Theta booth at Essen, barely imaginable and yet this year a very sad and final reality; a few days before Essen Michael Sohre passed away. We will miss him, his wit, his creativity and his pleasure for beautiful games! Doubly sad that he had to go when his last project Theta Stone achieved a break-through with three very beautiful games.

The games were presented at the Piatnik stand; all three of them are adaptations of ancient game mechanisms and are intended for 2 players, ages 8+. Their realization was accompanied and supervised by Dr. Ulrich Schädler, archeologist and director of the Swiss Games Museum.





**El Quirkat** or Alquerque originates in Arabia, you alternate to move one piece along a line to the next free intersection, never backwards and never in a move immediately back to starting point of the last move. A piece is defeated by jumping over it to the adjacent free intersection.

**Merelli**, the game of mills or Nine Men's Morris, is a game well-known for a very long time all over Europe and Asia. The Romans played Small Mills with 3 stones, the Byzantines Big Mills with 9 pieces. Three stones of a color in a row are a mill. First you



alternate to place pieces, then you move a piece, if you achieve a mill you take an opposing piece off the board.

**Scorpio** – A few years ago in Iran boards for the 20-Squares-Game were found, shaped like an eagle, a scorpion or a scorpion-man. Rules are not known, but you can make a few conclusions from components and



arrangement of the squares. A suggestion for the scorpion: You roll and place pieces in its claws, move through body and tail and out of the game over the sting. You must use all possible steps, if you cannot do so, your opponent must use the roll. There are special rules for defeating pieces and the sting of the scorpion.

We wish Michael's partner in Theta, Werner Falkhof, the strength to continue with Theta promotions and Theta Stone. Michael Sohre will live on in our memories and in his games!



## Thornhenge

Designer Sam Brown was also walkabout in Essen and showed his game **Lyssan** for 2-4 players, ages 12+, each player offers loyalty to



that player who fits best with his own plans. Each player is the only true ruler of Lyssan and wants to put the other pretenders into their places.



## Top Toys

A company from the Argentine promotes a game called **Chicken Dance** which has a very



suspicious similarity to Eiertanz by Haba, only the number of eggs in the game is different.



## Wiggle3D

**Ding!** A card game for 3-8 players, ages 8+: You move around the board and try to take tricks, you can exchange cards to spell Ding or in order to achieve a better hand, but you must take a minimum of one trick per



round or move backwards – if you can spell out ding you move forward and all others move back.



## Winning Moves

The autumn program of Winning Moves introduces new titles for the successful series **Top Trumps** – **Die Schlümpfe**, **Europa**, **Marvel Ultimate Heroes** and **Zhou Zhou Pets**. The edition of **Star Wars Top Trumps Tournament**, complete with a playing arena, contains 6 Star Wars Top Trumps games, among them Clone Wars Comics and Top 30 Film Scenes, which are not available separately.

Another new release is **Scotland Yard Spurensicherung** as title for a whole series of games and toys, there are coffers with paraphernalia useful for investigators and hobby detectives, and the game – you need to find 6 clues in a murder case, before all traces have been wiped out. You even do forensic



tests with the utensils in the game. **Star Wars Quickfire** comes from distribution partner Dujardin from France; 2 players, ages 5+, confront each other in the arena, the game is a relaunch of the arena used in the Ben10 games.

Listed again were also the games already shown at Nuremberg, especially:

**Artefakt** extends the line **Spielvergnügen im Quadrat**, 2-4 players, ages 10 and up, go hunting for treasures in the adventure game by Michael Palm and Lukas in mythical locations. If you are the first to collect all parts of an artifact you win. **Miss Lupun** offers a selection of cult riddles by Thomas Sing and Dr. Ralf-Peter Gebhardt for 2 or more players, ages 8 and up, for a game board. The name of the game is an anagram on plus and minus, each player tries to solve three puzzles on the joint board, you must use 10 tiles featuring the numbers 009 either for calculations or to achieve placement combination.

This ends our report on Essen and all that goes on around it, we say thanks to organizers and exhibitors, to designers and demonstrators and look forward to see you all again next year!

# Designers and their games at SPIEL '11

**Aagard Kasper**

Korsaren der Karibik, Pegasus

**Abbott Robert**

Confusion, Stronghold Games

**Allers Jeffrey D.**

Pala, Cambridge Games Factory

**Alspach Ted**

Age of Steam: African Diamond Mines / Taiwan Cube Factories, Bezier

Age of Steam: Australia and Tasmania, Bezier

Age of Steam: Orient Express & Disoriented Express, Bezier

Age of Steam: Outer Steam & Reversteam, Bezier

Mutant Meeples, Bezier

Ticked off, r & r Games

TieBreaker, Bezier

Ultimate Werewolf: Night Terror, Bezier

Ultimate Werewolf Artifacts, Bezier

**Amar Jacques**

Global The Game, Teamwork Toys

**Amos Ryan**

Catacombs, Sands of Time Games

**Andre Marc**

Bonbons, Gameworks

**Andrés Nestor Romeral**

Coffee, nestorgames

Gardens of Mars, nestorgames

Super Adaptoid, nestorgames

Top Speed, nestorgames

**Andresakis Michael**

Biruda, AF Games

Eragra The First Step, Mage Company

Strike Dice, Mage Company

**Andrusch Jakob**

Affenzirkus, Die Spiegelburg

**Angiolini Andrea**

Wings of Glory, Ares Games

**Antonow Michail**

ConHex, nestorgames

Ennea, Gerhards

**Aparicio Garcia Carlos B.**

Guilty Gods, Edge Entertainment

**Aquin Emmanuel**

D-Day Dice, Valleygames

**Arévalo Oscar**

Stalag 17, Gen X

**Argyropoulos Alexander**

Biruda, AF Games

Eragra The First Step, Mage Company

Strike Dice, Mage Company

**Assadourian Erik**

Catan Scenario Oilsprings, Mayfair

**Assenbrunner Nicolas**

Heroica Die Festung Fortaan, Lego

Heroica Die Wälder von Waldurk, Lego

**Ausloos David**

Panic Station, White Goblin

**Autio Jussi**

The Capture of Sampo, Tuonela

**Avram Thomas**

Strain, Hungry Robot

**Baghi Mohsen**

Flick Flack Spiel, Topyspiele

**Bagiartakis Vangelis**

Souvlaki Wars, Kaissa Chess & Games

**Baker Richard**

D&D Conquest of Nerath, Wizards of the Coast

**Barbati Mario**

Dungeon Venture, Giochi Uniti /Oone

**Barbero Victor Melo**

Aztec Market Expansion, nestorgames

**Bart Randall**

Alien Frontiers, Clever Mojo

Alien Frontiers: Factions, Clever Mojo

Alien Frontiers: Outer Belt, Clever Mojo

**Bartos Hubert**

City Tycoon, rebel.pl

**Bauch Hans-Friedrich**

Gurami Das Buch, Bambus

Gurami Das Spiel, Bambus

**Baudoin Michel**

Space Maze, Wacky Works

**Bauer Christoph**

Uruk 2. Auflage, DDD Verlag

**Baumann Hagen**

Mein erster Lernspielzoo, Haba

**Bauza Antoine**

7 Wonders Leaders, Repos

7 Wonders Catan, Repos

Dojo, Hazgaard

Dr. Shark, Hurrigan

Ghost Stories Black Secret, Repos

Rampage, Repos

Takenoko, Editions du Matagot

**Beaudoin Philippe**

Québec, Le Scorpion Masque

**Beckett Beau**

Birth of America 1812 The Invasion of Canada, Academy Games

**Behre Christoph**

23, Amigo

**Belmer Aaron**

Innovation: Echoes of the Past,

Asmadi

Sanitarium, Asmadi

**Belunina Victoria**

Enthüllt, Hutter Trade

**Bennet Brian**

Fog of War Strike of the Eagle, Academy Games

**Berardi Francesco**

Tuareg, Adlung

**Berg Åse**

Rattus Africanus, White Goblin

**Berg Henrik**

Rattus Africanus, White Goblin

**Berg Richard H.**

Conquistador, GMT

**Berger Nicola**

Funky Party Blind Paint, Moses

Knete-Fete, Moses

Mutprobe, Moses

**Bernard Pascal**

Cadwallon City of Thieves Cry

Havoc!, FFG / Truant

Hegemonia, Sirius

Les aventures de TinTin, M6

Interactions / Tactic

**Besançon Guillaume**

Cité, Le Joueur

Deluges, Le Joueur

**Bills Randall N.**

Leviathans, Catalyst Game Labs

**Bink Charlie**

Age of Steam Time Traveller, Eagle

Railways Through Time, Eagle

**Birnbaum Gavin**

Cheese Factory, Cubiko

**Bleasdale Sebastian**

On the Cards, Surprised Stare

**Blossier Guillaume**

The Adventurers: The Pyramid of Horus, Alderac / FFG

**Boelinger Christophe**

Archipels, Ludically

Sarena, Ludically

**Bogen Steffen**

Tante Trudels Trödel, Zoch

Schnappt Hubil!, Ravensburger

**Bohm Cliff**

High Noon Saloon, Slugfest Games

Zum Blauen Drachen, Pegasus

**Bohrer John**

Age of Steam Great Britain, Winsome Games

**Bokarev Timofey**

Rags to Riches, Hobby World /

Fantasy World

**Bolle Martin**

Zefix! Memo, Süddeutsche Zeitung

**Bonnard Julien**

The God Kings, Compass Games

**Bos Liesbeth**

Wollmichsau, Zoch

**Bottone Geoff**

High Noon Saloon, Slugfest Games

Zum Blauen Drachen, Pegasus

**Bouilleux Guillaume**

Hegemonia, Sirius

**Boullonnais Jérôme**

Copie Collé, Asyncron Games

**Boutteville Joël**

Régents, Krok Nik Douil



**Bouvier Jean-Christophe**

Rallyman: Dirt, Rallyman

**Boyd Leonard**

Guards! Guards!, Z-Man Games

**Boydell Toni**

Paperclip Railway, Surprised Starte

**Brand Emely**

Mogel Motte, Drei Magier

**Brand Inka**

Village, Eggert  
Pferdefreunde Eine Herde Wilder  
Pferde, Die Spiegelburg  
Pferdefreunde Wettlauf auf der  
Weide, Die Spiegelburg  
Prinzessin Lillifee - Ein Fest für das  
Einhorn, Die Spiegelburg  
Was klotzt du?, Huch

**Brand Lukas**

Mogel Motte, Drei Magier

**Brand Markus**

Village, Eggert  
Pferdefreunde Eine Herde Wilder  
Pferde, Die Spiegelburg  
Pferdefreunde Wettlauf auf der  
Weide, Die Spiegelburg  
Prinzessin Lillifee - Ein Fest für das  
Einhorn, Die Spiegelburg  
Was klotzt du?, Huch

**Branham Frank**

Battle Beyond Space, Z-Man  
Games

**Bradshaw David**

Guards! Guards!, Z-Man Games

**Brederode Bastian**

Heroica die Bucht von Draida, Lego  
Heroica Die Höhlen von Nathuz,  
Lego

**Breese Richard**

Keythedral Expansion, R & D

**Breitenstein Kerry**

Deadlands Invasion of Slaughter  
Gulch, Twilight Creations  
Little Dead Riding Hood, Twilight  
Creations  
Zombies!!! 10 Feeding the  
Addiction, Twilight Creations

**Breitenstein Todd**

Deadlands Invasion of Slaughter  
Gulch, Twilight Creations  
Little Dead Riding Hood, Twilight  
Creations  
Zombies!!! 10 Feeding the  
Addiction, Twilight Creations

**Breuer Stefan**

Dreck am Stecken, Gmeiner Verlag  
Ententeich, noris

**Brinkman Mat**

Cave Evil, Blast City Games/  
Emperer of Eternal Evil

**Britton Roney**

Masters of Commerce, Grouper  
Games

**Brown Gavan**

Jab: Real-Time Boxing, Tasty  
Minstrel Games

**Brown Sam**

Lyssan, Thornhenge

**Brown Sean**

Age of Steam Time Traveller, Eagle

**Browne Cameron**

Hop it, nestorgames  
Shibumi, nestorgames

**Brücker Ralf**

Fußball-Poker

**Brückner Stefan**

Stein im Brett, Gerhards

**Brummer Vladimir**

Infarkt, Czech Board Games

**Bucak Deniz S.**

Global Warming, Mücke Spiele

**Bucher Cyril**

Siebenpunkt, Fata Morgana

**Bücken Hajo**

Bärenspiel, Amigo  
Kikerimäh, Adlung  
Martin Rütter Wer bellt denn da?,  
Kosmos  
Noch ein Dings, Kallmayer /  
Friedrich  
Schlängeln, Amigo

**Bugher Tim**

ScrumBrawl, ViCTim Games

**Buonfino Aurelio**

Dungeon Fighter, Cranio Creations  
/ Heidelberg

**Burkhardt Günter**

Castelli, Queen  
Casa Grande, Ravensburger

**Burley Peter**

Zambezi, Burley Games

**Calcagno Giovanni**

Play the Sign, DidatticaGiochi

**Calkins Matt**

Sekigahara The Unification of  
Japan, GMT

**Callister Daniel**

Nile deLuxor, Minion Games

**Cantzler Christoph**

Kleiner Obstgarten (Superminis),  
Haba  
Pony Pokal (superminis), Haba

**Carballar Servando**

Air Show, Gen X

**Casasola Merkle Marcel-André**

Ein Mann, Ein Spiel, Süddeutsche  
Zeitung

**Cathala Bruno**

Burdigala, Id & aL Editions  
Cyclades: Hades, Editions du  
Matagot  
Dice Town Erweiterung, Editions du  
Matagot  
Dr. Shark, Hurrican  
Mundus Novus, Asmodee  
The Blue Lion, Jactalea

**Catty Paul**

Activity Lifestyle, Piatnik

**Cephas Howard**

Heroica die Bucht von Draida, Lego  
Heroica Die Festung Fortaan, Lego  
Heroica Die Höhlen von Nathuz,  
Lego  
Heroica Die Wälder von Waldurk,  
Lego  
Lego Champion, Lego

**Chacón Rubén**

Sorprendedores – Karma Business,  
Gen X

**Chad Jensen**

Urban Sprawl, GMT

**Challas Damien**

I will survive, Kinigame

**Chan Mansun**

Stockery, Maximind Games

**Chapelière Ludovic**

L'Aventure c'est dur, Le Joueur

**Chaplin Mark**

Revolver, White Goblin

**Chen Aza**

Hello! Taiwan, AZA

**Chevallier Charles**

Jurassik, Ilopeli

**Chiarvesio Andrea**

Arcanum, Edition Lo Scarabeo

**Chudyk Carl**

Ruhm Für Rom (Glory to Rome),  
Lookout Games  
Glory to Rome, Cambridge Games  
Factory  
Innovation: Echoes of the Past,  
Asmadi Games  
Uchronia, iello

**Chvátíl Vlaada**

Mage Knight Board Game, Wizkids  
Dungeon Petz, Czech Games  
Edition  
Galaxy Truckers Expansion 2, Czech  
Games Edition  
Pictomania, Czech Games

**Ciscell Galen**

Atlantis Rising, Z-Man Games

**Clowdus John**

Omen: A Reign of War Shattered  
Aegis, Small Box Games  
Omen: A reign of War, Small Box  
Games

**Coelho Luis Moraes**

Afluentes, Bico de Lacre  
Recicle - Recycle, Galápagos Jogos

**Coffin Stewart**

Convolution, Rombol  
Polly's Steinplatten, Rombol

**Colovini Leo**

Atlantis Ikarus, Amigo  
Dobbelduel, 999 Games

**Colthurst Thomas**

Barons, Cambridge Games Factory

**Cooper Ian**

Ascending Empires, Z-Man Games

**Copley Ernie**

The War: Europe 1939-1945,  
Compass Games

**Cormier Jay**

Belfort, Tasty Minstrel Games

**Cornett Günter**

Hey That's My Fish, FFG

**Cornier Jay**

Belfort, Tasty Minstrel Games

**Corral Alberto**

Crusoe, Homoludicus

**Cramer Matthias**

Helvetia, Kosmos  
Helvetia Der Wanderarbeiter,  
Österreichisches Spielemuseum  
Lancaster, Queen  
Lancaster: Die neuen Gesetze,  
Queen

**Cranford Shaun**

Pirates of the Gold Cove, Myndzei

**Cravotta Nicolas**

Crosswise, Schmidt Spiele

**Croc**

Claustrophobia De Profundis,  
Asmodee

**Cywicki Krzysztof**

Alcatraz: The Scapegoat, Kuznia  
Gier

**Cywicki Rafał**

Alcatraz: The Scapegoat, Kuznia  
Gier

**da Silva Maeva**

Sandwich, Le Joueur

**Daigle Gregory**

Hawaii, Hans im Glück

**Daněk Jan**

Dorn Koschei's Eternal Return, Altar

**Daněk Jirí**

Dorn Koschei's Eternal Return, Altar

**Dauch Colby**

Battleship Galaxies The Saturn  
Offensive Games Set, Hasbro  
Summoner Wars Starterset 1 Elfen  
gegen Orks, Uhrwerk Verlag  
Summoner Wars Starterset 2  
Zwerge gegen Goblins, Uhrwerk  
Verlag  
Summoner Wars, Uhrwerk Verlag  
Summoner Wars: Master Set, Plaid  
Hat Games

**Davenport Jacob**

Mirror Mirror, Gryphon / Fred

**David-Marshall Brian**

The Walking Dead, Z-Man Games

**Davieau Rob**

Risiko Evolution, Hasbro/  
Heidelberger

**de Careolis Guiseppe**

Bookmaker, Giochi Uniti

**de Faveri Ivan**

Monster-Alarm, Die Spiegelburg

**de Galgószy Viola**

ABC Zauberduell, Haba

**de Ludonaute Bony**

Ouga Bouga, Cocktail Games

**de Rycke Tim**

Aquarium, Sandtimer  
Aquarium Erweiterung, Sandtimer

**Defrisco Christopher**

Numbers, please, Gryphon / Fred

**Deotte Chris**

Agricola Weltmeisterschaftsdeck,  
Lookout Games

**Descamp Christine**

Sandwich, Le Joueur

**Desnous Damien**

Arcana Revised, FFG

**Dettelbach Andreas**

1314 A.D., Spielteufel  
Das Geheimnis von Trelleborg,  
Spielteufel

**Dettelbach Marion**

1314 A.D., Spielteufel  
Das Geheimnis von Trelleborg,  
Spielteufel

**di Giorgio Domenico**

La Vendetta della Lupa Mappara,  
dV Giochi

**di Meglio Roberto**

War of the Rings 2nd Edition, Ares  
Games

**Diaz Fran**

Polis, Asylum Games

**Dirscherl Wolfgang**

Agent Doppelnull, IQ-Spiele  
Buchstabengitter, IQ-Spiele  
Die Panzerknacker, IQ-Spiele

**Dochtermann Sandra**

Martin Rütter Mein HundeQuiz,  
Kosmos  
Star Wars: Angriff der Rebellen,  
Kosmos

**Donatoni Marc**

Assist, Angelo Porazzi Games  
PiFrog, nestorgames

**d'Orey Gil**

Agua: The Water Cycle,  
Mesaboardgames  
Lixo, Mesaboardgames  
Vintage, Mesaboardgames

**Dotor Alexander**

Quest Zeit der Helden: Der dunkle  
Kult, Pegasus

**Dougherty Robert**

Ascension Return of the Fallen,  
Gary Games  
Ascension Storm of Souls, Gary  
Games

**Doumen Jerouen**

Antiquity, Splotter  
The Great Zimbabwe, Splotter

**Drakopoulos Dimitris**

Drum Roll, Artipia / giochix

**Dreher Ilse**

Regenbogenland, Amigo

**Dreier-Brückner Anja**

Die lieben Sieben Auf dem  
Jahrmarkt, Die Spiegelburg

**Drevikovsky Jan**

Dorn Koschei's Eternal Return, Altar

**Droit Alexandre**

Foutrak, Cocktail Games

**Drover Glenn**

Glenn Drovers Empires Ancient  
Empires, Eagle  
Glenn Drovers Empires The Age of  
Discovery Builder Expansion, Eagle

**duBarry Philip**

Kingdom of Solomon, Minion  
Games  
Family Vacation, Jolly Roger Games

**Duchene Sylvain**

The Blue Lion, Jactalea

**Dujardin Sebastien**

Tournay, Pearl Games

**Dupuis Chris**

Risiko Evolution, Hasbro/  
Heidelberger

**Eastham James**

Railways of the World The Card  
Game Expansion, Eagle

**Eberle Bill**

Rex Final Days of an Empire, FFG

**Ehrhard Dominique**

Tschak, Gameworks

**Eickert Uwe**

Fog of War Strike of the Eagle,  
Academy Games

**Eisenstein Bernd**

Pax, Irongames  
Pergamemnon, Irongames

**Eklund Phil**

Bios Megafauna, Sierra Madre

**Elliot Mike**

Quarriors, Wizkids  
Quarriors Rise of the Demons,  
Wizkids  
Star Trek: Fleet Captains, WizKids  
Thunderstone: Belagerung von  
Thornwood, Pegasus  
Thunderstone: Drachenturm,  
Pegasus  
Thunderstone: Herz der  
Verdammnis, Alderac

**Ellis Steve**

Railways of the World The Card  
Game Expansion, Eagle

**Engelstein Brian**

The Ares Project, Z-Man Games

**Engelstein Geoff**

The Ares Project, Z-Man Games

**Enoksson Harald**

Texas Nukem, Mondainai

**Epron Alain**

Vanuatu, Krok Nik Douil

**Ernest James**

The Big Idea, FunForge  
Veritas, Rio Grande

**Ernststein Alan**

Palenque, Z-Man Games

**Everaert Vincent**

Tattoo Turtle, nestorgames

**Faidutti Bruno**

Dragon's Gold, White Goblin  
Lost Temple, White Goblin  
Roter November Revised,  
Heidelberger  
Shrimps, Asmodee  
The Dwarf King, iello

**Fang Yuri**

Convocados, Copag

**Farrel Simon**

Invasion der Normannen,  
Mantikore

**Fay Florian**

Arriala Spirit of Riquet, Ludocom

**Feld Stefan**

Die Burgen von Burgund neue



Pläne, spielbox  
Die Speicherstadt Kaispeicher,  
eggert  
Die Speicherstadt Münzspeicher,  
eggert  
Strasbourg, Pegasus  
Trajan, Ammonit Spiele

**Fernández Sergio**  
Sorpendedores – Karma Business,  
Gen X

**Ferrere Nelson**  
Block, Runadrake

**Fersini Sergio**  
Batt, Serfer Giochi  
Calcio zonAction, Serfer Giochi  
Karmox, Serfer Giochi

**Fiore Christian**  
toystick Die Schatzkammer von El  
Mirador, noris

**Fiorillo John**  
Ascension Return of the Fallen,  
Gary Games  
Ascension Storm of Souls, Gary  
Games

**Firer John B.**  
Age of Bismarck The Unification of  
Italy and Germany, New England  
Simulation

**Fischer Bryan**  
Animosity, Nevermore Games  
Chicken Caesar, Nevermore Games

**Fischer Claas**  
Essence - Das Erkenntnispiel,  
Edition Essentia

**Fisher Ken**  
Wizard Junior, Amigo

**Fitzgerald Mike**  
Mystery Rummy 4: Al Capone,  
Pegasus

**Flor Claudia**  
Marienkäfer und so, Adlung

**Flöther Simon**  
Kugeln statt Blumen, Krimi total

**Folkesson Sven**  
Rock Science, Rock Science

**Ford Max**  
FortyTwo, Piatnik

**Fraga Roberto**  
Lagoona, Beleduc  
Yakari - Das kooperative Brettspiel,

Huch

**Francisco Luis**  
Mehinaku, Riachuelo

**Franklin Jonathan**  
A Fistful of Penguins, Wattsalpoag

**Frantzeskakis Aristogeiton**  
Akropolis, AF Games  
Back to the Army / Absolut, AF  
Games  
Plões, AF Games  
The Ring of Minos, AF Games

**Frei Andreas**  
Pyjamaparty, Selecta  
Ri-Ra, Queen

**Frei Lukas**  
Pyjamaparty, Selecta

**Frei Ueli**  
Pyjamaparty, Selecta  
Ri-Ra, Queen

**French Nate**  
A Game of Thrones 2° edition, FFG  
A Game of Thrones The Card Game  
on Dangerous Grounds, FFG  
Der Herr Der Ringe Die Hügel des  
Eryn Muil, Heidelberg / FFG  
Der Herr Der Ringe Die Reise nach  
Rhosgobel, Heidelberg / FFG  
Die Schlachten von Westeros  
Clankrieger der Berge,  
Heidelberg / FFG  
Die Schlachten von Westeros  
Die Herren der Flusslande,  
Heidelberg / FFG

**Friedemann Frieze**  
Funkenschlag Die Roboter,  
2F-Spiele  
Freitag, 2F  
Frieze Friedemann  
Friesematenten Set 2, Amigo  
Funkenschlag Die ersten Funken,  
2F  
Powergrid Themepark, 2F / BBG  
Spring Fever, Filosofia

**Frumusa Pierluigi**  
Lupin the Third, Ghenos Games

**Fryxelius Daniel**  
Wilderness, Fryxgames

**Fryxelius Jacob**  
Space Station, Fryxgames

**Fryxelius Thomas**  
Wilderness, Fryxgames

**Fujiwara Kai**  
Cryptids, Pigphone

**Gabrio Tolentino**  
Pirates of Nassau, Gung Ho Games

**Gaillard Ludovic**  
Captain Boulet, Asmodee

**Garcia Javier**  
Mecca, nestorgames

**Garfield Richard**  
King of Tokyo, Heidelberger

**Gartner Frank**  
Ostfriesisches Schafe-Schubsens,  
H@ll Games

**Gawlik Susanne**  
Hoppe Reiter, Haba

**Gebhardt Ralf-Peter**  
Miss Lupun, Winning Moves

**Gehring Tobias**  
Würfelkrieger, Living Fantasy

**Georges Xavier**  
Tournay, Pearl Games

**Gerdt Mac**  
Casus Belli, PD-Verlag

**Gilbert Andrea**  
River Crossing, Thinkfun

**Glazer Richard**  
Pirates of Nassau, Gung Ho Games

**Glumpler Heinrich**  
Schachen, Mücke Spiele  
tiptoi die Geheimnisvolle Maske,  
Ravensburger

**Gontier Jeff**  
Roter November Revised,  
Heidelberg

**Goodenough John**  
Rex Final Days of an Empire, FFG  
Talisman die Drachen,  
Heidelberg/FFG  
Talisman Die Heilige Quelle,  
Heidelberg/FFG

**Goryunov Danila**  
The Kingdoms of Crusaders,  
Rightgames

**Götschi Jan**  
Chemix, Mummel

**Gottwalt Christian**  
Gemischtes Doppel 3,

Metermorphosen

**Gould Kris**  
Jet Set Distant Lands, Wattsalpoag

**Granger Devin**  
Mob Ties The Board Game,  
Hostage Entertainment

**Gray Justin**  
Ascension Return of the Fallen,  
Gary Games  
Ascension Storm of Souls, Gary  
Games

**Gray Michael**  
Ikusa, Avalon Hill

**Gregg David**  
Nightfall, Pegasus  
Nightfall: Ausnahmezustand,  
Alderac/Pegasus  
Nightfall: Blutzoll, Alderac/Pegasus

**Grischa**  
Marble Monster, Huch

**Groppi Stefano**  
Diluvium, Placentia Games

**Grubbe Gerhard**  
Das Weinspiel, Grubbe  
Madrid, Grubbe  
Paris, Grubbe

**Guerra Giulio**  
Ristorante Italia, Red Glove

**Guerra Riccardo**  
Ristorante Italia, Red Glove

**Gupta Ananda**  
Gleichgewicht des Schreckens,  
UGG

**Guttmann Henri**  
Familiengeflüster, Aktuell Spiele  
Verlag

**Ha Kuraki**  
Ghost Hunting, Swan Panasia  
Taiwan Snack Bar, Swan Panasia

**Halaban Sérgio**  
Robin Hood, Galápagos Jogos

**Habekost Rainer**  
TF22, TF Verlag

**Hanauer Jack**  
Telltale, Bala Ra

**Hanneforth Dirk**  
Kikerimäh, Adlung  
Martin Rütter Wer bellt denn da?,

Kosmos  
Noch ein Dings, Kallmayer /  
Friedrich  
Schlängeln, Amigo

**Hansen Ty**  
Catan Scenario Oilsprings, Mayfair

**Hanusz Krzysztof**  
Alcatraz: The Scapegoat, Kuznia  
Gier

**Harding Phil**  
Dungeon Raiders, Adventureland  
Games/Homoludicus

**Harris Bob**  
Talisman Die Heilige Quelle,  
Heidelberger

**Hartman Jochen**  
Cave Evil, Blast City Games/  
Emperor of Eternal Evil

**Hata James**  
Chaos in the Old World The Horned  
Rat, FFG

**Hayashi Hisashi**  
String Railway: Transport, Okazu  
Brand

**Hayden Nate**  
Cave Evil, Blast City Games/  
Emperor of Eternal Evil

**Hein Ferdinand**  
Der kleine Kugelfresser, F-Hein  
Spiele  
Rifftaucher, F-Hein Spiele  
Rifftaucher Monster-Edition, F-Hein  
Spiele

**Hein Piet**  
Hex, nestorgames

**Helke Petri**  
Slidey, Hyptik

**Henn Dirk**  
Wallenstein, Queen

**Hennig Axel**  
Urknall, Mücke Spiele

**Henry Frederic**  
The Adventurers: The Pyramid of  
Horus, Alderac / FFG

**Herman Rob**  
Montana, Cambridge Games  
Factory

**Hiese Kirsten**  
Cumulo, Beleduc

**Hill Jason C.**  
Fortune and Glory: The Cliffhanger  
Game, Flying Frog Productions

**Hintsanen Jaana**  
Terra Evolution, Mindwarrior

**Hlavaty James**  
Outpost, Stronghold Games

**Hodges Daniel**  
Codeword Cromwell, Fifth Column  
Games

**Hoffmann Guido**  
Gary Gouda, Haba

**Hofstätter Ronald**  
Disney Pixar Cars 2 World  
Champion Race, Ravensburger

**Holdorf Dirk**  
Teneriffa, Holstein

**Halliday Max**  
Eaten by Zombies, Mayday Games

**Holmberg Isabel**  
Ponder, Piatnik

**Holmström Arne**  
Repello, Piatnik

**Holtkamp Yannick**  
Sparta, Queen

**Horn Fred**  
Kwintie, Fred Horn

**Hostettler Urs**  
Anno Domini Süden, Abacusspiele

**Hou Hyo-Jong**  
Fermat Math Game, Joen

**Huber Irene**  
Tempelschatz (Superminis), Haba

**Hwang Hope-s**  
Illusion, Deinko

**Iroglidis Lefteris**  
Persian Wars, AF Games

**Isaac Nathan**  
Mob Ties The Board Game, Hostage  
Entertainment

**Isensee Florian**  
Aktienrausch, Isensee

**Istomin Maxim**  
Berserk, Hobby World / Fantasy  
World

**Jackson Stephen C.**  
Das Boot, spielworxx

**Jackson Steve**  
Chez Goth 2. Auflage, Pegasus  
Munchkin 4 Rasende Rösser,  
Pegasus  
Munchkin 5 Wirre Waldläufer,  
Pegasus

**Jacobs Marc**  
Chaostle, Chivalry Games

**Jaffee Seth**  
Eminent Domain, Tasty Minstrel  
Games

**Jahnke Jens**  
Sumatra Dadu Dadu, Igramoon

**Jahns Graeme**  
Alba Longa, Huch / Quined

**Jaillet Pierre-Marie**  
Foutrak, Cocktail Games

**Jalůvka Jan**  
Speedway Champion, Bonaparte  
/ Stragoo

**James Chris**  
Eruption, Stratus Games

**Jandorno Flavio**  
Casa di Fama, Riachuelo  
Galaxia SA, Riachuelo  
Mehinaku, Riachuelo

**Jensen Chad**  
Fighting Formations, GMT

**Johnson Mons**  
D&D Conquest of Nerath, Wizards  
of the Coast

**Jokitalo Timo**  
Tilt, Thinkfun  
Tilt over, Thinkfun

**Kallenborn Martin**  
Baumhausparty, Haba

**Kaluza Adam**  
9tka, nestorgames  
Drako, Rebel.pl  
K2 Broad Peak, Rebel.pl  
K2, Heidelberger

**Kanai Senji**  
Master Merchant, Kanai

**Kaneko Hiroki**  
King's Plate, Kings Plate

**Kansil Joli Quentin**  
Montage, Gryphon

**Kawabata Munichi**  
Endbreaker 1, Broccoli  
Endbreaker 2, Broccoli

**Kawakami Ryo**  
Texas Zombies, Moonster Games

**Kawamura Yukio**  
Kunitori, Arclight  
Kunitori Kessen, Arclight  
Kunitori Tenka Is the world on Fire,  
Arclight

**Kawasaki Susumu**  
Gauss, nestorgames

**Kegeler Silke**  
Domory, Einfach gut Spielen

**Keith Dugald**  
Voll Verknötet, Thinkfun

**Keller Markus**  
Zefix! Memo, Süddeutsche Zeitung

**Kelsey Marc**  
Catacombs, Sands of Time Games

**Kermarrec Henri**  
Wiraqocha, Sit Down

**Keyaerts Philippe**  
Evo, Asmodee  
Olympos, Ystari  
Olympos Oikoumene, Ystari  
Small World Underground, Days of  
Wonder  
Small World Tunnel, Days of  
Wonder

**Kibler Brian**  
Ascension Return of the Fallen,  
Gary Games  
Ascension Storm of Souls, Gary  
Games

**Kiehl Stefan**  
Moeraki Kemu, Kiehly

**Kim Dong-hwa**  
Help Me!, Deinko  
Master of Pizza, Deinko  
Good Luck, Piece Craft

**Kim Gun-hee,**  
Royal Turtle, Piece Craft

**Kinate Brett**  
Numbers, please, Gryphon / Fred

**Kinney Jeff**  
Gregs Tagebuch Stinkekäse,



Kosmos

### Kinsella Bryan

Star Trek: Fleet Captains, WizKids

### Kirkman Cheryl Joy Lee

Carnival, Dice Hate Me  
Pulsar, Dice Hate Me

### Kirps Max

Schlag den Rab Das 2. Spiel,  
Ravensburger

### Kittredge Jack

Rex Final Days of an Empire, FFG

### Kleinschmit John

Mob Ties The Board Game,  
Hostage Entertainment

### Knizia Reiner

Big Five, Amigo  
Clue Investigator, Productief  
Das Elektronik Labyrinth,  
Ravensburger  
Der Hobbit, Kosmos  
Gönner und Gaukler/Herr der  
Gaukler, eggertspiele  
Kingdom, FFG  
Rasend schnell, Die Spiegelburg  
Res Publica, Queen  
Star Trek Expeditions, Wizkids

### Knorrey Dmitry

Evolution. The Origin of Species  
Time to Fly, Rightgames  
Evolution. The Origin of Species,  
Rightgames

### Knudson Brian

NYMS, GlowFly Games  
The Impossible Machine, GlowFly  
Games

### Knudson Brent

NYMS, GlowFly Games  
The Impossible Machine, GlowFly  
Games

### Kobbert Max J.

Das Elektronik Labyrinth,  
Ravensburger

### Kohn Inon

Archelino, Huch

### Kokic Ivan

Uskoci, Amalgam

### Kokkinis Konstantinos

Drum Roll, Artipia / giochix

### Konieczka Corey

Battlestar Galactica Exodus  
Expansion, FFG/Heidelberg

Gears of War, Heidelberg / FFG  
/ Edge

Mansions of Madness Forbidden  
Alchemy, FFG

Rex Final Days of an Empire, FFG  
Rune Age, FFG, Heidelberg  
Villen des Wahnsinns, Heidelberg

### Korf Jouke

Antarctica, Sunnygames

### Koser Miriam

Piratendukaten, Haba

### Kouba Robert A.

Die Schlachten von Westeros  
Clankrieger der Berge,  
Heidelberg  
Die Schlachten von Westeros  
Die Herren der Flusslande,  
Heidelberg / FFG  
Die Schlachten von Westeros  
Wächter des Nordens, Heidelberg  
/ FFG  
Die Schlachten von Westeros  
Wächter des Westens, Heidelberg  
/ FFG

### Kowal Lukasz S.

City Tycoon, rebel.pl

### Kozák Filip

Dorn Koschei's Eternal Return, Altar

### Kozák Jan

Dorn Koschei's Eternal Return, Altar

### Kozák Krystof

Dorn Koschei's Eternal Return, Altar

### Kralicek Günter

Carré, Amigo

### Kramer Wolfgang

Asara Die Gaben des Kalifen, spiel-  
box  
Flirt, W & L  
Piraten Abenteuer, Amigo  
tiptoi in Deutschland Unterwegs,  
Ravensburger

### Krasnodymov Igor

Haunted Village, Krasnodymov Igor

### Krause Ralf

Machtwechsel, Heptagon

### Krenner Johannes

Crime and Mystery Lost Bakerstreet  
Files, Heidelberg  
Crime and Mystery Modern  
Investigation, Heidelberg

### Kreowski Klaus

Hexenhochhaus, Drei Magier

Pferdefreunde Wirbel auf dem  
Ponyhof, Die Spiegelburg

### Kretschmer Martin

Würfelkrieger, Living Fantasy

### Krohn Jim

Space Empires: 4X, GMT

### Kubesch Sabine

Fex Tierisch auf Zack, Haba

### Kubouchi Naoki

Blanc Noir, Arclight

### Kudou Masayuki

Idol Project, Arclight  
Kemomimi Panic, Arclight  
Tanto Cuore Expanding the House,  
Arclight  
Tanto Cuore Romantic Vacation,  
Arclight

### Kuhnekath Andreas

Kulami, Steffen Spiele

### Kurek Andrzej

2019: The Arctic, Sinonix

### Laane Paul

Welcome to Walnut Grove, Lookout  
Games

### Lach Bernhard

Flirt, W & L  
Masterplan, Chili Spiele

### Laden Ariel

Gálaxia, Huch

### Laget Serge

Mundus Novus, Asmodee

### Lamont Fraser

Poseidon's Kingdom, Fragar Games

### Lamont Gordon

Poseidon's Kingdom, Fragar Games

### Lamotte René

Stratak, Stratak

### Lamy Loïc

bankster, Wilobee  
Deadwood, FFG

### Landsvogt Torsten

Die Gnome von Zavandor, Lookout  
Games

### Lang Eric M.

A Game of Thrones 2nd Edition,  
FFG  
Chaos in the Old World The Horned  
Rat, FFG

Quarriors, Wizkids  
Quarriors Rise of the Demons,  
Wizkids

### Lang Francois

Zündstoff, moses

### Lanzavecchia Carlo E.

Wer weiß mehr?, W & L

### Lanzing Kevin

Flash Point: Fire Rescue, Indie

### Larsson Markus

The Art of Science, Acabo

### Laszlo Herbert

Degenfechten, Österreichisches  
Spielemuseum

### Launius Richard

Arkham Horror: Miskatonic Horror  
Erweiterung, Heidelberg  
Defenders of the Realm Hero  
Expansions #1-#3, Eagle  
Dragon Rampage, Eagle  
Elder Sign, FFG  
Pirates vs. Dinosaurs, Jolly Roger  
Games  
Run, Fight or Die, Lock,n' Load

### Lauster Aaron

Let's take a Hike, Stratamax

### Leclercq Christophe

Leader 1: Hell of the North

### Leder Patrik

Five Fingered Severance, Minion  
Games

### Leduc Phil

Momentum, nestorgames  
Murus Gallicus, nestorgames

### Lee Peter

D&D Conquest of Nerath, Wizards  
of the Coast  
D&D The Legend of Drizzt, Wizards  
of the Coast

### Lefebvre Cédric

Shitenno, Ludonaute  
Yggdrasil, Ludonaute / Z-Man

### Lehmann Tom

Race for the Galaxy Alien Artefacts,  
Rio Grande  
The City, Amigo

### Lei Terence

F3 For Fame & Fortune, Black Dove  
Games

**Leistner Verena**

Durch das Jahr, Haba

**Lennet Tom**

Numenko, TSL Enterprises

**Lepuschitz Wilfried**

Bremer Stadtmusikanten, Die Spiegelburg

**Leroy Claude**

Gygès, Gigamic

**Liebscher Johanna**

Suche 3 Musik, Pixelproducts

**Liesching Thomas**

Tempo Tempo, Huch

**Light Bono**

My Cake, Light Games

**Lim Sen-Foong**

Belfort, Tasty Minstrel Games

**Limes Melissa**

Cabo, Eventide Games

**Lin Box**

Ghost Parade, Weis Design

**Little Jason**

Blood Bowl Team Manager, FFG  
Chaos in the Old World The Horned Rat, FFG  
X-Wing, FFG

**Llistosella Perepau**

21 Mutinies Arrrr!, Asylum Games  
SidiBaba, Hurrigan

**Lloyd Don**

Dark Horse, Knight Works

**Lobet Annick, Yakari**

Das kooperative Brettspiel, Huch

**Long Ray**

Scoops, Tablestar Games

**Looney Andrew**

Fluxx Metalldose, Pegasus

**Lorenz Kutschke**

Fliegende Teppiche, Adlung

**Lotronto Antonello**

The Gang, dV Giochi

**Loughrey John**

Democracy The Board Game, Geepy Games

**Luciani Simon**

Urbania, Mayfair

**Ludwig Manfred**

Diego Drachenzahn - Vulkanwettkampf (superminis), Haba

**Machin Sergey**

Potion-Making. Practice, Rightgames  
Potion-Making. Practice The Guild of Alchemists, Rightgames  
Potion-Making. Practice University Course, Rightgames  
The Enigma of Leonardo, Rightgames  
The Kingdom of Crusaders, Rightgames

**MacKenzie W. David**

Alien Frontiers, Clever Mojo  
Alien Frontiers: Factions, Clever Mojo  
Alien Frontiers: Outer Belt, Clever Mojo

**Macri Marcos**

Vale dos Monstros, Galápagos Jogos

**Maggi Marco**

War of the Rings 2nd Edition, Ares Games

**Manfredini Dan**

Venture Forth, Minion Games

**Manz Wilko**

Black Gold, FFG

**Marcelo Antonio**

Casa di Fama, Riachuelo  
Galaxia SA, Riachuelo  
Mehinaku, Riachuelo

**Marcussen Christian**

Korsaren der Karibik, Pegasus

**Marly Herve**

Skull & Roses, Lui-même

**Marquis-Possant Pierre**

Quebec, Le Scorpion Masque

**Martínez Firmino**

Mil 1049, Homoludicus  
Mil 1949 Landpack, Homoludicus

**Masanori Yoshida**

Manga Party, Cocktail Games

**Mathe James**

Nile deLuxor, Minion Games

**Matthews Jason**

Gleichgewicht des Schreckens, UGG

**Matuszak Kamil**

Labyrinth: The Paths of Destiny, Let's Play

**Maublanc Ludovic**

Casse-toi Pov'con!, Cocktail Games  
Cyclades: Hades, Editions du Matagot  
Dice Town Erweiterung, Editions du Matagot  
Rampage, Repos

**McGinnis Michael**

Perplexus, iello

**McIntosh Lee**

Kamakura, Dyad Games

**Medinger Nick**

Numbers, please, Gryphon / Fred

**Meißner Jörg**

Drei Rosen für Charlie, Krimi total

**Meister Heinz**

Alle Deine Tiere (superminis), Haba  
Auf Beutezug (superminis), Haba  
Avanti, Zoch  
Krimskrams, Haba

**Ménager Sylvain**

Cubulus, Gigamic

**Menoncin Alberto**

Ventura, FFG / Stratelibri

**Meredith Andrew**

Runewars Banners of War, FFG  
Tannhäuser: Operation Hinansho, FFG

**Merrigan Tom**

Pirates of Nassau, Gung Ho Games  
Vicious City, Gung Ho Games

**Mette Matt**

Turmbauer, Kosmos

**Meyer Andrea**

Frigiti, Bewitched Spiele  
Linq, Kosmos

**Michel Jürgen**

Marienkäfer und so, Adlung

**Migdalska Agnieszka**

TopaTop, Kuznia Gier

**Mikoláš Jirí**

Space Bastards, Jira's

**Miller Brien J.**

Das Boot, Spielworxx / Compass Games

**Miltenberger Klaus**

Tier auf Tier klein aber oho (superminis), Haba

**Milunski Filip**

Mare Balticum, Gry Leonardo

**Mitchell Bill**

River Crossing, Thinkfun

**Mo**

Ligretto Twist, Schmidt Spiele

**Montague John**

Hike, Moosetache Games  
Rowboat, Moosetache Games

**Montero Rui Alipio**

Trench, Runadrake

**Montgomery Alex**

Kamakura, Dyad Games

**Moon Alan R**

Airlines Europe: Flugverbot, Abacusspiele  
Zug um Zug Asien, Days of Wonder  
Zug um Zug Indien, Days of Wonder

**Moore Timothy**

Outpost, Stronghold Games

**Mori Paolo**

Pocket Battles: Mazedonier vs. Perser

**Moser Christian**

Monster des Alltags, Pegasus

**Mothwurf Ono**

Zefix! Memo, Süddeutsche Zeitung

**Mouchebeuf Philippe**

Fief, Asyncon Games

**Moyer Victor**

ScrumBrawl, VicTim Games

**Moyersoén Frederic**

Cherokee, White Goblin  
Ninja: Legend of the Scorpion Clan, Alderac  
Rio d'Oro, Amigo

**Mr. Bistro**

Dungeon Run, Plaid Hat Games

**Mr. Grunt**

Zombie Town, AOP

**Mr. Ocean**

Zombie Town, AOP



**Mr. Toto**

Zombie Town, AOP

**Mückel Kristin**

Zahlendino (Superminis), Haba

**Mühlhäuser Steffen**

Schokoly, Steffen Spiele

**Mullen Paul F.**

Quills, Cambridge Games Factory

**Multamäki Timo**

The Phantom League Mostly Harmless, Dragon Dawn  
 The Phantom League Pilote Academy, Dragon Dawn

**Murray David**

Combat Patrol, Compass Games

**Mutta Marco**

Ristorante Italia, Red Glove

**Myss Caroline**

Identity Pursuit, Identity Pursuit

**Nagy Susanna**

Schoolers Prime Poker

**Nash John**

Hex, nestorgames

**Negri-Clementi Silvio**

The Mystery of the Temples,  
 Giochi Uniti  
 Ventura, FFG / Stratelibri

**Nemet Sven**

Pandook, Studio Spektar  
 Biatlon, Studio Spektar

**Nepitello Francesco**

Der Eine Ring, Uhrwerk Verlag  
 War of the Rings 2nd Edition, Ares Games

**Neugebauer Peter**

Buzzles, moses  
 Kryptos, moses  
 Tessels, moses

**Neuwahl Niek**

51, Österreichisches Spielemuseum  
 Uggu, Rombol

**Newman Alan**

Dark Minions, Z-Man Games

**NG Edwin**

F3 For Fame & Fortune, Black Dove Games  
 M3 Murder! Mystery! Mastermind, Black Dove Games

**Nielsen Jesper**

Lego Champion, Lego

**Niemann Tory**

Alien Frontiers, Clever Mojo  
 Alien Frontiers: Factions, Clever Mojo  
 Alien Frontiers: Outer Belt, Clever Mojo

**Nietzer Michael**

Das letzte Bankett, GameHeads

**Nikisch Markus**

Fex Tierisch auf Zack, Haba  
 Liselotte lauert, Haba  
 Liselotte teilt aus, Haba  
 Von früh bis spät, Haba

**Nixon Clinton**

Solar System, Arkenstone Publishing  
 The Shadow of Yesterday, Arkenstone Publishing

**Novac Andre**

Warriors / Tgraders, nskn

**Nuccio Matthew**

Faux Cabulary, Out of the Box

**Nurminen Ilmo**

Shroom Boom, Hyptic

**Nurminen Joel**

Shroom Boom, Hyptic

**O'Connor Rory**

Story Cubes Voyages, The Creativity Hub

**Oh Justin**

Color Mio Arte, Gemblo  
 Goldnaire, Gemblo / laurum  
 Pyramis, Gemblo / laurum  
 Toc Toc Woodman, Mayday Games

**Ollier Alain**

Leader 1 Hell of the North, Ghenos Games

**Opi**

Ligretto Twist, Schmidt Spiele

**Orban Alain**

Tournay, Pearl Games

**Orbanes Phil**

Realm, nestorgames  
 Østby Christian Amundsen  
 Mammot, Queen

**Paglia Pier Giorgio**

Wings of Glory, Ares Games

**Palm Michael**

Artefakt, Winning Moves

**Panning Wolfgang**

Lancaster: Die neuen Gesetze,  
 Queen

**Parks Andrew**

Core Worlds, Stronghold Games

**Pasternack Ethan**

Star Trek: Fleet Captains, WIZKids

**Pelikan Andreas**

Die GulliPiratten, Heidelberger

**Perriolat André**

Katamino Pocket, Gigamic

**Peters David V. H.**

Colorado Midland, Winsome Games  
 SNCF Germany, Winsome Games  
 SNCF Iberia, Winsome Games

**Peters Hajo**

Signum &amp; Mortis, Saladin Games

**Petersen Christian T.**

A Game of Thrones 2nd edition, FFG  
 A Game of Thrones The Card Game on Dangerous Grounds, FFG

**Piard Emmanuelle**

Et Toque, Libellud

**Poehl Henning**

Rolling Bones, Sphinx Spiele

**Poissand-Marquis Pierre**

Québec, Le Scorpion Masque

**Pokornik Brigitte**

Regenbogenschlange neu, Amigo

**Pont Christophe**

Colonial, Stratagem

**Pope Bryan**

Mage Wars, Elfinwerks

**Popov Ivan**

Berserk, Hobby World / Fantasy World

**Porazzi Angelo**

Assist, Angelo Porazzi Games

**Potthoff Dietrich**

Medieval Conspiracy / Ränke der Fürsten, UGG

**Pouchain Laurent**

Cadwallon City of Thieves Cry

Havoc!, FFG / Truant

**Pranzo Parco**

Upon a Salty Ocean, Giochix

**Prinz Peter**

Jenseits von Theben Das  
 Kartenspiel, Queen

**Pronobis Mateusz**

Labyrinth: The Paths of Destiny,  
 Let's Play

**Pulsipher Lewis**

Dragon Rage, Flatlined Games /  
 Brave New World

**Querfurth Ralph**

Star Wars: Angriff der Rebellen,  
 Kosmos

**Quodbach Daniel**

Kairn, Blackrock Edition  
 Caveman Curling, Eagle  
 Ouga Bouga, Cocktail Games

**Quondam Michele**

The Forgotten Planet, Giochix

**Rabellino Fabrice**

Yggdrasil, Ludonaute / Z-Man

**Räckers Anna Lena**

Nachts im Stall, Haba

**Racky Florian**

Isegrim, Spieleverlag Florian Racky  
 Pets, Spieleverlag Florian Racky

**Radakovich Bogdan**

Alphabet Soup, GlowFly Games

**Raimbault Christophe**

Sandwich, Le Joueur

**Ramos Cristina**

Hike, Moosetache Games  
 Rowboat, Moosetache Games

**Randolph Alex**

Hol's der Geier, Amigo

**Rantala Tomi**

Terra Evolution, Mindwarrior

**Rapp Uwe**

Flirt, W & L  
 Masterplan, Chili Spiele

**Reese Bryan**

War of Honor, Alderac

**Rennaud Jean Luc**

Kabaleo, Gigamic

**Rensing Stephan**

Medieval Conspiracy / Ränke der Fürsten, UGG

**Renz Horst Alexander**

Veni vidi vici, Pharao Spiele

**Rich Diego**

Mob Ties The Board Game, Hostage Entertainment

**Riedel Stephan**

Schinderhannes Julchen, Clickerspiele

**Rieneck Michael**

Cuba, Pegasus  
Fauna kompakt, Huch / The Game Master  
Fortuna, Huch / The Game Master  
Santiago de Cuba, Eggert

**Rinscheidt Rüdiger**

World in Flames The Master Edition, Australian Design Group

**Riot Antoine**

Au tableau, Kinigame  
I will survive, Kinigame

**Risthaus Stefan**

Monuments Antipatros, Abacusspiele

**Robbins Eddie**

Baltimore & Ohio Norfolk & Western Railroad, Winsome Games  
Baltimore & Ohio Robber Baron, Winsome Games  
Baltimore & Ohio Technology Level Seven, Winsome Games  
Rising Sun Railroads, Winsome Games

**Robinson Nick**

Devil's Dice, Mongoose Games

**Rodriguez John**

Hamilcar, Valleygames

**Rosenberg Uwe**

Agricola, Lookout Games  
Agricola Niederlande, Lookout Games  
Agricola Weltmeisterschaftsdeck, Lookout Games  
Bohncamillo, Lookout Games  
Ora et Labora, Lookout Games

**Rösner Horst Rainer**

Das große Baden-Württemberg Quiz, Kosmos

**Rossi Carlo A.**

Schnapp's, Zoch

**Roubira Jean-Louis**

Dixit Odyssee, Libellud

**Roznai Larry**

Nippon Rails, Mayfair

**Roznai Loren**

Nippon Rails, Mayfair

**Rudolph Klaus-Peter**

Gurami Das Buch, Bambus  
Gurami Das Spiel, Bambus

**Ruedisueli Patrick**

X610Z Ruins of Chaos, Quantum

**Ruhnke Volko**

Andean Abyss, GMT

**Ruptier Laurent**

Foutrak, Cocktail Games

**Rush Orie**

Kamakura, Dyad Games

**Ruwisch Silke**

Parketto, Kallmayer / Friedrich

**Sabin Philipp**

Lost Battles, spielworxx

**Sackson Sid**

Bazaar, Gryphon  
Buy Word, Gryphon  
Can't Stop, franjos / Gryphon

**Saffre Olivier**

Rumble in the House, Flatlined Games

**Salmijärvi Juha**

Iron Sky, Revision Games  
Mania, Revision Games

**Sandler Arty**

Talpa, nestorgames

**Santos Matteo**

Sake & Samurai, Albe Pavo

**Sasaki Jun**

Hattari, Moonster Games

**Sasdelli Renato Silva**

Braşilis, Galápagos Jogos  
Convocados, Copag  
O Ultimo Grande Campeao, Galápagos Jogos

**Sato Kim**

Gosu Kamakor, Moonster Games

**Sauer Nick**

Mystery Rummy 4: Al Capone, Pegasus

**Schacht Michael**

Coney Island, Argentum  
Coney Island Das Riesenrad, Argentum  
Gold Erweiterung, Abacusspiele  
Mondo Micro, Österreichisches Spielmuseum  
Mondo, Pegasus / Z-Man  
Socken zocken - Schleudergang (superminis), Haba  
Valdora Erweiterung, Abacusspiele  
Zooloretto Erweiterung, Abacusspiele

**Schäfer Volker**

So ein Zirkus, Bambus

**Schaudt Oliver**

Semiramis, Gerhards

**Schiller David**

Hike, Moosetache Games  
Rowboat, Moosetache Games

**Schmitt Matthias**

Schachen, Mücke Spiele

**Schnake Dan**

Ninjato, Z-Man Games/Iello/White Goblin

**Scholles Franz**

Familiengeflüster, Aktuell Spiele Verlag

**Scholles Uschi**

Familiengeflüster, Aktuell Spiele Verlag

**Scholten Artur**

Lorrain, Sensalot

**Schüpper Helene**

Wo ist mein Futter, Haba

**Sciarra Emiliano**

Bang Goldrush, dV Giochi

**Scrittore Antonio**

Kalimambo, Zoch

**Seegert Alf**

The Road to Canterbury, Gryphon/  
Fred  
Trolhalla, Z-Man Games

**Seidel Gunnar**

Hartz Dir einen, Seidel

**Selinker Mike**

Veritas, Rio Grande

**Seo Gyeong-min**

Jack and the Beanstalk, Deinko

**Serrano Carlos Morena**

Welcome to Kalua, Homoludicus

**Seyfarth Andreas**

Puerto Rico Jubiläumsedition, Alea

**Sharp Brian**

Tile Twist, Sharpano

**Sharp Curtis**

Tile Twist, Sharpano

**Sharp Inez**

Un fin de semana En Madrid, Grubbe  
Un weekend á Paris, Grubbe

**Sharp Nathan**

Tile Twist, Sharpano

**Siadek Jeff**

Hunting Party, Gorilla Games

**Siebert Stefan**

Dreck weg, Mücke Spiele

**Silva Lorenzo**

Dungeon Fighter, Cranio Creations  
/ Heidelberger  
Horse Fever 2nd Edition, Cranio Creations

**Simonitch Mark**

Hamilcar, Valleygames

**Sing Thomas**

Miss Lupun, Winning Moves

**Sirocchi Francesco**

Pocket Battles: Mazedonier vs. Perser

**Sivél Richard**

Friedrich Jubiläumsedition, Histogame  
Friedrich Upgrade Kit, Histogame

**Sizemore John**

Chicken Caesar, Nevermore

**Skadl Colleen**

Zum Blauen Drachen, Pegasus

**Smith Colin**

Mob Ties The Board Game, Hostage Entertainment

**Sorrentino Lorenzo Tucci**

Dungeon Fighter, Cranio Creations  
/ Heidelberger

**Sorsamo Kimmo**

Kairo, Queen

**Soued Rick**



Numbers, please, Gryphon / Fred

#### **Sovis Christian**

Die geheimnisvolle Sternschnuppe,  
Drei Magier

#### **Spröd Karl-Heinz**

ZaLogo, Kallmayer / Friedrich

#### **Sprange Matthew**

Dark Eon Assassin: Archeron,  
Mongoose Games  
Devil's Dice, Mongoose Games

#### **Šrajcr Jr Antonín**

arriveé, Tony Games

#### **St. Laurent James J.**

Crude: The Oil Game, Stronghold  
Games

#### **St. Pierre Luc**

Boo, GameBrotherz  
Mister Mailman, GameBrotherz  
Spuzzle, GameBrotherz

#### **Stadler Stefan**

Cuba, Pegasus  
Fortuna, Huch / The Game Master

#### **Stahl Jeff**

Birth of America 1812 The Invasion  
of Canada, Academy Games

#### **Stanley Ben**

NYSE, nestorgames  
Symbol + Symbol 2, nestorgames

#### **Stark Frank**

Der Heidelbär Wald und Wiesen,  
Heidelberger  
Der Heidelbär Wilde Wasser,  
Heidelberger

#### **Staupe Reinhard**

Fusion, Staupe Spiele  
Kunterbunt Duo, Amigo  
No Limit, Gigamic

#### **Stein Dieter**

11, nestorgames  
Paletto, Gerhards

#### **Steinwender Arno**

Bremer Stadtmusikanten, Die  
Spiegelburg

#### **Stevens Alex**

Blockadebrecher, Numbskull  
Games  
Popular Front, Numbskull Games

#### **Stevens Patrick**

Blockadebrecher, Numbskull  
Games

Bullfrog Goldfield, Numbskull  
Games

Popular Front, Numbskull Games  
The Last of the Independents,  
Numbskull Games

#### **Stockhausen Rainer**

Siberia, dlp Games

#### **Stöckmann Britta**

Expedition Sumatra Dadu Dadu,  
Igramoon

#### **Stoll Peter**

Ostfriesisches Schafe-Schubsen,  
H@ll Games

#### **Suchý Vladimír**

Klondike 1896, Bonaparte /  
Stragoo  
Last Will, Czech Games Edition

#### **Sutherland Jon**

Invasion der Normannen,  
Mantikore

#### **Suzuki Gichiro**

Kunitori Kessen, Arclight  
Kunitori Tenka Is the world on Fire,  
Arclight  
Kunitori, Arclight

#### **Sylvester Peer**

Singapore, White Goblin

#### **Tahkokallio Touko**

Eclipse, Lautapelit / rebel.pl / Ystari  
Welcome to Walnut Grove, Lookout  
Games

#### **Tan Michael W.**

Sturm Europa, Academy Games

#### **Taylor Roberta**

Octopus Garden, Valleygames

#### **Teuber Klaus**

Die Fürsten von Catan: Finstere  
Zeiten, Kosmos  
Die Siedler von Catan Aufbruch der  
Händler, Kosmos  
Die Siedler von Catan Thüringen,  
Catan GmbH  
The Rivals for Catan Age of  
Darkness, Mayfair

#### **Teubner Marco**

Fex Keks oder König, Haba  
Kullerei mit Drachenei, Selecta  
tipoi die Geheimnisvolle Maske,  
Ravensburger

#### **Tham Mark**

F3 For Fame & Fortune, Black Dove  
Games

M3 Murder! Mystery! Mastermind!,  
Black Dove Games

#### **Thomas François-Stanislas**

Nations in Arms: Valmy to Waterloo,  
Compass Games

#### **Thompson Randy**

StrikerZ Card Game, StrikerZ  
GameZ  
StrikerZ Dice Game, StrikerZ  
GameZ

#### **Tibbetts Brandon**

The Manhattan Project, Minion  
Games

#### **Timonen Vesa**

Tilt over, Thinkfun  
Tilt, Thinkfun  
Solitaire Chess, Thinkfun

#### **Tobias Avrom**

Strain, Hungry Robot

#### **Tolman Matt**

Undermining, Z-Man Games

#### **Torbey Shadi**

Onirim Metalldose, Pegasus

#### **Touvinen Eero**

Zombie Cinema, Arkenstone  
Publishing

#### **Tralins Keigh**

The Walking Dead, Z-Man Games

#### **Tresham Francis**

1830, Mayfair / Lookout Games

#### **Trzewiczek Ignacy**

51st State The New Era, Portal  
Pret-a-porter, Portal

#### **Tummelhofer Michael**

Pantheon Neue Untermieter,  
Österreichisches Spielemuseum  
Stone Age: Mit Stil zum Ziel, Hans  
im Glück

#### **Turquier Barbara**

Et Toque, Libellud

#### **Twint Guus**

Enthüllt, Hutter Trade

#### **Urbon Arnaud**

Sherlock, Illopi

#### **Uren Tim**

Battlestar Galactica Exodus  
Deutsch, Heidelberger / FFG

#### **Vaccarino Donald X.**

Dominion: Hinterland(s), Hans im  
Glück / Rio Grande  
Kingdom Builder, Queen  
Nefarious, Ascora Games

#### **Val Daniel**

2 de Mayo Assault on Grimaldi  
Palace, Gen X

#### **Valembos Max**

Baby Boom, Ludocom

#### **Valle Pedro**

Air Show, Gen X

#### **Valtriani Marco**

011, Heidelberger/Scribabs/Elfin

#### **van Dalen Ron**

Exposaurus, Mücke Spiele

#### **van Herel Marjin**

Tridio, Productief

#### **van Moorsel Corné**

Ab in die Tonne, Cwali  
Champion 2020, Cwali  
Meltown 2020, Cwali  
Mondriaan 2020, Cwali

#### **van Ness Craig**

Battleship Galaxies The Saturn  
Offensive Games Set, Hasbro

#### **van Zandt Andy**

Grave Business, Minion Games

#### **Vaughn Robert**

Arkham Horror: Der Fluch des  
Schwarzen Pharaos, Heidelberger

#### **Venturini Emiliano**

Isaac, nestorgames

#### **Vernyns Sander**

Aquarium, Sandtimer  
Aquarium Erweiterung, Sandtimer

#### **Verssen Dan**

Field Commander: Napoleon, DVG

#### **Viard Alban**

Age of Steam Cyclades, AOS Team  
Greece, AOS Team

#### **Vogel Eric B.**

Hibernia, Krok Nik Douil

#### **Voicu Andrés J.**

La Vendetta della Lupa Mappara,  
dV Giochi

#### **Volonté Pier**

Aquileia, Zoch

**Vuarchex Thomas**

Jungle Speed Revolution,  
Asmodee

**Walk Laura**

Fex Tierisch auf Zack, Haba

**Wallace Martin**

A Few Acres of Snow, Treefrog  
Age of Industry: Japan and  
Minnesota, Treefrog  
Ankh-Morpork, Treefrog  
Old Man of the Forest, Treefrog  
New England Railways, Eagle  
Scheibenwelt Ankh Morpork,  
Kosmos / Mayfair  
Steam: Map Expansion I, Mayfair  
Test of Fire: Bull Run 1861, Mayfair  
Zeitalter der Vernunft, Spielworxx

**Walter Guido**

Das Weinspiel, Grubbe

**Weber Bernhard**

Fuchs & Fertig, Zoch

**Weinkauff Uta**

Ostfriesisches Schafe-Schubsen,  
H@ll Games

**Welz Christine**

Funny Friends Duo, Beleduc

**West Adam**

Ninjato, Z-Man Games/Iello/White  
Goblin

**West Aron**

Catacombs, Sands of Time Games

**Wham Tom**

Feudalherren, Lookout Games

**Whitcher David E.**

Nitro Dice, Minion Games

**Whitehill Bruce**

Talat, Huch

**Wichmann Peter**

Open End, Süddeutsche Zeitung

**Wiersinga Joris**

Antiquity, Splotter  
The Great Zimbabwe, Splotter

**Wiesler André**

Quest Zeit der Helden: Der dunkle  
Kult, Pegasus

**Wiik Esa**

Kings of Mithril, Tactic  
Terra Evolution, Mindwarrior

**Wilson Kevin**

Civilization, Heidelberg / FFG  
Civilization Fame and Fortune, FFG  
Elder Sign, FFG

**Wittig Reinhold**

Diese Gärten, diese Alleen, Edition  
Perlhuhn  
Omataka, Edition Perlhuhn  
Spiel mini, Abacusspiele  
Spiel, Abacusspiele

**Wohlfahrt Ralf**

Freunde Freunde, rainbowgames  
Knirpsendominos, rainbowgames  
Pentorma, rainbowgames  
Schlossallee, rainbowgames  
Zoomino, rainbowgames

**Wolf Oliver**

Das letzte Bankett, GameHeads

**Wolff Kris J.**

Pilus & Pilus Rainbows, nestorga-  
mes

**Wood Gavin**

Milton Keynes, Al'n Star

**Worden Matt**

Space Mission, Schmidt Spiele

**Wrede Anja**

Fritz Froschprinz (superminis),  
Haba  
Ganovenbande (Superminis), Haba  
Karla Kuchenfee: Obstsalat, Edition  
Siebenschläfer  
Kleiner Obstgarten (Superminis),  
Haba  
Pokal (superminis), Haba  
Twiga Trick, Edition Siebenschläfer

**Wrede Klaus-Jürgen**

Carcassonne Die Schule, Hans im  
Glück  
Rapa Nui, Kosmos

**Wu Harry**

German Railways, Queen  
Wabash Cannonball Nickle Plate  
Road, Winsome Games

**Yasuda Hitoshi**

Endbreaker 1, Broccoli  
Endbreaker 2, Broccoli

**Yoshigahara Nob**

Rush Hour, HCM Kinzel

**Yoshizawa Atsuo**

Dynamite Nurse returns, Arclight

**Yakovenko Pierick**

Jungle Speed Revolution, Asmodee

**Yoshim Ayako**

Shakespeare Carduta, DTP/Carduta

**Zach Lukas**

Artefakt, Winning Moves

**Zak Robert**

Fog of War Strike of the Eagle,  
Academy Games

**Zatz André**

Robin Hood, Galápagos Jogos

**Zico Mario Lucio**

Afluentes, Bico de Lacre  
Gloria Regi, Bico de Lacre

**Zizzi Pierluca**

Arcanum, Edizione Lo Scarabeo  
Lamborghini, Ghenos Games  
Arté, Post Scriptum

**Zlatintsis Stefan**

Jagdfieber / Hunting Fever, Smiling  
Monster Games

**Zoch Klaus**

Tricky Tower, Huch

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





HUGO KASTNER RECOMMENDS

# RUMMIKUB

BOARD GAME VARIANT OF A CARD GAME CLASSIC



Dear Reader! The immense popularity of „Rummy“ („Rommé“), the card game on which the game named in our title is based, surely comes from its multilayered and complex qualities. „Rummy“ is easy to learn and therefore very suitable for a family game, and each game does not take too long. The origin of this game goes back to approximately 1920, albeit there being some obvious predecessors: For instance, the Mexican „Conquian“ (span. Con quién, eng. With whom?), or the „Rum-Poker“ or the Chinese „Mah-jong“. At the middle of 20th century „Rummy“ probably was the most widely prevalent card game of all, albeit in countless, impossibly to survey variants. The name probably goes back to the English word „rum“ which means Rum. Another theory states that the old English meaning of fancy, eccentric or queer was the godfather for the name. That the idea of forming sets that you announce was not fully explored yet even in the second half of the 20th century, is proven by the sweeping success of the derivate «Rummikub», featuring tiles, in Germany, which was elected „Game of the Year“ in Germany in 1980 by the German Jury. [Source: Kastner/Folkvord: Die große humboldt Enzyklopädie der Kartenspiele. Humboldt, Baden-Baden 2005] Ephraim Hertzano, the designer of the tile version, was, according to his own statement, practically forced to design this world-wide success when during the Forties card games were outlawed in this home country of Romania. The first edition of this neo-classic appeared with three rules that all had their fans, if you are more of a card shark or a tile placer, in the Austrian Games Museum in Leopoldsdorf you will find congenial and tactically versed partners for each version.

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

The light of my lamp today wants to illuminate yet another exceedingly challenging version out of the great Sid Sackson's bag of tricks. SET-UP: Each player (regardless if two, three or four are playing) is dealt 10 tiles which are set up on the classy racks. AIM OF THE GAME I, to lay out the tiles in sets or add to sets = make an

announcement. GAME PLAY: Straight into Sid Sackson's Version: In his turn the active player can pick up – one by one – up to three tiles from the face-down pool on the table. Furthermore, he can use up to four tiles in announcements. There is only one restriction: You may only make an announcement after picking up the first or second tile and your turn ends if you make an announcement. Announcements are made as usual in sets (that is, for instance 3-3-3 in different colors) or sequences (for instance 6-7-8 of the same color), whereby the 1 (that is, the ace) can also take on the value of 14. If a set or sequence is already on the table, you can any number of tiles to it, regardless of who made the original announcement. Each single stone added counts as one announcement. And now comes the absolutely malicious element of the Sackson variant: To make your own announcement possible you may relocate all open tiles on the table – including those of your opponents – and rearrange them any way you like, but they must all be used again at the end to form sets or sequences. For instance: (1) On the table are 5-6-7, your hand: 4-8-9 – Announcement: 4-5-6-7-8-9. (2) Table: 8-9-10-11-12, Hand: 10, Announcement: 8-9-10, 10-11-12. (3) Table: 12-13-1(=14), 1-2-3, Hand: 11, 4, 1 – Announcement: 1-1-1, 11-12-13, 2-3-4. If you use a joker, you must (when there could be doubt) announce which value it represents. When a joker is relocated it must keep this value. If you have a tile that equals the joker you can exchange the joker (this is considered to be an announcement) and use the joker to represent any other tile. SCORING: The round ends as soon as one player has announced all tiles from his rack. All tiles that remain on the racks of other players are negative points for their owners, according to their value, a joker scores -15. I do recommend four rounds in case of two or four players or six rounds when three are playing. SPECIAL RULES: (1) You can ask other players for their remaining number of tiles anytime. (2) The time you can take for a turn can be limited by

## TIP #70

Designer: Ephraim Hertzano

Price: ca. 20 Euro

Year: ca. 1980 (Original)

Publisher: Intelli/Jumbo/Piatnik

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

PLAYER

2-4

AGE

8+

TIME

60+

● Strategy/Tactic ● Info+ ● Chance

A solid ability to memorize tiles, a quick take-up and a pinch of luck, that is the mixture that you will need to turn into a successful Rummikub player, especially if you want to play the way that I have recommended here.

## Hugos EXPERTTIP

I can only urge you to try out the version that the Grand Old Man of Games, Sid Sackson, has recommended in his classic Book „A Gamut of Games“ (dt. Spiele anders als andere) he called „Royal Rummy“. The lure of the game is noticeably higher. – In the lamplight of the ruminations offered by the author of this „Highlight“ you can pick up the corner stones of the rules immediately and integrate them into your game on the spot.

## Hugos FLASHLIGHT

With Sid Sackson's ideas „Rummikub“ allows an enormously increased number of combinations for every single player in the game. Therefore the better player will be successful much oftener than the one favored by luck for the moment. Sid Sackson's name alone is a guarantee for quality, even in an evergreen as regards to rules, which achieved worldwide success in the shape of a tile game.

## PUERTO RICO

Journey to new worlds in games

using a timer or a sandglass. (3) When a player cannot rearrange the lay-out he did change into sets and sequences in the available time-span he must take up the surplus tiles and also draw two penalty tiles from stock.

Comments to: [Hugo.Kastner@spielen.at](mailto:Hugo.Kastner@spielen.at)  
Homepage: [www.hugo-kastner.at](http://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](mailto:office@spielen.at), Internet: [www.spielejournal.at](http://www.spielejournal.at) - [www.gamesjournal.at](http://www.gamesjournal.at) - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

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

Copyright (c) 2011 by Spielen in Österreich - Die Spiele Collection, Spiele Kreis Wien, Österreichisches Spielefest, Spielefest, Wiener Spiele Akademie, Spiel der Spiele und zwei Spiele-Symbole sind eingetragene Warenzeichen.

**Ihre Email-Adresse:** Wir versenden oft an unsere Mitglieder, Abonnenten und Interessenten eine Erinnerung für Termine und sonstige Infos. Wenn Sie noch nie eine Email von uns erhalten haben, fehlt uns Ihre Email!

ÖFFENTLICHES MEDIUM  
Dieses Medium liest der  
»OBSERVER«  
Österreichs größter Medienboachter  
Tel.: (01) 213 22 0



# Last Will

of Vladimír Suchý

