

win

THE GAMES JOURNAL
www.gamesjournal.at

ISSUE 430 - NOVEMBER 2011

ISSN 0257-361X

Volume 35



DIE BRÜCKE AM
**RIO
D'ORO**

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

NO CHILD'S PLAY

DIE BRÜCKE AM RIO D'ORO

3D TREASURE HUNT WITH A RISK

8↑

With „Die Brücke am Rio d'Oro“ Amigo enters into competition with games featuring three-dimensional game set-ups, that usually are found with publishers like Kosmos and enchant especially children. Therefore a first glance at the backside of the box, where the set-up ready for play is shown, suggests that Frederic Moyersoen's latest game might also be a children's game. But that's far off the mark!

Echoes of Indy

In the best manner of Indiana Jones we are tasked with crossing a wobbly plank bridge in competition with up to three more treasure hunters, to reach the mysterious treasure cave and start on the way back to camp, laden with gold and jewels. The set-up on the table is quite impressive.

The box inlay mutates into a deep canyon with a roaring river at its bottom, crossed by a three-dimensional plank made of sturdy cardboard, on the which the planks rest only loosely – and some of them are already cracked deeply. One wrong step and you journey downwards accompanied by all your treasures.

Beamed back to Camp

As „Die Brücke am Rio d'Oro“ defines itself in the end as a family game, our man is not lost when tumbling into the canyon and his life not lost; only the treasures that we carry in our backpack – up to three are possible – fall down into the canyon and are buried in the waters (at least in our mind!) We ourselves obviously always manage a courageous jump to reach the edge of the canyon and

to drag ourselves back to camp with the last dredges of our strength from where we set out again boldly in the next round. On top of this, all is handled politically very correctly, which does not mean that there is no tension in the race for the most treasures.

At the start of the game four planks on the rope bridge are cracked and are placed with the cracked side showing accordingly. Equipped with one man each it is the challenge for all amateur Indys to cross the bridge and carry up to three lovely glittering glass jewels back to camp in their backpacks. Governing movement are three dice that show certain numbers of feet and

Stefan Olschewski

An astonishingly tactical dice game with some aggravation potential for children, families and friends, too! Challenging, with attractive looks and nice haptic sensation, and not nearly as banal as the first impression might suggest!

special symbols. While the green dice offers a somewhat slow but considerably safe trip you can make same great leaps with the help of the red die, but you risk to provoke a



dangerous situation and to tumble into the canyon together with your treasures.

When we are not carrying jewels we are free to use all three dice, we can roll all of them and then decide if, and when so then which or how many we want to use. When the rolled side of a die has been completely implemented, we do the same for the next one. But: All is possible, nothing is a must! Despite the luck of the roll we are forced to take decisions, which sometimes are not so easy to make as regards to the fact that we are racing each other for the most treasures. That each transported treasure, which we did place on our backpack card, reduces the selection of dice by one is yet another factor enhancing the dilemma for our decisions. The backpack is emptied only when the man has reached camp, then all dice are available again and the jewels are safe from loss.

Steal and shove

Especially with the full complement of players it is rather full on the bridge and so we shove blocking men in best RoboRally tradition one plank forward in direction of our movement. This can lead to chain reactions that often cause an unintentional dive into the river, because if you are shoved into a gap you fall. And how do gaps happen in the bridge? For this and for some other nasty little tricks, which Designer Moyersoen has dreamed up to enhance interaction among players and the aggravation level, too, the already mentioned additional symbols on the dice are responsible. If you decide to implement a dice result, you must not only use the footprints, but also the additionally pictured actions. So you might be able to steal a jewel from another man you joined on a plank, before you shove him forward. Or you can repair a cracked or missing plank, if necessary; the plank is then placed on the bridge undamaged side up. A lighting symbol means danger and that you must roll the danger die to know which danger is looming. In half of the rolls nothing happens, but you might lose one of your jewels or the plank on which you stand is damaged and cracks. If it was already cracked before that, it is removed from the bridge, the treasures are lost in the water and your man may try his luck again next round, setting out again from the camp. Those few but definitely not trite rules are sufficient to provide an astonishingly tactical and rather turbulent family game for your table, with a very realistic flair of adventure. You keep counting other people's treasures, deliberate with yourself while carrying a full backpack whether to go back slowly and safely step by step or to take a full risk and have the rug pulled out from

under one's feet quite literally. Players obstruct each other nicely and have nothing to spare for each other, especially no jewels! You win if you are first to bring a given number of jewels into the camp, or to have most jewels in camp when the treasure cave at the other side of the bridge has been emptied of its jewels.

Resume

The question posed at the start of the game, whether this is a children's game, can be answered with a clear „no“! Because adults too, and especially adults catch the adventure bug quickly and bring out „Die Brücke am Rio D'Oro“ as a warm-up game or end-of-evening game after taxing strategy games, even when their offspring is absent. The game is solidly produced, nicely illustrated by Michael Menzel, as is only to be expected from him, and provides classy components in the shape of glass nuggets, big wooden men and very sturdy cardboard parts, so that users will enjoy the game for a long time. The nice duration of sometimes not even 20 minutes, the compact packaging and the moderate price will, that is my prediction, pave the way for „Die Brücke am Rio d'Oro“ onto many a games table. ☑

Stefan Olschewski



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

The Adlung family did show it many years ago on TV, in „Wetten dass ...?“. If you shake the Christmassy gift-wrapped game box can sound out the name of the game.

That might work for titles, but we do believe that touching and shaking only of a new game box does not suffice to determine the content and quality of a game.

Every month we report on 55 or more new games, present them to you and feel obliged to strictly adhere to our quality standards when reviewing and assessing the games. Well, the overwhelming number of Essen news and the Austrian Games Fair have played havoc with our timetable, so we are late.

But our decision was clear: Rather be a few days late than reduce quality.

So, our December issue will be published in January, but as February this year has 29 days, we are confident that we will catch up! Have fun when reading this issue and if you need more information, please check our games data base LUDORIUM at

<http://www.ludorium.at> Our data base now contains more than 28.000 text files and more than 20.000 images of games.

WIN The Games Journal can now be read as an **eBook** and on **Kindle** (Both the German and the English edition) and is thus even easier read on the different modern devices than a PDF file.

If you like win we invite to subscribe to **WIN**. We have a PayPal account, so payment of € 6 for a one-year subscription is safe and ease, see <http://www.gamesjournal.at> ☑

INFORMATION

Designer: Frederic Moyersoen

Artist: Michael Menzel

Price: ca. 20 Euro

Publisher: Amigo Spiele 2011

www.amigo-spiele.de

PLAYERS:
2-4

AGE:
8+

TIME:
30+

EVALUATION

Roll & Move with risk
For families
Version: de
Rules: de
In-game text: no

Comments:

Compact packaging * Dice results can be tactically implemented * Interaction is a bit player-dependant

Compares to:

All roll & move games with a risk factor

Other editions:

Currently none



A MULTI-MILLION INHERITANCE

DER LETZTE WILLE

EXPENSES, EXPENSES AND MORE EXPENSES

From the diary of an expert gamer: A new game? Read the rules first! Usually somewhere in the rules you find the sentence: "You win with most prestige points" or "If you own most money at the end of the game, you win" or maybe "If you are furthest advanced on the scoring track you have won". How refreshingly different it is to be confronted with a game with another aim. Last Will is such an exception! Here you must be the first to have spent all your money!

Jumping-off point for this goal is a sad event: Our rich uncle has died and each of us is his heir presumptive. To choose the most worthy heir uncle has come up with something unusual in his will: Each heir presumptive receives a neat sum in cash and must try to spend this sum as fast as possible. The first one to go bankrupt will be the lucky heir to all of Uncle's assets.

So each player receives a certain amount of cash at the start of the game – either 70 Pounds flat or you draw one of the Last Will cards which determine the starting money, which is also at least 70 Pounds. The higher your starting capital is the more difficult it is to end the game prematurely before the end of Round 7. When a player achieves the goal to go bankrupt before the end of Round 7 the game ends in the round when he manages this. Otherwise the game ends automatically after Round 7.

Players spend their cash with the help of their cards in hand, these cards offer the manifold possibilities to spend or squander money. Depending on the kind of card you either display them openly on your own game board or play them and discard them or they offer you to spend extra money via companions. What option you can use depends on the kind of card you play. Normal

cards come in four different varieties:

Properties cards enable a player to buy a property. This property either drops in value when it is not properly taken care of or enables you to spend money on the upkeep of the building. Properties are marked by a symbol in of four colors: Mansions, Town Houses, Manor Houses and Farms. The color of the symbols is important for buying and selling properties and for the use of helper cards (see below). If you buy a Mansion, a Town House or a Manor House you receive a property value marker to record the current value of your property on the card. Farms cannot depreciate and therefore do not need a marker. Property cards are marked with a black border on the front side. Event cards represent unique events, which can be used to spend money immediately. The card is played and is discarded when you have paid the costs. Event cards are marked with a white border on the front side.

Companion Cards are meant to enable you to raise your expenses. Companions can be dogs, horses, chefs or guests. So, for instance, a dinner gets much more expensive when you invite guests, or the upkeep of a building is also much more expensive when dogs are in the house. For companions that are played in combination with black-bordered cards a player receives the corresponding companion marker, for instance a brown marker if you played a dog. This marker is deposited on the black-bordered card and stays there to the end of the game. The companion card itself is discarded. Companion cards are marked with a grey border on their front side.

The helper and expense cards have two different abilities. On the one hand, they allow you to spend additional money and on the

other hand they offer functions, pictured by icons on the bottom border of the card, to support you during the action phase. Helper and expense cards are marked with a black border on the front side.

At the start of the game each player receives three property cards and three helper and expense cards, of which you can only keep any two of your choice. The rest of the game is played in rounds, during which each player acquires card and uses cards with the use of actions on his cards. At the end of each round each player must discard cards if necessary to reduce his hand to two cards.

How do players acquire cards during the game? For this purpose two game boards are placed on the table, the planning board and the card offering board. Both boards have two different sides, one for use with 2 or 3 players, and the other side for use with 4 or 5 players. The card offering board is sup-

Bernhard Czermak

Last Will is a very entertaining, mainly tactical game with a refreshingly new topic whose allure lies in the unrestricted spending of money and being rewarded for it.

plemented with an additional board in case of 3 or 5 players. Next to those game boards the normal cards, as described above, are stacked according to type as general stock. On the card offering board cards are laid out open faced at the start of each round in Phase 1 of the round, different types of cards in correlation with the current number of the round. In addition to those cards special cards are used, they show one or several crown symbols on their back side. These special cards can either be events or helpers or expenses, but are considerably more powerful than the normal cards. Finally, you can acquire one or two companion joker cards via the card offering board, which can be used as any companion of your choice during a round. All those cards form the card offer of the current round and can be acquired by players in a later phase of the round.

By the use of the planning board you acquire cards in phase 2 of the round, the planning phase. The planning board features six or eight circles depicting a sand timer; each player in turn from the starting player on chooses one sand timer and places his planning marker in his color on the timer. Each sand timer is connected to a space which lists three criteria in different combinations in each space. So each player, when choosing a sand timer, also chooses the criteria of the corresponding space. Furthermore, the sand timers are depicted in a row, as they



also set the playing order for the rest of the round. The first criterion in a space defines the number of the errand boy figures that a player can place in the next phase on the boards. Each player holds two such errand boy figures in his color, shaped like a hat, or more exactly, an opera hat. Depending on the sand timer chosen you may place one or both of the errand boys in phase 3.

The value of the second criterion decides the number of cards a player can take up as soon as he has chosen a sand timer. He can draw this number of cards in any combination from the four stacks of normal cards. The number of cards he can take lies between zero and seven cards, but, as already mentioned, you must reduce your cards in hand to two at the end of the round.

The third criterion, finally, decides the number of actions that a player can implement in his turn in phase 4. This is the moment to praise the exact, continuous use of symbols throughout the game; actions are always acquired by collecting A's in green spaces; A's in red spaces always denote that you have to spend actions.

When each player has placed his planning marker, the planning-phase is complete. All other phases are now implemented in the player order set by the planning markers on the planning board from left to right.

The ensuing phase 3, the errands, is used by all players to acquire the offerings on both (or three) boards. In playing order players place one of their errand boy figures and then a second turn follows for all players who are allowed to place their second errand boy figure. The errand boys are placed next to the chosen offer on the space provided for this purpose and thus block this offer for all other players.

The card offering board and the additional board, enable you, as you might have guessed from the name, to acquire one of the cards on display there. You place your errand boy figure next to the card and take up the card immediately. Usually there is one placement spot for the errand boy figure, in case of 2 to 3 players there are 2 placement spots for 3 cards, so that two players can choose from three cards. Depending on the number of players there is a selection of 7 to 9 cards on offer in each round.

The planning board offers an additional number of four offers. These offers include the acquisition of a normal card, that is, the top card from one of the four stacks of general stock. This offer can be used by each player, independent from the selection/

planning of other players, as there is one space per player for the errand boy figure.

The next possibility is to acquire an expansion for your player board, so that a player can place more cards on the table than the 5 spaces provided by the starting player board. This offer can only be used while there are still expansions for player boards available.

Another possibility offered is the selection of a visit to the theatre. If you place your errand boy marker there you can immediately spend 2 Pounds.

Finally, the most interesting option is the option to switch modification markers for the property market. This enables you to raise or lower the prices for properties by up to 3 Pounds. Four markers are distributed randomly at the start of the game on the four kinds of properties, which are identified / distinguished by color. If you place your errand boy marker there you can change the distribution to your liking. This switch recommends itself especially before buying a certain building to make this more expensive or before selling it in order to get less money for it. The price of any property is always the sum of the current value of the property as noted on the card plus modification marker for this kind of property on the planning board and – maybe – additional helper cards.

When the errand boy markers are placed this phase and and players can implement their actions in the next phase.

In Phase 4, Actions, a player uses all actions currently at his disposition to spend as much money as possible. The number of actions results from the selection of the sand timer on the planning board, helper cards on the player's board and hand cards played, which can bring additional actions. Each action that is marked with an "A" in a red space costs one action.

To play a card from your hand onto your player's board always costs on action. When the card is marked with "A" on red, it costs an additional action. All cards with a black border must be placed onto the player's board in order to be able to use their functions or to spend money accordingly. Using a card can demand actions; this is again denoted by the "A" in a red space. Each card deployed on the board can be used once in a turn, even if it was played just in this round. After using the card it is moved downwards on the board to that the green tick becomes visible, this is the equivalent of tapping a card. Each card that you want to deploy

GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

USER GROUP

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

Kinder:

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

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of „family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

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

FEATURES

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

Empty boxes: This feature is neglectable or not present

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

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

Three colored boxes: This feature is dominant and essential

Chance:

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

Tactics:

Take decision, short-term planning, planning based on one move

Strategy:

Think ahead, long-term planning, planning for several moves

Creativity:

The player has to provide words, phrases, images and other creative efforts

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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

takes up a free space on your player's board or expansion for your player's board. When there is no free space left you need to discard a card already displayed on the board; you cannot discard a property for this purpose, properties can only be sold.

When a player buys a property this costs an action too, as the card is placed onto the player's board. You pay the price stated on the card and take into account the already mentioned modifications. The upkeep of properties, too, always costs an action, unless you own a corresponding helper. The costs for upkeep can be raised by companions. In order to do so you must play a companion card and then place the corresponding companion marker onto the property card. Playing of the companion card also costs an action. Companions must be played per property card in the order depicted on the card.

Selling of properties also costs an action. You remove the property card from your player's board and receive the corresponding sum of money according to the current value of the property, modified by the respective markers and helpers. As long as a player owns properties he cannot declare himself bankrupt.

Activities that do not show the „A“ on red do not cost an action and can be implemented during your turn anytime you want. These activities are usually connected with the use of helper cards. The costs that are accrued by those activities are noted in the right top corner of the card.

Event cards always cost at least one action, depending on the notations on the card, and are discarded after being played. Some event cards allow a player to choose the number of actions he wants to use, which in turn result in the costs of the card. Other event cards can be played together with companion cards to raise their costs. The companion cards are then discarded and do not cost additional actions.

During the action phase you can also use the functions noted on the bottom border of your own helper cards displayed on your board. Those functions comprise raising expenditures, saving or winning back actions and modifications of prices to buy and sell properties as well as receiving or keeping of hand cards.

Each player uses all his available actions to spend money; then it is the next player's turn, in playing order according to the markers on the sand timers. But take care: You cannot incur debts while you are still

holding property. This means that you cannot play actions that need more spending money than you have cash available. But you can relinquish companions that might be there and lower costs to be able to implement an action.

When all players have completed their turns phase 4 ends. Should a player go bankrupt in phase 4 of rounds 1 to 6 the round is finished all the same, but the game ends with this round, no additional round is played.

In phase 5 you implement the end of a round. Each player must reduce his cards in hand to two cards unless he owns an appropriate helper. Properties that have not been maintained (the card has not been shifted downwards on the player's board) are no longer depreciated, the property marker is moved to the next lower value on the card, if there is still such a value available. All cards that were used are shifted back upwards to cover the green tick, the remaining cards on the card offering board and the additional board are removed. Players take back their planning markers and their errand boy markers into their personal stock. Finally, the starting player marker is handed to the next player to the right which ends phase 5 and marks the start of a new round.

After a maximum of 7 rounds the game ends. The player with the highest debts or the lowest fortune wins Uncle's inheritance. The fortune of a player is calculated from his cash and his properties; properties are evaluated at their current value + 5 Pounds for this final calculation of fortune.

With Last Will Vladimír Suchý has created a very atmospheric game that provides a different game each time. The appeal of the game is to find new and more costly ways to spend your money.

Last Will has strategic components like the helpers who favor certain properties, but despite of this the tactical part of the game dominates. Interaction among players is also a deciding factor, in each round one must deliberate if one wants to make sure that one gets an important card from the card offering board by placing the planning marker on the leftmost position or if one would rather have more actions or more errand boy markers at one's disposition. Especially the choice of this combination from playing order, additional hand cards, useable errand boy markers and available actions makes the game so attractive and leads to new situations in the game again and again, not to talk of the exhilarant aim of the game coupled with the feeling finally to be able to spend money hands down.

Nearly incredible, but true: it is fun to see how your money dwindles!

Like almost all games using cards Last Will has a chance element. This can be controlled by the player as it is up to him which type of card and how many cards he wants to draw in his turn or during the planning. Last Will plays very well with all numbers of players listed by the rules. Due to the different boards the game is nicely balanced for each number of players; but you must observe and implement the additional rules for a game of two players.

The flair of the game leaves nothing to be desired, either. Cards and playing boards are nicely and attractively designed, and the content of cards is also very coherent: That an old sea dog costs you more in case of a boat trip or if you invite for a drink is rather self-evident. And beautiful coach for a drive costs money, too! And that due to your investment consultant properties get more expensive when you want to buy and cheaper when you want to sell, comes straight from real life!

Last Will can be recommended wholeheartedly and will be applauded when played with friends or by experts. ☑

Bernhard.Czermak@spielen.at

INFORMATION

Designer: Vladimír Suchý

Artist: Tomáš KucEROVSKÝ

Price: ca. 29 Euro

Publisher: CGE / Heidelberger 2011

www.hds-fantasy.de

PLAYERS:
2-5

AGE:
13+

TIME:
75+

EVALUATION

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

Comments:
Unusual aim of the game * Witty illustrations * Entertaining, diversified game flow

Compares to:
MAD for the topic

Other editions:
Last Will, CGE / Z-Man Games



My rating:



CULTURE, POLITICS, WAR

SID MEIER'S CIVILIZATION

DAS BRETTSPIEL

A mighty box, a plethora of counters, cards, plastic miniatures, boards, charts ... replenishments from the house of Fantasy Flight and Heidelberger Spieleverlag respectively bring us a new version of Civilization. Easily more than 20 years have passed since I did burn the midnight oil with the old Civilization by Francis Tresham from Avalon Hill at the de Cassan's place in Leopoldsdorf during Games marathons – too long for really being able to compare the games – sorry for that!

The rules book has only 28 pages – but I recommend to each one ready to confront the game to first study the rules intensively to be then able to teach the other players. The rules are nearly complete, nicely structured and clear and explained with images and examples, but the devil is in the details. As in all other FF games one is continuously looking for small details and leaf through the rules a lot, which slowed down game play considerably in the first few games. Fortunately there is an index and a glossary offering help, but fluency came to game only after some games played. But still, it is worth every effort. What really is hindering the search for details is the fact that „flavor text“ is not marked, e.g. how do I use „great people“; I need to read through some pompous sentences like „Certain people rise to prominence within their civilization. These great people steer the course of nations and can change history ...“ to at long last arrive at the core of the matter in the middle of the paragraph: „Great people markers are used like buildings“.

Civilization can be played by 2-4 people (we did not yet try it with 2) and offers long lasting fun. An expansion for a 5th player is available, Civilization: Fame and Fortune.

At the start each player chooses or randomly draws one of 6 cultures and receives the corresponding card (Civilization sheet), which shows a famous person, describes a special ability, gives you a start technology and names the type of government. The sheet also holds a spinner wheel with two hands. Then each player receives figurines for armies and scouts, one set each of technology and type-of-government cards as well as markers for cities, culture level and military technology, a home landscape tile and, finally, a good synopsis chart which

shows the progression of rounds, the costs for production and improvement for units and buildings as well as capabilities of scouts. With this chart you can enter the game rather easily without having read the complete rules, as long as at least one player is familiar with the game and can instruct you (as already recommended).

The impatient wish for a quick start will have to wait for a little longer, though, because this game – as do most others from FFG – demands a somewhat long set-up phase. The main board is made up from face-down landscape parts; each player adds his home tile to the corners of this main board and places the capital marker on it. There are five types of landscapes – Forest, Mountains, Grassland, Desert and Water; water can only be crossed with the help of special technologies. A lot of buildings can only be set up in a certain type of landscape.

A smaller game board, the Market Board, is added to one side of the main board. It is the place for: 1. The building markers; of these there is a limited number, if you buy one you place it into the suburb of one of your cities and thereby rise the trade income, the production, resources and cultural potential of the city. 2. The face-down cards for military units; they are needed for conflicts, at the start each player receives one infantry, artillery and cavalry card, airplanes are only available later in the game with special technology. 3. Level markers for military technology in player's colors. 4. Cards for so called wonders including markers, these can also be bought; the cards are given to the player and yield powerful bonuses, the corresponding markers are placed on the board as buildings. At the bottom of the Market Board runs the so called culture track, markers on it show the cultural progress of each civilization.

Between this bottom border and the main board cultural event cards are placed in three face-down stacks, these cards are given out for each cultural progress (when the marker advances one step on the K-track), they also yield nice bonuses and sometimes help you defend off your fellow players.

Lots of other cardboard tiles are stacked in loose order around the market board: So called Market Resources (wheat, silk, in-

cense and iron) and Chance markers (three kinds; huts, villages and great people) and, finally, Coin, Wound and Culture tiles. This leaves a few Combat Bonus Cards and one technology of Level 5, Space Flight.

Whew, nearly there, but wait, each player has his own display – civilization needs a big table to play it: Directly in front of each player lies his Civi sheet, noting the starting bonus for his culture, its type of government (only Russia and Rome do not start with Despotism) and this sheet is also the starting place for the plastic miniatures,

Christoph Proksch

Civilization is a beautifully designed, powerful game for specialist, offers never-ending fun and is time-consuming to learn.

one army and one scout start in any square of your choice on your home tile. The Civi sheet also lists the start technology of each people, which is displayed openly; the remaining tech cards (each player holds an identical set) are stacked by levels I-IV next to it. On the space marked on the sheet for this you place the card for the type of government. Each player holds a 2nd city marker; the 3rd one comes into play with the corresponding ability (irrigation).

Now on to the spinner wheel on the Civi sheet. The small coin hand starts at 0 on a scale of 0-15, the bigger hand is marked with the „Trade“ symbol (looks like an eye formed by a red and a blue arrow), which is also visible on many squares on the board. At the start of the game you count the number of those symbols pictured on the 8 squares around your capital (the so called suburbs), the total is the starting level of the trade hand. The maximum is 26 and shows the Roman numbers I to V next to the scale values of 6, 11, 16, 21 and 26, marking the technology levels you can acquire when the hand reaches or passes this number. Regardless of what ability you acquire, the hand goes back to 0 afterwards (this changes later), so normally you can only acquire one ability in each round.

Now the set-up is finished and the game can start: It is played in rounds, so called turns, each turn comprises 5 phases, in which each player in turn implements his actions, then the next round begins. The starting player changes at the start of a round in clockwise direction, sometimes it is important when it will be your turn.

Phase 1, Start of the Round:

The starting player marker goes to the next player. This player chooses actions from cultural event or wonder cards, can build cities,

up to a total of 3 all in all, and can change the type of government. Where you can build a city is governed by strict rules, in any case you must have a scout on the desired spot; the scout is returned to the other buyable pieces. The type of government can be changed, if the technology card placed at the end of the previous round does allow this. Each type of government with the exception of despotism yields certain bonuses; if you are in need of those you need to choose this action and to lay out a special tech-card beforehand, respectively. A direct change of government based on cards that were laid out in earlier rounds than the last one are not possible – in this case you need to choose anarchy, which means that your capital cannot implement an action for one round; only in the following round you can revert to a new, already acquired type of government.

Phase 2, Trade:

The trade value symbols of all cities are counted and the big hand is set to the corresponding value. In this phase players can

trade with each other, using trade values, culture tokens, resources markers, culture event cards and also promises (which are not binding). We have never traded so far in our games; we all are rather on a confrontational course.

Phase 3, City management:

Each city has one (!!) action from a wide selection of possibilities: Production of a figure (army or scout) or of a unit (these are the conflict cards, three of those are given to each player at the start of the game) or of a building (must be bought from the market) or of a wonder – all this is paid for with “production”, represented by hammer symbols on the hex squares of the board or on the building markers. Each city counts the number of these symbols in the suburbs, the total is the production value of the city – for instance 6 symbols allow me to buy a building up to a maximum value of 6 or a scout (6) or a unit (e.g. artillery level 1 for 5). Suburb squares occupied by opposing figures cannot be included in the count. You cannot save up on production values, but

you can change trade points 3:1 into production.

Instead of producing each city can „harvest“ one resource that is pictured on one of the suburban squares, e.g. transfer 1 iron marker from general stock onto the Civi sheet or the city devotes itself to culture; the owner receives one culture marker for each culture symbol in the suburbs plus one for the city itself. These markers can be collected and spent any time in the city management phase to advance the marker by one or more steps on the culture track. Each of those advancement yields one culture event card or sometimes a Great Person marker. The movement on the track gets more expensive in three stages; in the last stage you must also pay “trade value”: Should a player reach the last spot of the track, he has won Civilization with a “cultural” victory.

To summarize: You have one action for each of your cities, either 1) Production of buildings and wonders (raises the number of city



symbols for trade, production, resources or culture), of figures (army, scouts, especially important at the start of the game) or of units (used in conflict) or 2) collecting of a resource or 3) busy the city with culture (collecting of culture markers).

Phase 4, Movement:

In turn each player can move each of his figures, at the start 2 steps = travel speed and only 2 figures are allowed on the same square (stacking limit); acquisition of certain abilities enhances both values as well as the Size of the Culture Hand (you can hold only 2 culture event cards) or the City limit (from 2 to 3). With movement you can explore additional landscape tiles – they are turned over at the cost of 2 movement) or initiate conflicts.

A new landscape hex is equipped with face-down tokens for huts or villages; only army figures can enter these hexes and collect the markers. The backside of those markers shows resources as mentioned above; there are two more resources which cannot be bought on the market: "Spy" and "Uranium". A village marker is only acquired when you fight barbarians, which can and badly at the start of the game. Especially at the start therefore there is a race for those resources which ends quickly when all have been taken. These resources often yield nice bonuses when coupled with special technology cards and sometimes help in case of attacks due to culture event cards.

Phase 5, Research:

Now each player can learn one (!) technology which is paid for by putting the hand on the trade wheel back to 0. The corresponding cards for new abilities / technologies are laid out and so a progress pyramid evolves, a higher level always demands two lower cards upon which it can be built. If you want to win with a technology victory you must have a minimum of 5 cards in the bottom row, 4 cards in the 2nd row, 3 cards in the 3rd row and 2 cards in the 4th row so that you can add Space flight, the only card of technology level 5 and end the game. Technology cards have lots to offer: They help with setting up buildings, fast travel, enhanced combat abilities; they raise trade values and production and earn you coins and culture markers. Furthermore, they allow you a change of government type.

How do I win Civilization: There are four ways to win: 1. Military, 2. Economics, 3. Technology and 4. Cultural advancement. If a player meets one of those targets the game ends immediately and he has won. Therein lies one of the major snags of the game: The difficulty to achieve those goals

is not the same for each one: I have arranged them in the order of how easy they are to achieve. I was advised by a friend to leave out the choice of a military victory and to raise the obstacles for economical success to even out the chances. If you conquer an opposing capital has achieved a military victory. If your yellow hand on the Civi sheet reaches value 15, because you have collected enough coins on technology cards and buildings, you achieve an economic victory and if you climb to the top of the technological development pyramid, you win with technological advancement. That leaves the cultural success; if you reach the finish spot of the culture track you have won, too.

Especially at the start of the game I am often in a quandary about what path to take, despite some peoples being better suited for a certain target than others, for instance the Germans for a military victory. The fact that you need technologies to achieve a certain goal that are rather affiliated to another path is one of the main characteristics that make Civilization so appealing (e.g. the economically oriented player needs military success, too, to acquire coins.)

A short note on conflict (against villages or other players): Conflict is enacted with "unit cards", the number of army figures in a location of conflict determines how many of these cards you can take up; this number is raised by some technologies. Unfortunately you must first buy these units in the "City management" actions; they are available in four level, the higher levels are more expensive and only accessible if you have acquired certain technology cards), the military power is different within a level, too. Starting with the defender each player puts down one card each – strength = live points and damage that you inflict, both adversaries strike simultaneously. This is accompanied by a "Stone-Paper-Scissor"-mechanism of arms (Artillery, Infantry, Cavalry), which allows one adversary to achieve a hit first. When the damage equals the number of life points of the unit, the unit is destroyed and cannot fight back). Therefore you can lose unit cards in combat and new units must be acquired at high cost. When all deployed units have engaged in combat, the strength of surviving units is added, the winner receives a reward, e.g. resources. Conflicts are a bit drawn-out due to the somewhat difficult to read symbols (especially when the light is not ideal) and their cumbersome course and leave a feeling of being out of place in this otherwise very carefully devised game.

This take me to the end of the review of this colossal game: It takes a long period of get-

ting acquainted with until it runs smoothly, but is great fun for all who have the necessary patience and is always a pleasure due to the plethora of options. Civilization has a high re-play value, you want to do better next time and the different victory conditions offer innumerable versions. Of course it's a freak's game; it takes a lot of time (at best, when all are familiar with it, a minimum of three hours) and is not a pure dry economics game, because there is too much imponderability albeit having to admit that the chance factor is rather low. Many of the phases can be implemented simultaneously by all players, provided there are no cheats at the table to take advantage of this. Interaction is happening, but players who ponder too long can slow down the flow of the game considerably. Civilization is a brilliant game for fans of exacting games, definitely not a family game and not suitable at all for the casual gamer. Fans of the PC game will appreciate it, and it of course compares to the old Avalon Hill Civilization and also to Runewars, which puts more emphasis on conflict.

I look forward to the Civilization: Fame and Fortune expansion and will definitely playing a number of Civilization games in future.



Christoph.Proksch@spielen.at

INFORMATION

Designer: Kevin Wilson

Artist: Henning Ludvigsen

Price: ca. 40 Euro

Publisher: Heidelberger / FFG 2011

www.hds-fantasy.de

PLAYERS:
2-4

AGE:
13+

TIME:
180+

EVALUATION

Development game
For experts
Version: de
Rules: cz de en es fr it jp kr
In-game text: yes

Comments:

Complex set-up * Gaming experience necessary * Beautiful, dense play with lots of options

Compares to:

First edition of Sid Meier's Civilization, Civilization by Francis Tresham

Other editions:

English edition at Fantasy Flights, others in French, Spanish, Italian, Korean, Polish, Russian ...



DESIGNS AND CONTRACTS

PRÊT-À-PORTER

PUBLIC RELATIONS AND FASHION SHOWS

Prêt-à-porter is the new game from Ignacy Trzewiczek and Portal, released at the SPIEL together with New Era, the new implementation of 51st State.

Since Neuroshima Hex release, back in 2006, I'm always been interested in Portal games. Both Stronghold and 51st State are outstanding games.

Prêt-à-porter differs from the other games for the theme: not a post-apocalyptic setting but modern fashion. Despite the theme, that could make you think you have in hands a light family game, Prêt-à-porter is a deep strategic and economic gamers game.

Prêt-à-porter was first released in Polish in 2010. It was actually part of a project to teach young high-school boys/girls how to manage a company. The game got a really great success and so Ignacy made an English version. Actually it seems that most of the gamers and publishers attentions are caught only by fantasy/historical theme and Prêt-à-porter floated under the radar of

too much peoples. That's a pity because it is a really great game: actually, for me, the best Portal release.

The cover artwork is striking, and the rest of the materials and artwork match the Portal standards exhibited in prior releases. The game includes 100 small cards used for buildings, employees, contracts, loans, credits and fashion shows; 50 normal cards for designs; two sheets of cardboard counters (Quality, Trend, Public Relation, Star); 72 wooden cubes (materials tokens in six colors); 12 action pawns, money and player aides.

The theme of the game is style and fashion. There is not real direct interaction in the common sense, that means you can't destroy other players companies, but of course you and other players compete for the same small amount of resources (like in most worker placement games) and every 3 turns there are fashion shows where you have to run to be the best in quality, trend, public relations and variety. You have to play against other players and watch carefully what they

are doing to be always at the top. It is not a game you can play alone and hope to win. Players run clothing companies and must design and produce the best collections possible by using contracts, buildings and talented employees in order to compete in fashion shows.

The game lasts twelve months (rounds), and each third month is one or more shows (scoring round). During the preparation months, players acquire buildings, get employees and contracts, prepare new designs and buy the materials to complete the collection.

During the fashion show months, they display collections and sell them to earn money, and the player who has the most money at the end of the game wins.

To prepare a collection you need one or more finished designs that share a common style: Sports, Boho, Vintage, Kids and Eve-

Andrea Ligabue

One of my favorite Essen games 2011, the best game so far from Portal and for some time to come a permanent feature on my games table

ning. So you can bring a sport collection or a kids collection in a show but not mix. The collections are evaluated using 4 elements: quality, trend, public relation and quantity. The importance of each trait depends on the city where the show takes place. In the first scoring round there is just one city and all 4 traits are evaluated (the order of evaluation and the importance of each traits vary from city to city). In the second score round two cities are evaluated with 3 traits each, in the third round 3 cities with 2 traits each and finally, 4 cities in the final round. The shows in the 3 score rounds are randomly assigned in the beginning of the game; the final score is always the same. The most valued collections based on current trends in the market receive stars, which both provide additional income when selling the collection that month and earn additional money at game's end.

Each of the preparation months consists of an action planning phase, an action execution phase, a training and development phase, and finally a maintenance phase.

The main mechanic is a standard worker placement with available actions being occupied. The game board features nine actions available to players, and each action can be selected 2-3 times depending on the number of players in the game. A player can choose the same action twice, but as with all such games you always want to do



far more than the three actions per month you are allowed. New contracts, buildings, employees and designs are available each month, and the first player to select an action naturally has first choice to what's being offered. In each action month a full new set of cards will be revealed and the cards left are discarded. In the two final action months (October and November) buildings, employees and contracts will be drawn from a special set, usually offering special benefits you have to read in the manual. The icons on the cards are nice and quite simple to read but there are many cards with effects you need to read on the manual in the first games. This can slow a bit the flow of the game but after 3-4 plays the game runs much more quickly.

There is no way to buy extra actions but many buildings and employees offer you the possibility to buy materials and/or designs without using actions during the turn. Buildings, employees and contracts offer special benefits at a "cost", with buildings and employees staying with you for the rest of the year but requiring a fixed maintenance cost each month. Buildings have construction costs, too, but you want them as you are allowed a maximum of three employees, plus one for each building you have. Contracts, on the other hand, cost only the action itself to purchase, but they last for only one show, so you need to keep going back for more.

There is not actually a killing strategy: sometimes having a lot of buildings with employees could be the road to win; at other times the right contracts and few buildings/employees are much better.

The range of possible combinations and abilities is huge, and buildings and employees can be upgraded to provide even more options – but you need to keep maintenance costs under control or else you'll have no money for anything else, and that's not good.

The first time you play the game you can overestimate or underestimate the cards. You need buildings, employees and contracts to win the game but you have to keep the cost under control. The amount of money each company has is not too much!

Money is both the key to victory (since the player with the most money wins) and essential for buying buildings, paying employees and materials needed to make the collections. Every design card shows the two colored cubes (always different) needed to complete that design, and unless a design is finished, you cannot display and sell it when

the show arrives.

You can purchase materials in three locations: the local manufacturer for cheap one-off materials of low quality, the warehouse for medium-quality materials of all types, and importers, which offer expensive materials of only the finest quality.

Quality counters, along with public relation and trend counters, are all placed on the company board that also displays the type of design in which the company specializes, with your specialty allowing you to create trendy designs of that type.

From a single finished design you can earn something between 3 and 12 money, depending where you bought the materials and the design. Some designs are a bit less gainful but will provide extra Trend or Quality tokens that could be determinant to win the shows. It is important to be able to present more than a single design in fashion months and to do that you have to plan well your buys and start to prepare designs in advance. Remember that all the fashion shows are displayed right from the beginning so you can plan well.

The materials are actually assigned to design just only in the fashion months so you can change your projects looking what your opponents are doing. You can accumulate materials but since the money is really tight you have to think carefully about your buys. You should not underestimate the importance of winning fashion shows, since the extra money earned could be a determining fact for the outcome of the game. You will get one extra money for each stars earned for each design sold after the show: so winning a first trait, that means something like 4 stars, could be really relevant. Each stars gained will give you also extra money in the end of game.

In the first fashion month (March) there will be only one show and all the 4 traits will be evaluated in sequence: the first trait in the list giving much more stars than the last one. Only the first two collections will get stars so is a race for the first (highly revenue) and second (little revenue) position. The second fashion month (June) will have two distinct fashion shows in two different cities: in each city only the first 3 traits will be evaluated. The third fashion month (September) will have 3 different fashion shows: in each show only the first two traits will be evaluated. Which traits and which city in this first 3 fashion month will be randomly determined from a deck of 6 city cards with many possible combinations. The last fashion month (December) will always display

the same 4 cities, with a single traits evaluated in each city. The set of the fashion show is public since the beginning of the game so it is possible to have a long time strategy. Finally, you can visit the bank to be credited money or the preparation field which offers a sampling of quality, trend, PR or money. Despite the "light" theme, Prêt-à-Porter is a deep strategic economics game, with a huge number of possible plays and combinations as well as big interaction between players and companies. You need to plan your strategies and looks what other players are doing. You can build up your strategies in many different ways according to the buildings and employees you have.

I think it is a game with high re-playability since the order of cards, fashions and collections can really change the flow of the game. It works with 2 players but I think 3 players is the perfect number. Also 4 players is good but, at least for the first games, the competition could be too strict.

For me one of the best Essen hits and a game I'm sure I'll play a lot in the next years. ☒

Andrea Ligabue

INFORMATION

Designer: Ignacy Trzewiczek, u.a.

Artist: Tomasz Jedruszek, u.a.

Price: ca. 40 Euro

Publisher: Portal Publishing 2011

www.portalpublishing.eu

PLAYERS:
2-4

AGE:
10+

TIME:
90+

EVALUATION

Worker Placement Game

For experts

Version: en

Rules: en pl

In-game text: no

Comments:

Classy components and design * Unusual new topic * Game experience is advantageous * Best for three players

Compares to:

First game with this topic, otherwise other worker placement game

Other editions:

Polish Edition 2010



OLD MANUSCRIPTS AND BOOKS

BIBLIOS**TREASURES IN A MEDIEVAL MONASTERY**

This card game arrives packed in a very nice little box (195x140x40 mm) very similar to a small old book, with an "magnetic" folder that sticks on the side keeping the box perfectly closed.

Inside the "book" we find a deck of 87 cards, 5 colored dice and a mini board (175x115 mm) that will be used to display the dice and calculate de Victory Points.

Cards belong to three different types: BOOK cards, GOLD cards and special CHURCH cards.

BOOK cards are of five categories: Monks (brown), Pigments (blue), Holy books (green), Manuscripts (orange) and Forbidden tomes (red) and each type has a corresponding die of the same color. Dice are placed on the mini-board showing "3" pips, that is the basic evaluation of each category.

Not all the cards have the same values: Brown and Blue have two cards with a "4" value, plus three cards with a "3" value and four cards with a "2" value. The other three categories have two cards with a "2" value"

and seven cards with a "1" value.

It is absolutely necessary to remember this composition all along the game because this is a "majority" game and the player with most points in a category is the only one who will score points with it.

The deck also includes 33 GOLD cards (eleven cards with value "3", eleven "2" and eleven "1") and 9 CHURCH cards. The latter are a sort of Bonus/Malus cards as they allow the player to increase or decrease the value of one or two dice on the display (two of the cards increase TWO dice 1 point; two decrease 2 dice 1 point; two let you increase ONE die 1 point; two decrease 1 die 1 point and the last card let you decide if you prefer to increase OR decrease ONE die 1 point).

Those cards are VERY IMPORTANT if used properly: of course if you get them early in the game you will use them a little randomly, but if you get them when you have enough cards in your hand to judge which are good and which are dangerous you may increase the value of your colors or decrease that of your opponents. We will see later a

HOME MADE RULE that modify a little the standard game but that gives more importance to those cards for a more exciting match.

The game may be played and enjoyed by 2 to 4 players but small adjustments to the deck should be done: with TWO players you have to discard 6 gold (2 of each type) and another 21 randomly selected cards; with THREE players you have to discard 3 gold and 12 randomly selected cards; with FOUR players you have to discard only 7 randomly selected cards. With this system you cannot be mathematically certain of which cards

Pietro Cremona

A felicitous mixture of mechanisms, you need tactical abilities as well as a good memory for cards to succeed in the auctions.

are available in each game, thus it is impossible to make a "perfect" strategy. This will probably disappoint some of us that always try to find the best strategy in each game, but with this trick BIBLIOS remain exiting to the last card of the deck.

The game is played in TWO different phases: during the first the players, in turn, distribute all the cards, while in the second a certain number of cards is auctioned and the winners are checked.

Each player, on his turn, takes and allocate ONE BY ONE a number of cards that depends of the number of players (3 cards with two players, 4 with three and 5 with four). The player take a card, look at it and decides to:

- 1- Keep the card on his hand (only one per turn) without showing it to the opponents
- 2- Put the card visible on the table, at disposal of the other players (max one card per player)
- 3- Discard the card on a face down deck (named "auction" deck: only one card per turn)

At the end of this allocation the others players, in order, select and keep one of the cards available on the table: in this way in every turn each player adds a card to his hand (unless he picks-up a Church card, which must be played immediately) and one card is placed on a face down deck.

If you select 8 or are obliged to pick-up) a special "Church card" you must use it immediately (and thus you will have a card less in your hand) to modify the value of one or two dice on the display (but see the VARIANT suggested at the end of this review).



The aim of this first phase is to collect the most valuable cards of a few colors (usually not more than 2 if you wish to have a reasonable chance to mark points) and a good number of gold cards. Of course nobody can see the cards that you secretly selected during your turn, but everybody can see what you pick up from the table and thus they may have an idea of the colors that you are searching. For that reason it is suggested to pick up also 1-2 cards of different colors in this phase, if possible, in order to confuse your opponents and to have some "change" later on the auction.

Always remember that the Brown and Blue cards have high values (4-3-2) and thus you may have a majority with only 2-3 cards (if two of them have a "4" value, for example), while it will take 4-5 cards in the other three colors (values 2-1) to have a reasonable opportunity win. In the first 2-3 test we all tried to get the Brown and Blue cards, always discarding the "1" cards without a thought, but victory usually went to the player that collected those less valuable cards (sometimes because they were the only ones available on the table), and very often he was able to win with only 3 of them. Starting with our third game things changed, of course, and we all looked carefully to each card that was displayed and picked-up from the table.

Once all the cards are allocated phase 2 (the AUCTION) starts with the First player that mix the face down deck and turn the top card face up: the player on his left side must make an offer or pass, and the other players may bid higher and higher until only one remain active and keep the auctioned card, paying the amount offered. Note that if you pass you cannot bid anymore on this card and you must wait for the following auction.

If a BOOK CARD is auctioned the players must bet and pay gold, discarding these cards face up (please note that if you cannot pay the exact amount offered you must use cards whose total exceed the amount offered: if, for example, you offered 2 gold and you only have "3" gold you must discard a 3); if a GOLD CARD is auctioned the players must bet any number of cards (discarding them face down).

Again if you win an auction for a CHURCH card you must immediately take the related action and modify the value of the colored dice.

When the last card is auctioned all the players lay their cards down on the table, divided per color: the player with the highest total of points in a color wins and take the corresponding die from the display. Once all

the categories are assigned players total the point showed by their dice and the highest total win the game. In case of a tie the player with highest ranking card wins (each card in each color is ranked from "A" to "1")

To really enjoy BIBLIOS you need a couple of test games because it is not easy to understand immediately how to "act" during the first phase (distribution) and players initially tend to "hunt" for the highest value cards forgetting the money ... or concentrate on the money leaving aside the less valuable cards.

Both are mistakes: if you do not concentrate in 2-3 colors (at most) you risk to lose all the majorities at the end of the game. So as soon as you understand that someone else is interested in a color and that you cannot fight him ... do not take those cards, even if they have a "4" or "3" value. It is better to take some extra Gold cards and/or concentrate on other colors.

And if you are going for Gold do not forget that having a lot of "3" cards may be as expensive as having a good mixture of "1", "2" and "3" (remember? no change is possible: if you need to pay "1" and you only have "3" cards you must pay a "3"). A good hand before the auction phase should have 2-3 cards in two colors, a couple of spare cards to use to buy some extra gold and 5-6 gold cards of different values.

During the auction you have to try to rise the bidding in colors that you know that certainly interest a player (because he collected some of them during the allocation phase) in order to oblige him to bid higher and thus expend more Gold than necessary. When there are only 2-3 cards left to be auctioned remember that Gold does not give Victory Points, so you may bet very high to get an extra card or two.

If possible try to have in hand a couple of cards of a third color: in some of our test a player was able to win Victory Point with just 2 cards of a color that the other players discarded or used to bid for Gold.

In summary BIBLIOS is a very fast and tense game: easy to learn and to teach, hard to play well as you need some tactical skills together with good memory (at least for the colors that you are fighting for). Suggested for families and for standard players. Experienced players may try it a few times but they will surely pass to more complex games.

VARIANT FOR CHURCH CARDS

Playing BIBLIOS if ALL the available Church cards are in the auction deck should mean to increase the pleasure of the game as the "fight" for those cards will be much bitter and the dice modifications more frequent. Thus the idea to put all those cards in the auction deck.

Unfortunately you never know how many Church cards are available (as you remember at the beginning of each game a certain number of cards is randomly discarded) so it is not suggested to select them BEFORE the game. The only easy way to reach this goal is to play normally Phase 1 without assigning the Church cards: if a player picks up one of them he simply put it (face down) on the auction deck and take another card from the deck.

This will also solve the problem of some players having less card in hand (because they got one or more Church cards) and the auction will be much bitter, at least judging from our test: by consequence also the allocation phase becomes harder, as players now need some extra Gold cards for the following auctions. With this modification also expert players may come back to the game for a quick and bitter game before the main dish of the evening. ☑

Pietro Cremona

INFORMATION

Designer: Steve Finn

Artist: David Palumbo

Price: ca. 20 Euro

Publisher: iello 2011

www.iello.fr

PLAYERS:
2-4

AGE:
10+

TIME:
30+

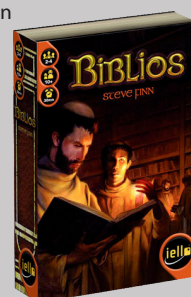
EVALUATION

Auction game on majorities
With friends
Version: en
Rules: en fr
In-game text: no

Comments:
Random preparation of card mix
This allows no fixed optimum strategy
Good mix of mechanisms

Compares to:
Abtei der Rätsel, Der Name der Rose
for topic, all auction games on majorities for mechanisms

Other editions:
French edition



My rating:



23

**LEFT OUT A NUMBER?
TAKE PENALTY CHIP!**

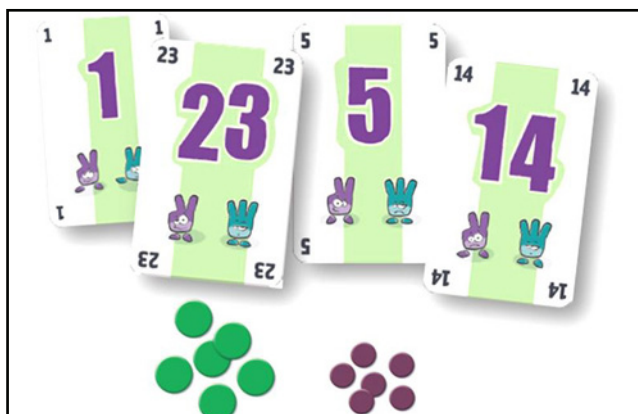
8+

How many times can you vary the mechanism of discarding cards and being the first to do so or to end up with the lowest number of penalty points?

We will never really know, but 23 is offering us a new variant of this mechanism, and a basically very simple one: You want to discard the numbers from 1 to 23 in ascending order and accu-

mulate the fewest possible penalty chips when doing so. You start with 15 cards on hand and return three of them to the box, but not a card with number 1.

If you hold the number 1 card, you start the game and place it in the middle. Then you can decide in each turn if you discard one or more cards, pass or quit the round.



If you discard you must discard one or more cards face up, the number on them must be equal to or higher than the number on the top card in the stack.

If you place a card of the same number or higher by 1 you have made a correct turn and are done; if you placed a card with a number higher by two or more you take a penalty chip for each number you left out, e.g. 3 chips if you go to 9 from 5.

Three times in a game you can change the value of the top card up to 5 steps by using a bonus chip.

If you pass you take a penalty chip. If you quit, you return your cards and take a penalty chip per card. If you discard your last card, you can return three penalty chips to the stock. After two such rounds you win if you have the fewest penalty chips.

23 is a fast little game, quickly explained and nicely done – the color of the chips corresponds to the colors used on the cards – and a good family game for a filler or when travelling. ☑

INFORMATION

PLAYERS:
2-4AGE:
8+TIME:
25+**Designer:** Christoph Behre**Artist:** Oliver Freudenreich**Price:** ca. 8 Euro**Publisher:** Amigo Spiele 2011www.amigo-spiele.de

EVALUATION

Card discarding game

For families

Version: de

Rules: de

In-game text: no

Comments:

Nice design* Simple rules *

Good as filler* Nice family game

Compares to:

All card discarding games related to number sequences

Other editions:

Currently none



BANG! GOLD RUSH

A RICH EXPANSION



The setting of the game is the Wild West as known from the so called "Spaghetti Western" films. Each player secretly chooses a role (Sheriff, Deputy, Outlaw or Renegade) and a character with special abilities; only the player of the Sheriff is known to other players. You draw two cards and use a card to either assist yourself or you attack other charac-

ters within range. With "Bang" cards you shoot and you can deflect hits with "Missed" cards. If you are out of life points, you are out of the game. You win if you eliminate others: The Sheriff needs to eliminate Outlaws and Renegade, Outlaws the Sheriff and the Renegade needs to be the last one on the game.

Gold Rush introduces 24 equip-



ment cards, 8 character cards and a shadow renegade card for the Shadow Gunslinger variant. If you cause another player to lose a life point you receive a gold nugget from stock. If you hit several players with one card, you take a nugget per damage inflicted. In Phase 2 there are three new actions: You can use gold nuggets immediately to by equipment cards; cards with a black border you keep open-faces. Or you can force another player to discard equipment cards by paying cost of the card +1, or you can play a beer card and take a gold nugget. In the Shadow Gunslinger version you return from the dead to the game for each turn but are not present for all consequences in between. The shadow renegade always allies himself with the weakest team.

This version, too, adds to the fun with a Wild West setting, it gets even more interesting and varied, and if gold enters the stage it gets really dangerous for everybody. ☑

INFORMATION

PLAYERS:
4-7AGE:
8+TIME:
40+**Designer:** Emiliano Sciarra**Artist:** eriadan**Price:** ca. 17 Euro**Publisher:** dvGiochi 2011www.dvgiochi.com

EVALUATION

Card game

With friends

Version: multi

Rules: it en

In-game text: yes

Comments:

Nice expansion for the basic game *Interesting new characters and equipment * Can be combined with other versions

Compares to:

All other versions and expansions for Bang!

Other editions:

Currently none



BÄRENSPIEL

LEAVE THE FOREST TOGETHER

4+

Games that are good for the environment and good for children – with this goal Amigo starts a new range of games in their program.

The series is called Ökoo, the games are produced from material that can be 100% recycled, and promote the idea of cooperative play.

For the first three games in the

series Amigo has gone back to the range of Herder Games, who published cooperative games in the early Eighties.

Bärenspiel features a little bear that has gotten lost in the forest because it has been nibbling berries and running after butterflies too long.

Players help him, overcome obstacles and lead it out of the

forest. You roll three dice – for each paw you can roll the die again. For a bear you may turn over a tile; if it is a path tile you can turn up another tile until you encounter either an animal or an obstacle. If your roll contains another bear you have another such turn. Instead of turning up tiles you can use a path tile from the edge of the display to cover an obstacle.

If you encounter a forest animal the path ends, you must not disturb it and must build the path around it. When the little bear has been found, you lead it out of the forest by rolling the dice.

For a bear the little bear moves 5 steps; for a paw 3 steps, and for the tree the bear moves 1 step. If the little bear has left the forest after four rolls, all players have won together.

Bärenspiel offers a very beautiful and felicitous mixture of mechanism, the topic is easily grasped and of interest to children and there is a nice learning effect in the joints decision about which tile should be turned up next. ☑



INFORMATION

PLAYERS:
2-5

AGE:
4+

TIME:
20+

Designer: Hajo Bücken

Artist: Johannes Rüttinger

Price: ca. 18 Euro

Publisher: Amigo Spiele 2011

www.amigo-spiele.de

EVALUATION

Cooperative dice game
For children
Version: de
Rules: de
In-game text: no

Comments:

Revised new edition * First edition 1983 at Herder * Very attractive cooperative game * Beautiful, realistic drawings * Includes memo version and twin version

Compares to:

Other cooperative dice game

Other editions:

Currently none



BOORAY!

TAKE TRICKS AND AVOID BANKRUPTCY

The card hit from Louisiana, that is how the box cover advertises Booray, a trick-taking card game with elements taken from poker, that has spread all over America from its origins in Louisiana.

You try to be the first to win 400 Booray \$ or be the last in play not bankrupt.

You use a French deck of 52 cards and each player starts the game

with 200 Booray \$ for his seed money. The dealer of the round shuffles the deck and lets it be cut by his neighbor, then each player puts 1 \$ on the table for the pot.

Then the dealer gives 5 card one by one to each player, the rest is face-down stack; the top card of the stack is turned up and determines trump for the round.

Now all players decide in turn on the strength of their hand if they want to play or if they pass. If you pass, you give back your cards, but your money stays in the pot.

If you play you can exchange any number of cards with the stack. Then a trick taking game with following suit and trump is played. If you take most tricks you get the pot, in case of a tie the pot remains on the table.

If you played and could not take a trick you are deemed to have gone "Booray" and must stake the total of last pot for the the next round.

All others again stake 1 \$. If you cannot pay up for the next round you are bankrupt, put your remaining money into the pot and are out of the game.

Booray is a basically standard trick taking game where the fun is in the setting up of the pot and the possibility to pass; the rules list versions like additional rules in case you hold a hand that will definitely enable you to take 3 tricks. ☑



INFORMATION

PLAYERS:
3-6

AGE:
13+

TIME:
45+

Designer: not stated

Artist: not stated

Price: ca. 10 Euro

Publisher: Winning Moves 2011

www.winning-moves.de

EVALUATION

Trick-taking card game
With friends
Version: de
Rules: de
In-game text: no

Comments:

Simple standard rules * Interesting mechanism for making up the pot * Some tactic possible due to pass option

Compares to:

Other trick-taking card games

Other editions:

Currently none



CROSSWISE

TRIPLET IN THE ORANGE COLUMN

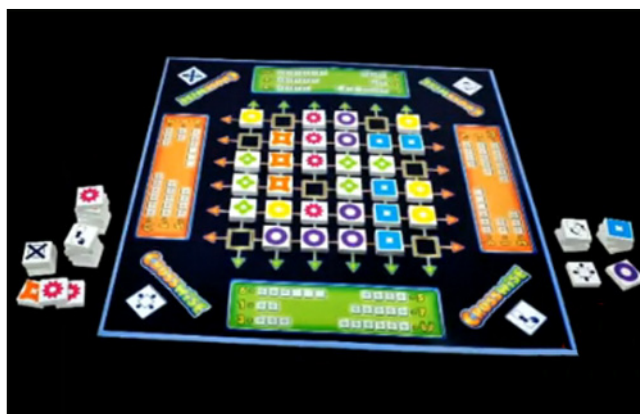
6+

24 tiles with symbols should be placed to form combinations; one team scores the orange columns, the other one the green ones.

Regardless of the number of players always two teams play each other, in case of three players one plays as a team against the other two. Members of a team cannot confer on their moves. Each

player starts with four randomly drawn tiles; in a game of three the single player draws 6 tiles at the start. In your turn you either place a tile on any free spot or use an action tile.

There are four different action tiles, you can use them to remove a tile, relocate a tile, swap two tiles or replace a tile on the board with a tile from your hand.



If you manage to form a row of six identical symbols you win the game immediately. If nobody manages this, plays go on until the last spot on the board is filled. Tiles remaining in your hand are not important and are set aside. Each team scores the columns of its color. Six different tiles in a column score you 6 points; otherwise you score for groups of symbols:

Pairs, triplets, quadruplets and quintuplets. It is important to remember when scoring that tiles for a combination need not be adjacent, it is sufficient for them to be in the same column. The team that achieves the highest score wins the game.

Crosswise offers simple, interesting fun in the tradition of Yahtzee or Rummy; in your first games you must pay special attention not to overlook possible combination due to the unusual rule that tiles for combinations must not be adjacent.

Good fun from an attractive, abstract placement game, a good family game. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: Nicholas Cravotta

Artist: Dennis Lohhausen

Price: ca. 30 Euro

Publisher: Schmidt Spiele 2011

www.schmidtspiele.de

EVALUATION

Placement/set collecting
For families

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Nice components
Non-adjacent combinations need getting used to
Very simple rules
Good family game

Compares to:

Rummy and other placement games on symbol combinations

Other editions:

English edition at MindWare



CRYPTIDS TV

LIVING ROCK AS GOD IN A TEMPLE



Players are members of a production team for a TV Show; each player embodies a reporter, three of them are director, assistant and time keeper in addition to their reporter role.

These three roles of director, assistant and time keeper are always in play. The necessary number of reporter role cards is shuffled with these three roll

cards and then the roles are assigned randomly. The director draws and reads out the top blue Cryptids card and each player draws an image, for instance "A creature not seen before".

After 1 minute the drawings are collected, shuffled and dealt to players face-down. Then the director draws a red Show Card and reads out the topic, for

instance "descendant of a lost civilization". Now each player in turn turns up the drawing that was dealt to him and tells a crazy story in accordance with the topic, the so called report; you should try to make your report as memorable as possible.

Each player has one minute for his report. Then each player chooses his favorite report by pointing at the drawing. You may not choose the creature you reported on, but you may choose your own drawing if someone else reported on it. The report of the round that is chosen most often is named candidate and is set aside.

Then you play one more such round in case of seven or more players and two more rounds in case of three to six players you choose the favorite from all the candidates. In case of ties the director casts the deciding vote. Cryptids TV offers a fun and witty addition to the genre of drawing games, the combination of drawing and presenting by storytelling is fun! ☑



INFORMATION

PLAYERS:
3-8

AGE:
10+

TIME:
40+

Designer: Kai Fujiwara

Artist: Kai Fujiwara

Price: ca. 24 Euro

Publisher: Pigphone/Japon 11

http://pigphone.web.fc2.com

EVALUATION

Drawing / storytelling
With friends

Version: multi

Rules: de en fr jp

In-game text: yes

Comments:

Cards in English and Japanese * Rules in German and French, too * Drawing abilities are not a deciding element

Compares to:

Other games of drawing and explaining with scoring by fellow players

Other editions:

Currently none



CUMULO

WHO FINDS THE OPEN 8 FIRST?

4+

Shapes formed by clouds in the sky after a thunderstorm are the topic of the game; players should recognize shapes and find them. The components of the game feature three symbols for different levels of difficulty; a sun for easy ones, a rainbow for medium ones and thunderstorm symbols for the hard tasks.

In each category there are 8

wooden tiles and 8 cardboard tiles with images. The wooden tiles are laid out open-faced, the cardboard tiles are shuffled and stacked face-down.

The active player draws a tile from the stack, places it in the holder and forms the shape depicted on the tile with the chain; there is no pre-set or necessary orientation of the shape.



The other players now look for that shape among the wooden tiles. If you are the first to spot it you receive the wooden tile. If you choose the wrong tile you cannot guess again in the current round. The cardboard tile is shown for checking and then discarded.

Depending on the version chosen you win either if you collected the most tiles or are the first to own 3, 4 or 5 tiles or have collected one sun, one rainbow and one thunderstorm symbol corresponding to the three levels. If you want to play a somewhat more demanding version you can hand over the cardboard tile for a correct guess and leave all wooden tiles in play, so that the correct image is more difficult to find.

Cumulo offers a wonderful game with many more ways to play it or use it, you can form any shapes in free play or draw the images on the back of your fellow players or ... a fantastic training for recognizing shapes and motor skills as well as for imagination. ☑

INFORMATION

PLAYERS:
3-6

AGE:
4+

TIME:
15+

Designer: Kirsten Hiese

Artist: Nadine Bougie

Price: ca. 30 Euro

Publisher: Beleduc 2011

www.beleduc.de

EVALUATION

Placement/spotting game
For children

Version: multi

Rules: ch de en fr it es nl

In-game text: no

Comments:

Very beautiful components

Well-chosen shapes

Many ways to play

Compares to:

McChain and other games with imitating shapes

Other editions:

Currently none



DER HOBBIT

FROM BAG END
TO THE LONELY MOUNTAIN

9+

Players embody dwarves and accompany Hobbit Bilbo from Bag End to the Lonely Mountain, where Smaug the Dragon has its lair. The heroes want to take back the treasure that was stolen from them.

Travel phases alternate with adventure phases. In the travel phases event cards are revealed and in the adventure phases

players must master tasks and adventures. There are four stacks made up from event cards and adventure cards, one stack each for the four stages of the journey. In the travel phase the current top event card is revealed: Travelling cards move Bilbo; players move the Bilbo figurine in the order of dwarf cards played and the respective player receives



items or abilities according to the spot reached. Other event cards can be ability cards for later use or gift cards for immediate use.

When Bilbo reaches one of the large adventure spots an adventure phase begins: Now the values on the character boards of each player come into play, the player with the highest courage value turns up the first adventure card. If he wants to master the adventure he rolls his allowed number of dice and must then show the values of courage, strength and provisions demanded by the card. If you currently hold the One Ring you can improve results with it. When an adventure is lost a dragon tile is turned up and implemented. When all adventures have been mastered or when Smaug reaches Laketown the game ends. In both cases the player with the most jewels wins.

Again, Reiner Knizia has beautifully captured the flair of Tolkien's story and transformed it into a game; you can cooperate, but there is a definite winner all the same. ☑

INFORMATION

PLAYERS:
2-5

AGE:
9+

TIME:
60+

Designer: Reiner Knizia

Artist: John Howe, Fine Tuning

Price: ca. 32 Euro

Publisher: Kosmos 2011

www.kosmos.de

EVALUATION

Fantasy adventure game
For families

Version: de

Rules: de en es fr pl pt

In-game text: yes

Comments:

Prequel to The Lord of the Rings * Beautiful graphics and design * Different levels of difficulty * Very beautiful family game

Compares to:

Topic - Der Kleine Hobbit, Klee Spiele

Other editions:

The Hobbit, Fantasy Flight Games und Sophisticated Games



DIE GEHEIMNISVOLLE STERNSCHNUPPE

STAR RAYS ON A CLOTHES LINE



A little star has fallen from the sky and has lost its rays; players are giving them back.

The little star is sitting on the clothes line; the rays are distributed by variety evenly among the players. There are rays in two different lengths and the long rays come in a variety with a metal ring and a variety without rings.

In turn each player gives back one ray to the star; the first ray attached to the star must be one with a metal ring, because these rays are clicked directly onto the star; a star without a metal ring must be put on rays already clicked to the star or otherwise placed.

When up to three rays fall off during your turn you must take

them to your stock. When more than three rays tumble off you need to take those three that earn you the highest negative score.

The remaining rays that tumbled off are taken out of the game. If you are first to click all your rays to the star or place them on it you win the game; to determine the runners-up you count the negative points: 1 long ray with a metal ring scores 1 negative point, 1 long ray without a ring 2 negative points and 1 short ray 3 negative points.

If you are playing by yourself you try of course to improve your previous score.

The principle of the game is well-known and has been used first in Klickado, very efficiently but in an abstract way without a topic. This version turns it into a very beautiful game for children with a pretty story and indiscernible training of motor skills and hand-eye coordination.

And also, the star looks very beautiful when it hangs from the clothes line with all its rays in place. ✓



INFORMATION

PLAYERS:
1-5

AGE:
5+

TIME:
20+

Designer: Christian Sovis

Artist: Rolf Vogt

Price: ca. 30 Euro

Publisher: Drei Magier/Schmidt 11
www.dreimagier.de

EVALUATION

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

Comments:

Very nice topic version of Klickado * Good story for a childrens game * Very simple mechanism * Good training for hand-eye-coordination

Compares to:
Klickado

Other editions:
Currently none



DIE LIEBEN SIEBEN

AUF DEM JAHRMARKT



All Friendly Seven are on the Fairground and want to try out all rides and attractions. The Fairground is represented by a game board showing 6 spaces of different colors; each space shows the symbol of one attraction, from a chairplane to cotton candy. The cards either show an attractions or the symbol for tin tossing. In your turn you look at the

top card and then try to snip the marble puck into the square showing the same symbol as the card. When the "throw" is valid because the puck only touches the attraction space or the attraction space and the meadow you receive the cards.

If you manage to win two cards of a kind you exchange them for a complimentary ticket. When

the card for tin tossing is turned up, you stack the three tins, represented by three wooden cylinders, at the end of the board at the tin tossing stall; then you must manage to tumble all of them off the board with one throw.

If you manage this you get a complimentary ticket immediately. If you fail, the next player in turn must try to succeed, until one player manages to tumble the tins correctly. When all cards have been played, you can swap three cards for a complimentary ticket and then the player holding most complimentary tickets wins.

In a version for younger players you play without complimentary tickets, if you hit an attraction you receive the card and you win with most cards when all cards have been allocated.

A dexterity game pure and simple, beautifully done and training motor skills and hand-eye-coordination; the Fairground topic fits really nicely, carousel and balloons are familiar to all children. ✓



INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
15+

Designer: Inka + Markus Brand

Artist: Kerstin Völker

Price: ca. 13 Euro

Publisher: Die Spiegelburg 2011
www.spiegelburg.de

EVALUATION

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

Comments:

Very attractive design and components * Offers a simple version for smaller children * Nice topic for children

Compares to:
All snipping games with pre-set destination areas

Other editions:
Currently none



DIE SCHLACHTEN VON WESTEROS

CLANKRIEGER DER BERGE



Based on „The Song of Ice and Fire“ and the game mechanisms of BattleLore you simulate military conflicts on Westeros, representing either House Stark or House Lannister in the core game set.

A scenario features special victory conditions and is played in rounds. Those rounds comprise the phases reactivating, organiz-

ing, command – which includes placing command markers and playing a command card -and regrouping. Regrouping includes checking of status, allocating victory points, check victory condition, discard resources, boost morale and move round marker. Additional packs reinforce houses or introduce new houses.



Clankrieger der Berge / Tribes of the Vale is the fourth of those enforcement sets with additional troops and commanders. The various clansmen in this expansion are not considered to be houses as regards to topic and theme, but as regards to game mechanics they are treated like a single House. New landscape features are crags and lakes – the lakes did come into play first in the Lords of the River expansion. New rules for the components are included as well as new three battle scenarios – 20. Futter für die Ziegen, 21. Haltet den Fluss, 22. Auf zum blutigen Tor – and a new skirmish. The initiative cards called Clansmen Gambit Cards can be optionally used instead of the momentum token used in the Battle of Westeros Core set. Both players must agree at the start of the game to use those cards.

As all other reinforcements the Tribes of the Vale box is an indispensable addition to the core set, this expansion intensifies and reinforces events on Westeros and expands the tales of the Houses.



INFORMATION

PLAYERS:
2

AGE:
13+

TIME:
120+

Designer: Robert A. Kouba
Artist: Dallas Mehlhoff + Team
Price: ca. 25 Euro
Publisher: Heidelbergberger 2011
www.hds-fantasy.de

EVALUATION

Conflict simulation
With friends
Version: de
Rules: cn de en es fr it pl
In-game text: yes

Comments:
Viertes Verstärkungsset zum Grundspiel * Nur mit dem Grundspiel verwendbar * Drei neue Szenarien

Compares to:
Die Schlachten von Westeros, Battlelore

Other editions:
Battles of Westeros: Tribes of the Vale, Fantasy Flight Games



DKT ALPEN

MOUNTAIN CHALETs AND TOURISTS

8+

DKT, the Austrian equivalent to Monopoly, now under the aegis of Piatnik, has been given a new, typically Austrian Version with some changes as regards to rules details. The game now features two tourists, who start the game on the squares for Alpine Chalet and Hot Spring; each player starts with 2.000 € seed money and four promissory notes. The

risk card that was discarded last determines the current season, at the start of the game it is summer.

Following the core rules players move through the Austrian alpine landscape as tourists and want to earn big money with their hotels in the mountains; you roll the die, move your marker, buy building slots, pay

rent and construct chalets and hotels. Special squares like Hot Springs and Alpine Chalet demand immediate reaction and physical exertion, you must wedel or moo; if you react too slowly you pay a penalty. Cable Car Station, Real Estate Agent and Construction Company are additional special squares. You can take out loans and when you move across Start you can pay back a loan at its nominal value of 500 €; if you pay back a loan while on other squares you must pay 700 €. You can only pay back one loan / promissory note per turn. If you have paid off all your promissory notes and are free of debt you immediately win the game.

With this version Piatnik continues the updating and modernizing of the DKT game mechanics that has been successfully started with DKT dynamic; DKT Alpen offers cute details in addition to the standard rules and the familiar enticement; these details result in a self-contained, stand-alone game that is a must for all fans of DKT. ✓



INFORMATION

PLAYERS:
3-5

AGE:
8+

TIME:
60+

Designer: not stated
Artist: Arthur Wagner
Price: ca. 28 Euro
Publisher: Piatnik 2011
www.piatnik.com

EVALUATION

Dice game
For families
Version: de
Rules: de
In-game text: yes

Comments:
Version with new rules details * Core rules remain valid * Funny reaction mechanisms due to the tourists

Compares to:
DKT with other special topics like Vienna or dynamic, Monopoly

Other editions:
Currently none



DOKTOR BIBBER

DISNEY PIXAR CARS 2



The second film featuring Lightning McQueen and his friends was a huge success, too, and a big favorite with children; therefore it comes as no surprise that there is an edition of the classic dexterity game Doktor Bibber / Operation with the topic and graphics of Cars 2.

Hook, who's looking a bit battered in all the graphics, is suffer-

ing from quite a lot of problems and is in need of eleven different repairs like Broken Belt, Busted Grill or Bad Gas; he is also suffering from same strange malfunctions like Da Bomb, Rattlin' Gatling or Tow Jam, not to mention Bed Bugs.

Neither Missile Tow nor Oh Chute is working properly and then there are still Leaky Oil and

Spare Tire to repair. The active player draws a mechanics card with the task and the income that you will receive if you complete the repair process successfully.

If you touch Hook during the repair mission his lights blink due to shock and your turn ends.

All other players can now check their master cards: If you own the one that corresponds to the current repair mission you can use it, complete the task successfully and cash double the income.

When all eleven faults have been repaired by removing parts the winner is the player with most money. If you want to play alone, you simply try to complete all eleven repairs successfully, in any order you want.

The topic fits the mechanism exceedingly well, it is even logical that the lights blink when the repairs are done incompetently – a felicitous and attractive of the topic with the well-known standard mechanism which even trains motor skills and concentration. ☑



INFORMATION

PLAYERS:
1-4

AGE:
6+

TIME:
20+

Designer: not stated

Artist: not stated

Price: ca. 30 Euro

Publisher: Hasbro 2011

www.hasbro.de

EVALUATION

Dexterity game
For children
Version: de
Rules: de en
In-game text: yes

Comments:

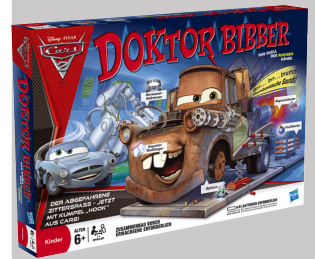
Attractive design * Standard game mechanism * Trains motor skills * Batteries needed

Compares to:

All other editions of Operation

Other editions:

US edition Operation Cars 2



FAUNA KOMPAKT

THE HABITATS OF THE AFGHAN FOX?



Fauna, the assessment game on animals, for three years now enthuses fans of animals as well as all fans of dodgy quiz and assessment games. After Fauna logic and Fauna junior we now get the expansion for the core game. Fauna kompakt you can either play as a compact stand-alone game or use it to expand the core game with 170 new ani-

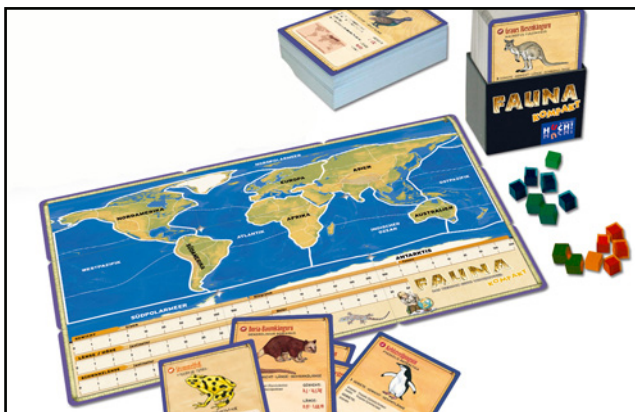
mals and play it with up to eight players.

If you play Fauna kompakt as a stand-alone game you assemble the board from 7 land and 7 ocean regions from board cards and chart cards. The animal cards in the box show general information. Players in turn bid for the number of correct statements they can give on the measure-

ments and habitats where the animal on the visible cards lives in the wild – you name the number of data that you believe you can state, but you need not raise the bid.

The card names the data you need to give: Number of habitats, weight of the animal, length, length of tail or overall length. The player naming the highest bid places assessment markers and scores the number of assessment markers placed plus three, but only if all his assessments are correct. All other players always score points equal to their bid. When all players have been starting player twice you win with the highest total score. When you use the game as an expansion for Fauna playing with seven or eight players, you can place assessment markers on top of other markers, but score 2 points less if you do so, and play goes on until one player reaches or tops a score of 80 points.

In this compact edition, too, Fauna is a fantastic assessment game which ideally combines information and fun in playing. ☑



INFORMATION

PLAYERS:
2-8

AGE:
8+

TIME:
45+

Designer: Friedemann Friese

Artist: Nishitani, Maas, Jung

Price: ca. 16 Euro

Publisher: Huch & Friends 2011

www.huchandfriends.de

EVALUATION

Quiz / assessment game
For families
Version: de
Rules: de
In-game text: yes

Comments:

Can be used as a stand-alone game or as an expansion for Fauna * Rules changes and playable for eight when used as an expansion * Fantastic informative family game

Compares to:

Fauna and other assessment games on animals

Other editions:

Currently none



FLIEGENDE TEPPICHE

DJINN #8 FOR THE SPICE BAZAAR

8+

Adventurers on their flying carpets want to salvage valuable goods from palaces and bazaars, but the winds from the desert don't always carry them where they want to go, the help of a Magic Lamp can save the undertaking.

For each round 12 destination cards are arranged. Then the round comprises a round of let-

ting carpets fly, collecting destination cards and then either a new round of flying or end of the stage.

Each player throws his carpet onto one or more cards; then each player, whose carpet is alone on one or more destinations, takes those destination cards; when more than one carpet is lying on a destination,



a showdown is played with Djinn cards. Each player in the showdown chooses a Djinn; the highest Djinn card played wins the destination and the player exchanges this Djinn card with the card of the player with the lowest Djinn. When four or more destination cards are left there is a new round of flying carpets; otherwise the stage ends with a palace scoring – the majority of palaces scores you 5 points; the player with fewest palaces scores -5 points. After a number of stages equal to the number of players there is a final scoring of sets made up from destinations collected: Deserts score negative, positive scores are achieved with 1-5 adventure cards, sets of 2 identical bazaars and each single treasure. In all scorings you can use Magic Lamps for jokers. Fliegende Teppiche is another of these small brilliant jewels which Karsten Adlung regularly packs into his tiny boxes; witty with just enough challenge to be interesting and yet playable for everybody, with a surprising mechanism and clear rules. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: Lorenz Kutschke

Artist: Alexander Jung

Price: ca. 8 Euro

Publisher: Adlung Spiele 2011

www.adlung-spiele.de

EVALUATION

Dexterity game

For families

Version: multi

Rules: de en es fr

In-game text: no

Comments:

Miniature box size * Lots fun to play * Nice mix of lots of dexterity and a bit of tactics

Compares to:

First game of this kind

Other editions:

Currently none



KABALEO

DON'T STAND OUT, BUT WIN!

8+

Gigamic Games are noted for their beautiful and classy design combined with interesting mechanisms, and Kabaleo is no exception:

The game features 60 cone-shaped playing pieces in six colors plus one cone per color serving as target cone with a color bottom. You draw one of those target cones for your own secret

target color. The playing pieces come in two varieties: „Area“ pieces with one color ring and „Figurine“ pieces with two color rings; different numbers of both pieces are used in correlation to the number of players. Area cones are distributed on the table to form a „board“; „Figurines“ are either drawn at random or – in case of 2 or 3 players – al-



located according to the rules. Then in your turn you place one of your pieces – differently allocated depending on the variety chosen – on either an area or a stack; a stack always has the color of the top cone.

You can place a figurine only on areas of different color. If you place a figurine on a stack of another color the stack changes color; if you place it on a cone of the same color, both are taken out of play and the stack reverts to the color of the new top cone. There is no restriction on the height of a stack. When all pieces have been placed you count the stacks in each color.

If the majority color is your secret target color you win the game. In case of a tie you win with most stacks.

As mentioned before, this is a classy and beautiful game, looks impressive and is nice to play; depending on the number of players you have a maximum of 9, 10 or 12 moves so you must use the pieces of opposing colors cleverly and keep an eye on the area colors. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Jean Luc Renaud

Artist: Design France

Price: ca. 23 Euro

Publisher: Gigamic 2011

www.gigamic.com

EVALUATION

Abstract stacking game

For families

Version: multi

Rules: 24 languages

In-game text: no

Comments:

Absolutely beautiful components * Simple basic rules * Plays fast and easily

Compares to:

All stacking games with the top piece defining the stack, e.g. Focus

Other editions:

Currently none



KALIMAMBO

THE RHINO PUSHES THE LAST IN LINE



An unknown species, Kali, has infiltrated the caravan of explorers. Nobody knows where and when Kali will appear.

All tourists, that is, the playing pieces of all players, start the game in a random line with Kali at the head of the line; Rhino Mambo is last in line. The heaps of elephant pooh are randomly distributed on the circular track

and each player is given an identical deck of cards with numbers from 0 to 11. Then the caravan sets off: All players choose a card secretly and reveal it simultaneously and then a card from Kali's stack is turned up.

Who played the highest card goes first and places his tourist at the head of the caravan; all other players and Kali do the

same in descending order of their card values. In case of a tie only the tourist among those in the tie who is furthest behind in the caravan moves. If you step into a heap of pooh you score -3 points; when the tourist on the spot directly before Mambo moves ahead, Mambo runs to the tourist now last in line and pushes him, that is, this tourist scores as many negative points as the Rhino has passed squares. When Kali steps into elephant pooh or is pushed by Rhino, the negative points are allocated to the player who played the lowest card in the current round. After 12 such rounds you win with the fewest number of negative points.

Zoch is the only publisher who makes a game out of pooh, again and again. And again and again it turns out to be a fun, well-working game like this one. Kalimambo is very much determined by chance; the more are playing the less you can plan your moves, just a fun party game for a larger group. ☑



INFORMATION

PLAYERS:
3-7

AGE:
8+

TIME:
20+

Designer: Antonio Scrittore

Artist: Tobias Schweiger

Price: ca. 20 Euro

Publisher: Zoch 2011

www.zoch-verlag.com

EVALUATION

Placement game

For families

Version: multi

Rules: de en fr it

In-game text: no

Comments:

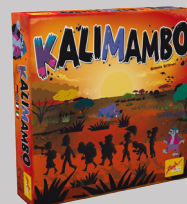
Funny topic * Nice beer & pretzel game for parties * Good for large groups

Compares to:

Mitternachtsparty, Den Letzten beißen die Hunde and other race games featuring importance of being last in line

Other editions:

Currently none



KHET 2.0

THE LASER GAME



Modern technologies can offer unexpected and interesting variations of well known standard mechanisms, as is the case here. Aim of this game is, once again, to eliminate the opposing king piece, in this case a Pharaoh, but by hitting it with the laser beam. The rules give three working setups for the pieces. All pieces but the sphinx can be moved.

The Sphinx sits on a corner spot, holds the laser and can only be turned on the spot by 90 degrees. To hit the Pharaoh you must reflect the beam from the Sphinx with the mirrors on other pieces.

For your move you can either turn the Sphinx or move another piece by one spot in all directions, even diagonally, or

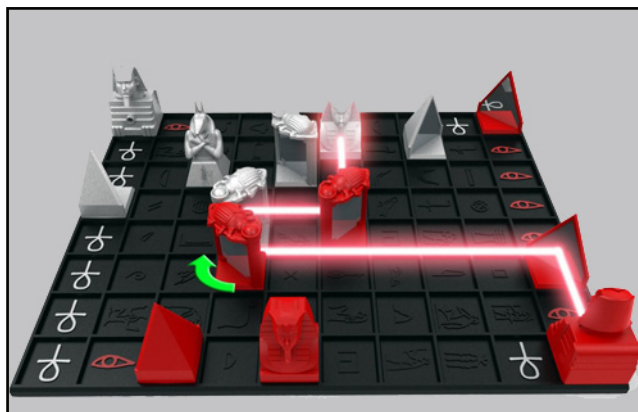
turn the piece on the spot by 90 degrees, again in any direction. You cannot enter a spot showing certain symbols and you cannot move and turn a piece in the same move.

The Scarab can enter spots occupied by opposing Anubis or Pyramid pieces and switch places with them, when doing so you cannot turn a piece.

At the end of your move you must use the laser beam. When the beam hits a non-mirrored side of a Pyramid this Pyramid is taken out of play. An Anubis piece is removed when it is hit from the side or the back.

When the beam hits the opposing Pharaoh you have won. Then the same configuration appears for the third time in a game you can declare a draw.

Khet is a three-dimensional geometry problem hidden in a fascinating game on the topic of spatial thinking which can be pre-calculated easily; if you place the pieces correctly, they always reflect the beam in a 90 degrees angle. ☑



INFORMATION

PLAYERS:
2

AGE:
8+

TIME:
20+

Designer: not stated

Artist: not stated

Price: ca. 40 Euro

Publisher: Productief 2011

www.khet.nl

EVALUATION

Abstract placement game

For families

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

Interesting 3D puzzle * Purely abstract game * Trains spatial thinking

Compares to:

Laser Battle, MGA

Other editions:

Currently none



LET'S TAKE A HIKE

CAUTION! BEAR OR SKUNK!

6+

Players are hikers on a trek through the forest and start with seven cards in hand. The cards show items that might be useful for a hike, and also the place where they fit into the backpack or your hand.

Each player has an invisible backpack on the table, with five spots arranged crosswise for top of the pack, left pocket, middle of the

pack, right pocket and bottom of the pack, plus a space for left hand and right hand. Each of those places can only be used for one item and the footprints on the cards show the total weight of an item.

When there are several possible spots for an item the item can be in the pack more than once. In your turn you draw a card or

place a card into the pack or play a risk card. If you believe that you have enough items in the pack you can announce a hike. Other players can join the hike. Then cards are turned up one by one from the stack; if the currently revealed item is not in your pack you must discard cards from your hand showing the same number of footprints as the item card revealed.

You can decide to leave the hike at any time and pick up a card from those previously drawn for victory points. If a risk card is turned up, the hike ends and the risk card is implemented. The last player in a hike takes all remaining cards drawn for the hike for victory points. When all cards have been used you win with most prints on the cards taken for points.

Let's take a Hike is a nice card collecting game with an unusual topic, a simple mechanism and the right mixture of luck in drawing cards and a bit of tactics in joining the group and leaving the group at the right time. ☑



INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
30+

Designer: Aaron Lauster

Artist: Troy Cummings

Price: ca. 12 Euro

Publisher: Stratamax Games 11

www.stratamaxgames.com

EVALUATION

Card collecting game

For families

Version: en

Rules: de en

In-game text: no

Comments:

Enchanting drawings *

Unusual, attractive topic *

Good mixture of luck and tactics

Compares to:

All set-collecting games with cards

Other editions:

Currently none



LIGRETTO TWIST

HANDS DOWN FOR THE GAME

6+

Ligretto – who does not know the fast game on discarding number cards in ascending order onto stacks in the middle of the table? Ligretto Twist is based on the same mechanism, you place cards from your personal stack onto stacks in the middle, but according to colors instead of numbers.

The game features the colors

red, yellow, green and blue; color stacks in the middle are started with cards in the middle. For two players one card per color is laid down with enough space in between, for 3-4 players you use two cards of each color, placed into 2 rows of 4 cards each, again with enough space and in a way that two cards of the same color are not next to each other. Each

player is dealt 38 or 40 cards, respectively, and stacks them on the table. On a starting signal all turn up a card from their stack and place it on the corresponding stack in the middle, but: The stack just used must then be covered with the hand you used to place the card, until you discard another card on a stack with your other hand. Cards which you cannot immediately place are stacked in a temporary personal stack. This temporary stack becomes your new stack when you are through your first stack. If you block a stack that you need for yourself you can change hands. When you are out of cards you win the round! The other players score the number of cards left in their stack for negative points. After five rounds you win the game with fewest negative points.

A hectic, fun, fast game, knots and collisions are pre-programmed! In any case a fun version of the classic game and a good training for ambidextrous actions. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
10+

Designer: Opi And Me

Artist: not stated

Price: ca. 9 Euro

Publisher: Schmidt Spiele 2011

www.schmidtspiele.de

EVALUATION

Card reaction game

For families

Version: multi

Rules: de es fr it nl

In-game text: no

Comments:

Witty version * Trains simultaneous use of both hands

Compares to:

All other editions of Ligretto

Other editions:

Currently none



LINQ

ISLAND INDICATES VULCAN?
OR PONY?



You are tasked to find your partner in the game with the help of associations to terms. The game holds 58 pairs of cards with 10 identical terms each; the cards are stacked in pairs. Aim of the game is to spot your partner holding the same card with the help of clues. You prepare the components by taking up pairs of cards and cards featur-

ing question marks according in relation to the number of players. These cards are shuffled and dealt to the players, so that some players hold question mark, others a card with terms. The term for the round is determined by the roll of a die and you memorize the corresponding term on your card, a player holding a question mark pretends to do so.



In turn all players name a clue for the word on their card including the players holding a question mark, and a player as chronicler notes down all clues. Then all players secretly note down a first guess which players could hold identical words – you need not guess the word, but guess the partners! Then a second round is played and again a guess is made, which can be different from the first one, and then the game is scored. When both partners guessed each other correctly they score 5 points each from stock; for each correctly guessed pair among the other players they get one point each from both those players, if you bet on a question mark player you give him a point. When you have 25 points or more after a scoring the player with most points wins. Linq is an appealing game for which you need some intuition and creativity to find your partner while not giving away yourself too early. A good family game and also good for larger groups! ✓

INFORMATION

PLAYERS:
4-8

AGE:
10+

TIME:
45+

Designer: E. Nielsen, A. Meyer
Artist: SenSit
Price: ca. 20 Euro
Publisher: Kosmos 2011
www.kosmos.de

EVALUATION

Word and bluff game
For families
Version: de
Rules: de
In-game text: yes

Comments:
Good for larger groups *
Rules for a game with four players * Therefore also good as a family game *
Very attractive selection of terms

Compares to:
First game with this mechanism, basically all games with term explanation mechanisms

Other editions:
Currently none



MEINE ERSTEN SPIELE

TIER AUF TIER



The concept of Animal upon Animal / Tier auf Tier has been a topic of Haba games since 20005, and in this game it is used for the first time in a game for toddlers, in the series of My first games – Meine ersten Spiele. The game features well-known animals: Cow, pig, chicken, sheep, dog and hare. In each version you stack animals, either

on one or two stack. If no animal tumbles off, you receive a sun. You win a game if you have collected most suns at the end.

Schaf auf Huhn: You play with clover meadow, suns and animals. In your move you turn over a sun and place the pictured animal on the meadow or – if an animal is already there – stacks it on this animal. **Kuh auf Schaf:**



You use two meadows and both bushes; animals and suns are distributed around the meadows. You roll the die; for clover or flower you place or stack an animal on clover meadow or flower meadow. If you roll a sun you can choose the meadow.

Um die Wette mit dem Hasen is a bit more challenging; all animals need to be stacked before the hare reaches the end of the path between the meadows. One meadow and one bush each are laid out to form start and finish for the race, the suns are laid out to form a path between them. You roll the die; for clover and flower rolled you place or stack an animal on the corresponding meadow, for the sun the rabbit takes one step towards the finish. This is a nice and simple game, pretty and also easy to play on your won; it is also a beautiful training for motor skills and hand-eye-coordination; the animals are big, easy to stack and can also be used for free play or your own versions. ✓

INFORMATION

PLAYERS:
1-4

AGE:
2+

TIME:
10+

Designer: Klaus Miltenberger
Artist: Kristin Mückel
Price: ca. 25 Euro
Publisher: Haba 2011
www.haba.de

EVALUATION

Collection of stacking games
For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Three versions of the game * Very simple rules *
Components well suited to toddlers

Compares to:
All other editions of Tier auf Tier, all stacking games

Other editions:
Currently none



MONOPOLY

DISNEY PIXAR CARS 2

5+

For every big license topic coming from Hollywood's film studios Hasbro is publishing a version of its classic Monopoly game; the latest addition to the family is Monopoly Cars 2 featuring the Disney Pixar film. In the game for the whole family already Five-year-olds can enter the world of racing cars and meet Lightning McQueen.

The events in this version are taking place on a circular board, framed by racing track of squares that show different numbers. On this racetrack Lightning McQueen is moving, he takes over the role of a die in this game. In your move you push Lightning McQueen forward and then move your marker a number of squares equal to the number in



the spot where Lightning McQueen ended up. If he touches two spots, you use the one where his front wheels are in.

In this edition, too, the squares featured on the board in the core game have been adapted to the topic of the film; so there are car squares and to mark ownership of a square there are car tires and Pitties. You receive a Pitty when you have acquired both car squares of a color. You buy squares and pay rent as usual, and there are event cards, too, that come into play on the corresponding squares. The game ends when you are unable either to buy an empty square or to pay the rent on a square. The winner is the player with most money.

In this license topic edition too, you find a felicitous example how classic games can be adapted to current topics, especially attractive is the racing car used for a die; the simple rules allow for children to play the game alone. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: not stated

Artist: not stated

Price: ca. 35 Euro

Publisher: Hasbro 2011

www.hasbro.de

EVALUATION

Roll & move game
For families
Version: de
Rules: de en
In-game text: yes

Comments:

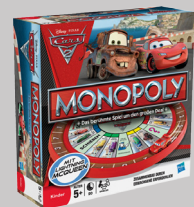
Good adaption to the topic
* Very simplified rules *
Children who can count can play on their own * Attractive components

Compares to:

All other editions of Monopoly with a license topic

Other editions:

US edition in English



MYSTERY RUMMY

FALL 4: AL CAPONE

8+

Mystery Rummy offers a new game concept in a book case box, combining the fascination of a classic crime puzzle with a strategic card game based on standard Rummy mechanisms. In the 4th case in the series the stories of Incorruptible Eliot Ness hunting Al Capone, the King of Chicago's underworld, are enacted.

Players are part of the law enforcement troops who want to free Chicago from the vice of unscrupulous gangs. The game comprises cards for clues and cards for events. Players collect sets of at least three clues of the same color and lay them down as "information". Events are played on their own for their result; they bring a strategic



element to the game. A move comprises drawing cards from case stack or underworld stack (a must action), laying down sets of clues or evens (a can action) and discarding cards openly (a must action). You score points from the cards that are laid out on your own board. A round ends when one player has placed his last card into the underworld or when the case card stack has been used up.

If you discard your last card and have a complete set of Al Capone in your playing area (in a team game together with your partner) you prevent your opponents from scoring; otherwise all count their score in their own playing area. If you then reach 200 or more points you win the game. The 4th case again offers a good mix of collecting cards and the tactical use of event cards. Again mechanism and topic go well together and a special praise is due to the classy, elegant design of the game; all in all an attractive family game as an alternative for the standard Rummy. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
40+

Designer: M. Fitzgerald, N. Sauer

Artist: C. van Duyn, C. Conrad

Price: ca. 10 Euro

Publisher: Pegasus Spiele 2011

www.pegasus.de

EVALUATION

Set collecting card game
For families
Version: de
Rules: de en
In-game text: yes

Comments:

Classy components * Well-known topic * Good family game * Attractive version of Rummy

Compares to:

Mystery Rummy Case 1 to 3

Other editions:

English edition at US Games Systems Inc.



NICHT JA, NICHT NEIN

**WHO WINS
THE TUG-OF-WAR FOR THE ANSWER?**

7+

A tug-of-war between question-posing player and answering player for yes or no for an answer! The game features two sets with questions cards, one set for children and one set for adults, both with 55 cards each.

The question-posing player chooses a card from the appropriate stack – for children or for adults, as demanded. The player

sitting nearest to him whose marker is sitting on a monochromatic spot is the answering player. If nobody qualifies the questioning player chooses his answering partner.

The question-posing player reads out question after question from the card, he may not add anything and may not leave out anything and must lure the

answering player into saying YES or NO. When this happens players, whose markers are sitting on a DING spot, may hit the bell – the first one to do this and is correct moves his marker one spot forward. If nobody sits on a DING spot, only the questioning player may hit the bell.

If the answering player does not make a mistake until after the last question he moves his marker one spot forward. You may hit the bell, too, when the answering player nods or shakes his head or gives the same answer twice in a row.

And according to the rules you are not even allowed to say "however", which is definitely not Yes or No. The first one to reach the middle of the board wins the game.

A witty and fun game where you must hellish attention, especially if one of the questions is "did you say yes?", because the previous question has been "yes or no?". Definitely a good game; not a quiz game, but a game of concentration and fast reactions for the whole family. ☑



INFORMATION

PLAYERS:
2-6

AGE:
7+

TIME:
20+

Designer: not stated
Artist: not stated
Price: ca. 18 Euro
Publisher: Hutter Trade 2011
www.hutter-trade.com

EVALUATION

Reaction game
For families
Version: de
Rules: de fr
In-game text: yes

Comments:
Good, witty choice of questions * Concentration necessary * Rules for use as a travel game without a board

Compares to:
Other question games with allowed/forbidden element

Other editions:
French edition: Ni Oui ni Non



NIPPON RAIL

PEARLS TO OSAKA FOR 26 MIO.



Nippon Rail is part of the Empire Builder series, all games of this series are based on the same game mechanics: You start with a seed capital and three demand cards and build track to transport goods from a source city to a target city, discard the demand card thus filled and earn money for the delivery.

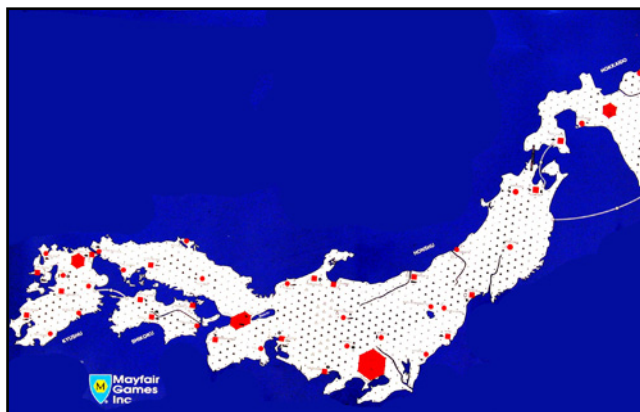
Then you build new track for

new demands. Each demand card shows three different orders and you can fill one of them. In your turn you first move your train the current number of movement points and can then extend your track, up to the maximum allowance of 20 units of money for a turn. Instead of building track you can upgrade your train to a larger operating

distance or to a load capacity of three loads.

Track is paid for with building costs in relation to terrain characteristics, movement on your own track is free. Track of other players can be used for a fee of 4 units of money for each turn you use this track, payment is made to the owner. To win the game you must own 250 units of money and must have connected a certain number of major cities to your track network. Event cards can destroy track or block deliveries. All maps in the game mirror real geographical conditions.

Japan is an ideal game for two, the map is especially suited for this purpose, albeit the player who can build the tunnel between Honshu and Hokkaido having a huge advantage. You must connect all major cities, so you must build track all across Japan. A very good extension for the Empire Builder Series, for which there are even special rules for a game with five and six players. ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
120+

Designer: Loren Roznai & Team
Artist: Brian Blume u.a.
Price: ca. 35 Euro
Publisher: Mayfair 2011
www.mayfairgames.com

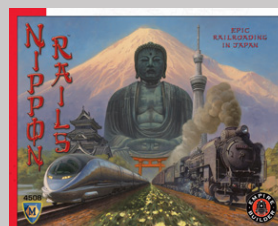
EVALUATION

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

Comments:
New edition in a box * Revised rules * An ideal game for 2

Compares to:
All other games in the Empire Builder Series

Other editions:
Nippon Rails Edition in a Tube, 1992



PHASE 10 JUNIOR

FOUR CATS TO COMPLETE A PHASE

6+

Phase 10, be it the dice game or the card game, is a well-liked and well-working game mechanism; you must complete 10 different phases in turn, either by collecting or rolling certain combinations of numbers, cards or colors. You cannot leave out phases or change the order; you must complete them in order, one by one.

In this junior edition of the card game version of Phase 10 the number cards have been replaced with animals, items and colors. Each player is given 12 phase tiles of the same back-side color and lays them out open-faced and sorted into color, animal and item tiles. Each player starts the game with four cards in hand. In your turn you draw



a card from the draw pile or the discard pile and can then – if you can make up a phase tile – lay out four cards on the table. At the end of your turn you discard a card. To complete a phase and make up the tile you must lay out four cards with the same symbol, for instance four cards with a football, and then turn over your tile showing this symbol. The cards you used to complete the phase are put underneath the discard pile; the 5th card is regularly discarded to the top of the tile. As you are now out of cards you draw four new cards from the draw pile. The star symbol is a joker and replaces any color, item or animal. True to the name of the game the winner is the player who is first to turn over 10 of his 12 phase tiles.

Phase 10 junior offers an enchanting implementation of the Phase 10 mechanics for younger children; a little bit of tactics is in deciding what to discard to avoid assisting your neighbor by offering him a card he might need. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Susanne Armbruster
Artist: Michael Menzel
Price: ca. 11 Euro
Publisher: Ravensburger 2011
www.ravensburger.de

EVALUATION

Set collecting game
For children
Version: de
Rules: de
In-game text: no

Comments:
Nice implementation of the core mechanism * Offers some tactics in collecting and discarding * Version for very young children with fewer cards in hand

Compares to:
Phase 10 and other set collecting games

Other editions:
Currently none



PONDER

THE FASTEST FROG OF THE FAMILY

7+

My funny, colorful rather blasé frogs want to cross the pond to the other side, just as the frogs of my fellow players. As no frog can jump that far they must move over the water lily leaves. Movement possibilities are governed by movement cards. A move comprises first moving a water lily leaf, then moving a frog and, finally, draw-

ing a card. First you must relocate a water lily leaf which is located immediately adjacent to one of your frogs, even diagonally, onto any empty square. You must move a leaf in your turn. Then you must move a frog, in one of the directions allowed by your current open-faced movement card, but you need not move as far as



the card would allow. If you cannot make either a frog move or a leaf move, your own frog must paddle, that is, move one step into an adjacent spot together with the leaf it is currently sitting on. If you jump over a frog you attack it.

The attacked frog is rolled like a die: if ends up on its side or on its back, the attacker wins and the loser is relocated to an adjacent square. When the frog lands in an upright position, it wins and relocates the attacker. When the frog lands on its belly or on its nose it tumbles into the water and must go back to its starting bank.

At the end of the move you draw your movement card for the next round.

If you are first to get all three frogs to the other side of the pond you win.

Of course you try to hinder opposing frogs as you can see from the movement card where a frog of another player could/will move in its next turn. Funny, witty, fun to play, a top top family game with dash of tactics! ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
30+

Designer: Isabel Holmberg
Artist: Mindtwister
Price: ca. 28 Euro
Publisher: Piatnik 2011
www.piatnik.com

EVALUATION

Movement game with cards
For families
Version: de
Rules: de en se
In-game text: no

Comments:
Familiar topic, wittily varied * Nice mix of well-known standard mechanisms * Tactics due to open movement cards * Very pretty components

Compares to:
Waterlily for the topic, Die lustigen Frösche for the mechanism, Schweinerei for rolling the frogs

Other editions:
Ponder, Mindtwister AB



PRINZESSIN ZAUBERFEE

PICTURES IN CLOUDS AND A PIXY

4↑

Prinzessin Zauberfee and her friends draw pictures in the air, but Kobold Kinkerlitz steals the magic images. At the start of the game Kobold Kinkerlitz is set out ready for use and players choose together one of the four fairies and place the disc on the table, too.

In your turn you take the magic wand and turn up a magic card.

If you found Kobold Kinkerlitz the card is placed face-down next to the disc showing Kinkerlitz as part of his circle. If you turned up an image it depends on the background color of the image what must be done next: If the image is set on a blue background, you draw the image in the air and the other players try to guess at the image drawn.



Who guesses correctly is given the card to place it next to fairy for her circle; help in guessing can be found on the magic boards in front of all players.

When nobody guesses correctly Kobold Kinkerlitz steals the picture and it is placed next to him. When the image is set on a yellow background you choose another player and draw the image on his back. This time only the player on whose back the image was drawn may guess; he can consult his magic board, too. When all players together complete the circle of facedown magic cards around the fairy disc the players win together. When the circle around Kobold Kinkerlitz is finished first, the players have lost together and Kinkerlitz has won.

With his game Haba manages again to transport different educational contents by the means of playing and having fun while playing; it is good fun to draw the images as exact as possible and to guess correctly so that the pixy cannot win. ✓

INFORMATION

PLAYERS:
2-4

AGE:
4-10

TIME:
15+

Designer: Thilo Hutzler

Artist: Anja Rieger

Price: ca. 6 Euro

Publisher: Haba 2011

www.haba.de

EVALUATION

Cooperative drawing game
For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Simple but challenging mechanism * Good incorporation of the cooperative element * Simple, effective components * Easy to take along

Compares to:

All guessing games on air drawings

Other editions:

Currently none



QUEST ZEIT DER HELDEN

DER DUNKLE KULT



Fantasy adventure at the game table; one player personifies the QuestMaster, who puts all challenges into the way of the players who stand for the heroes in the adventure. The individual adventures build on each other, both heroes and QuestMaster get stronger and thus the flair of the game gets stronger and more intensive. The develop-

ment of the heroes can be continued with expansions. Der Dunkle Kult is the first of those expansions; it introduces four new heroes who now also use ruses and negotiation skills as well as the new game element dialogue for their fight against four new arch villains and the gigantic dragon. If you care to do so you can play your hero from



the core game.

The course of an adventure is divided into sections which are dealt with according to instructions. With the new talent group diplomacy the adventure element dialogue comes into play; texts are not read out, but all the characters speak themselves as in a movie scene; depending on the flow of the dialogue this can lead to the next stage when the goal was achieved or a dialogue conflict ensues which is resolved by a check. The rules for the newly introduced monsters are the same as for villains and a monster may enter all floor tiles that are big enough for its complete monster foot. The adventures in this expansion are: The Dead City, Larissa's Fate, Friend and Foe and Burning Rock.

This expansion for Quest: Zeit der Helden offers pure fantasy adventure, with the enticing feature of developing your hero. The components are very solid and classy, the rulebook is very clear and you will enjoy the game very much! ✓

INFORMATION

PLAYERS:
2-9

AGE:
10+

TIME:
90+

Designer: Dotor, Eisenmann, Schott

Artist: Hans-Georg Schneider

Price: ca. 25 Euro

Publisher: Pegasus-Spiele 2011

www.pegasus.de

EVALUATION

Fantasy adventure
With friends

Version: de

Rules: de

In-game text: yes

Comments:

Very classy strong components * New heroes, monsters and rules * Contains four new adventures * Uses some elements of role playing

Compares to:

Quest Zeit der Helden Angriff der Orks and other Fantasy adventure games

Other editions:

Currently none



ROLLING BONES

HIP BONE NEEDS BACK BONE



There are games which one likes at first sight and Rolling Bones was one of those games for me, and probably for many others, too because the limited edition is already sold out, maybe because of the promo picture, the skeleton running away from the dice is cute.

Despite being sold out the witty, not at all bone-dry dice game is

presented; maybe there will be a new edition!

The game is made up from 18 dice, 6 dice each for the left and right side of a body and the middle of your body with hat and headstone. The numbers on the dice denote the sequence of bones, in analogy to the song of "...your hip bone connected to your back bone ...". You roll



the dice to achieve as complete a skeleton as possible and score points for each skeleton that you buried.

If you have a headstone in your throw you can bury the sequence for points or roll again for missing bones. If you want to use the headstone you must be able to bury a sequence of bones without a gap, regardless of the actual length of the sequence. In your move you roll all dice and set aside sequences of bones. If you want to roll again you pay for those additional throws:

For the first you must discard one die, for the second one two dice and so on. If you cannot do this and cannot use a headstone you must forfeit the points for this round. After such an additional roll you must be able to add a bone to your skeleton, if not, you may add a wrong one.

Complete sections of the skeleton score 5 points, single correct bones 1 point and wrong ones -5 points. The hat - it cannot be placed wrongly - doubles your points. If you reach or top 100 points you win. ☑

INFORMATION

PLAYERS:
2+

AGE:
6+

TIME:
var

Designer: Henning Poehl

Artist: Michael Holtschulte

Price: auf Anfrage

Publisher: Sphinx Spielverlag 11
www.sphinx-spielverlag.de

EVALUATION

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

Comments:

Witty topic * Nicely implemented * Good for groups and as filler * Currently sold out

Compares to:

Yahtzee, Settlers Dice Game and other dice game on combinations

Other editions:

Currently none



RUBIK'S CODE

LOGIC IS IN DEMAND



The colored squares from the classic magic cube combined with the color codes from the equally classic code guessing game result in Rubik's Code: A game board with a solution section, a hold for the game pieces and two display areas, one for each player, complete with score markers and nine square tiles in each of different colors. This is

supplemented by the dice cup with nine dice; each die shows one of the six colors on each of the sides.

One player is the Code Master and shakes the dice cup with the 9 color dice. This results in a pattern which is the code that the other player now must guess in the lowest possible number of turns. Of course the Code Master



must keep the pattern secret. An arranging turn alternates with a question/answer turn: The Code Cracker chooses three tiles in three different colors and hands them to the Code Master asking for a specific row or column. The Code Master places tiles with the correct color into the correct row or column next to the board and notes a point for the Code Cracker. If the questions results in the correct spot for a tile there is no point. When the complete code has been guessed the score is noted and Code Master and Code Cracker switch roles. Who has the fewer points after that wins the game; the one who wins three such games first is the ultimate winner.

Rubik's Code is a nice continuation of a widely known brand name as well as of a well-working game mechanism; an interesting feature is the scoring for questions that do not lead to the right placement for one of the nine dice. Logic and combination skills are necessary and are trained. ☑

INFORMATION

PLAYERS:
2

AGE:
7+

TIME:
15+

Designer: not stated

Artist: not stated

Price: ca. 16 Euro

Publisher: Jumbo 2011
www.jumbo.eu

EVALUATION

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

Comments:

Attractive version of MasterMind * Interesting scoring mechanism * Design similar to Rubik's Cube

Compares to:

Mastermind

Other editions:

English language edition



SCHNAPPT HUBI!

MOUSE AND HARE CHASING A GHOST

5+

Hubi, the hungry ghost, is helping himself to the tidbits of the animals and needs to be caught by players in the guise of a hare or a little mouse. To catch Hubi, two playing pieces must move into the room where Hubi currently hides. And, as is only to be expected from a haunted mansion, some walls have magic doors, some doors can only be

passed by a mouse, some others only by a hare and some of them cannot be used at all. Furthermore, you only can catch Hubi when he is awake and he is only woken by the creaking of a magic door.

Therefore players scout the haunted mansion in the first part of the game and search for the magic door. The com-



pass, the electronic unit in the game, guides players through the game. It knows the position of all the playing pieces, gives information on the nature of walls and doors and also tips on the location of a magic door or of Hubi. In your turn you are asked by the owl, the bat, the centipede or the toad what you want to do: If you press a direction button you learn if you can pass the wall; then you set up the corresponding wall, move if possible and eventually place a wall. If you press the help button you stay where you are and get information on magic doors and - later in the game - on Hubi's location. Each animal only gives one clue per game. When two playing pieces are standing on both sides of a magic door, the door opens and wakes up Hubi. Hubi announces when he changes his location and also when a playing piece is in the room with him. The chase for Hubi offers a nice combination of deduction, cooperation and adventure, rather sophisticated and playable in different levels of difficulty. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
30+

Designer: Steffen Bogen

Artist: Rabbix

Price: ca. 25 Euro

Publisher: Ravensburger 2011

www.ravensburger.de

EVALUATION

Cooperative deduction game
For children
Version: de
Rules: de
In-game text: yes

Comments:

Cute topic * Electronic well integrated in the game flow * Very attractive components * Trains logical thinking

Compares to:

Wer war's? and other games in the series Mein erstes Brettspiel + Elektronik

Other editions:

Currently none



SCHOKOLY

SWEET AND NASTY

8+

Chocolate – white chocolate, dark chocolate and milk chocolate – all 48 tiles show pieces of chocolate in three varieties and players try to lay out the biggest bar in their own variety.

The tiles are shuffled and stacked face down; you start with four tiles in hand. The starting player chooses a variety of chocolate, places a tile in the middle and

draws a tile. The second player chooses one of the remaining colors / chocolate varieties, adds a tile to the display and draws a tile.

The tiles must be placed in a way that continues one of the colors and that at least two pieces of chocolate on one or more of the already displayed tiles border the new tile. The pieces



must touch each other along the edges, touching across corners is not correct and does not count for the scoring of the biggest connected area. The third color is neutral; areas in this color are assigned to the player who achieves the most connections between the neutral color and his own color in an area.

If you place a red Smarties piece on a tile you can place this tile on tiles already on display; these tile must cover at least two different tiles, must be completely on top of other tiles and can never in turn be covered by other tiles, not even by tiles with Smarties. When the last tile has been placed the bar of chocolate is scored. You win if you could form the biggest area in your chocolate variety, each piece scores 1 point. In a game of four players two teams are playing, in case of three players each player plays his own color.

The game wets your appetite for more – more games and more chocolate, basically abstract, but rather graphic and very, very good. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
20+

Designer: Steffen Mühlhäuser

Artist: Mühlhäuser, Kümmelmann

Price: ca. 15 Euro

Publisher: Steffen Spiele 2011

www.steffen-spiele.de

EVALUATION

Abstract placement game
For families
Version: de
Rules: de
In-game text: no

Comments:

Tasty topic * Attractive design * Abstract game * Reworked and advanced edition of Scho K.o.

Compares to:

Scho K.o. and other placement games on formation of the biggest area

Other editions:

Currently none



SO EIN ZIRKUS

GET BALLS INTO THEIR PAILS

6+

Players are clowns and juggle balls! The game comprises three clown figures, each of them can carry a maximum of three balls = marbles, and you should drop your own marbles with the help of the clowns into pails = holes that score the highest possible value. At the start of the game each player chooses marbles of one color. In your turn a player

rolls the color die and can then either introduce a marble of the color rolled into the game or move a clown. If he enters a marble, he takes a marble of the color rolled and placed it into one of the clowns where there is still room, even if he did not roll his own color. When no marble in this color is left you can only choose the option to



move the clown. You move the clown whose top marble shows the color you rolled. When you roll black or white you can choose the color of the marble for entering a marble or moving the clown. The distance a clown can move is determined by the number of marbles that he carries; one step for one marble two for two and three steps for three marbles, ahead or sideways, but not diagonally or back on a square that was already entered in this turn. When the clown moves over a hole he drops the bottom marble into it; this does not influence the number of steps he can take, he moves the number determined at the start of the turn. When a marble falls into the last hole of value 6 the game ends and each player adds the points for marbles in his color in the holes. If your score is the highest, you win.

So ein Zirkus is an enchanting memo game with a color die; the choice of color in case of black and white introduces a mite of tactics. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
15+

Designer: Volker Schäfer
Artist: C. Tisch, M. Hoenicke
Price: ca. 25 Euro
Publisher: Bambus Spieleverlag 11
www.bambusspiele.de

EVALUATION

Roll & move memo game
For children
Version: multi
Rules: de en
In-game text: no

Comments:
New edition, first edition 1998 * Very pretty components * Very simple rules

Compares to:
Other movement games with dice-determined moves and distance determined by the piece moved

Other editions:
So ein Zirkus, Spieleverlag Regensburg



TANTE TRUDELS TRÖDEL

CROWN AND CLOCK = STAR AND CAR?

7+

Tante Trudels little shop is full of rummage, each of the 25 shelves holds a piece. Players move their trolleys through the shop and choose their purchases according to weight. At the start of the game the shelves are filled randomly with rummage pieces. Then any player three times rolls the dice, moves the trolley and takes the piece in the first shelf

of the row. These three pieces are "rummage of the day" and put next to Tante Trudel, the empty shelves are filled with a voucher. Then in turn you roll the die, move the trolley and choose an item from the row of shelves reached or put back an item or swap items or use a voucher, all in order to reach the weight of the "rummage of the day". When



the row of shelves is marked with scales you can trial weigh your items. A voucher can be redeemed before or after your turn, either in the row reached or from the trolley of another player:

You hand over the voucher and take a piece of rummage from the shelf or the trolley. When you have circled the shelves once your shopping tour ends. You may move backwards if you would be first to circle the shelves to leave and do not want to do so yet. Tante Trudel holds a beam balance. When all players have reached her, their purchases are weighed against the "rummage of the day" – you win when your purchases weigh less. When several purchases weigh less then you win if your purchase is the heaviest of those. Simply wonderful! The game has an attractive, simple mechanism, very effective and vivid, and a marvelous family game, too, adults also struggle to assess correctly what is heavier, crown or cup? ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
20+

Designer: Steffen Bogen
Artist: Alexander Jung
Price: ca. 30 Euro
Publisher: Zoch 2011
www.zoch-verlag.com

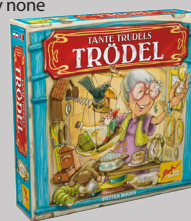
EVALUATION

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

Comments:
Enchanting components * Very nice topic * Very simple mechanism * Good training for assessment and balancing

Compares to:
First game of this kind; Hinkel-Stein, Balance and others for balance as game elements

Other editions:
Currently none



TIME'S UP FAMILY

DRILL = DENTIST?



In this edition of Time's Up players in teams need to guess animals, professions or items. At the start of the game you decide if you want to play with the blue or the orange definitions on the cards.

30 cards are distributed among the players following the exact rules; then each player is given another two cards, looks at all his

cards and discards two of them. The remaining cards are collected from the players, shuffled and are draw pile for the whole game.

All teams play in turn: The active player of the team has 40 seconds to describe the term in the first round, if he has time to spare he can start on the next term, He can talk freely using whatever

words he wants with only one restriction: he cannot use parts of the term. For each correctly guessed term the team keeps the card. The active player can set aside a card; these cards earn no negative score; if a mistake is made in explaining the card is simple set aside, too.

When all cards have been given out to the teams, each team notes the number of cards won and all cards are shuffled again for the next round. In this second round you may only use one word to define the term and in the third round you can only use pantomime to define the term, accompanied by noises or humming. After three rounds the team with most points wins.

Time's up is a witty, well-working member of the guess-at-definitions-family with the advantage that you know at least the category where the terms can come from and that you have heard explanations for each term already once for the second and third round, so that you have some clues as to what might be the word. ✓



INFORMATION

PLAYERS:
4-12

AGE:
8+

TIME:
30+

Designer: Peter Sarrett

Artist: not stated

Price: ca. 19 Euro

Publisher: Repos Production 11
www.rprod.com

EVALUATION

Communication game
For families
Version: de
Rules: de en
In-game text: yes

Comments:
Well-known standard game mechanism * Nice version due to re-using cards * Available also as Time's Up with VIP topic

Compares to:
Other games on describing definition, e.g. Tabu, Activity

Other editions:
English edition at r&r Games



TOP TRUMPS TOURNAMENT

STAR WARS



In Top Trumps the active player chooses a characteristic on his top card and names its value; if you have the the highest value for this characteristic on your card you win all cards of this round.

In this version of the game the card game is turned into a duel in an arena with the aim to be the first to fill your Top Trumps

pin bar and to win the finale. In order to win a pin you must win one of the mini games – Kopf an Kopf, Mein Spiel, Shoot Out, Hi Lo, Klau den Pin and Hol zwei Pins.

In all games you use one of 6 decks, chosen either by the spinner or the active player – and a different amount of cards is dealt to all the players. Then you com-

pare characteristics values on the cards following different rules for each mini game. The active player chooses a card first, the defeated cards are discarded. When a player has 9 pins in his bar the finale starts. The arrow determines the game that will be played.

Each player is dealt the number of cards equal to the number of pins in his bar, should there be more than 30 pins all in all the rules state how cards are distributed. If you hold most cards you choose the first characteristics, again defeated cards are discarded, and the last one in play has won the game. This edition holds the four previously published Top Trumps Games Star Wars Episoden I-III, Episoden IV-VI, Clone Wars and Star Wars Raumschiffe plus two games that are exclusive to the Tournament edition, Clone Wars Comics and Top 30 Filmszenen.

Top Trumps Tournament offers an enticing and interesting variation of the core game, especially as you can play it with any kind of Top Trumps decks. ✓



INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
30+

Designer: not stated

Artist: not stated

Price: ca. 30 Euro

Publisher: Winning Moves 2011
www.winning-moves.de

EVALUATION

Trump card game
For children
Version: de
Rules: de
In-game text: yes

Comments:
Interesting version of the core Top Trumps mechanism * You can create your own versions * Can be played with any Top Trumps deck

Compares to:
All Top Trumps games, this version is new

Other editions:
English edition, Winning Moves



WAS IST DAS?

SOAP TO OWL



Oh, yet another memo game! This somewhat blasé reaction is forgotten very quickly when you take a second look at the images in this memo by Antje Damm. The find the special things in day-to-day things and transform it with her creativity – Antje Damm has succeeded beautifully with this aim in her memo game featuring pairs with two different

images. Items from daily life like clothes pegs or an ice cream bar or a sausage are transformed on the second card of the pair into an animal – a crocodile, a penguin or a dachshund. It is fascination and sometimes nearly incredible how a gerbera flower is transformed into a lion, or a sesame-studded roll into a turtle.



The colorful chocolate lenses are transformed into enchanting beetles and buttons are the snouts for little pig heads.

You play Was ist das? according to the standard rules for memo games. In your turn you turn up two of the face-down tiles. If you have found a pair you may keep it and turn up another two cards.

If two cards that you turn up do not form a pair you put them back face-down and your turn ends. The most important thing is to take a really close look, because the item from daily life is not always easily identified.

Those 24 pairs create connections and structural relationships and are an enticement for taking close looks, for creating and using your imagination. They are a fascination collection or marvelous ideas that provide wonderful answers to the title question.

The funny, attractive images even make you want to try your hand on drawing yourself or tinker at those items. Simple wonderful and fantastic! ☑

INFORMATION

PLAYERS:
2-6

AGE:
4+

TIME:
15+

Designer: Antje Damm

Artist: Antje Damm

Price: ca. 15 Euro

Publisher: MeterMorphosen 10

www.metermorphosen.de

EVALUATION

Memo game
For families
Version: multi
Rules: de en es fr
In-game text: no

Comments:

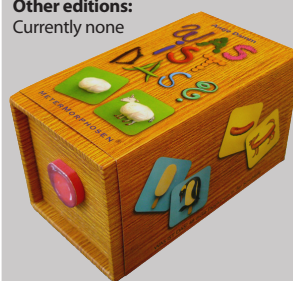
Simple rules * Creative, wonderful drawings * High learning curve due to recognition of connections and structures

Compares to:

All memo games

Other editions:

Currently none



WER WEISS MEHR

AND HAS THE COURAGE TO SAY SO?



Wer weiß mehr? is a new quiz game with a communicative element including a bidding variant. Players sort themselves into teams and bid on their ability to name a certain number of terms for a category by naming this number.

The game comprises cards featuring three categories on each side, for instance Internet Games

or Items in a Man's Cosmetic Bag. The cards are stacked in the middle of the board.

The active team chooses a category and marks it by placing a white marker. Then the team names a number of terms, the other teams must overbid or pass.

The highest bid is marked on the scale and the timer is set in rela-

tion to the value of the bid. The team naming the highest bid starts to call out terms.

When the team manages to name the number of terms equal to the bid, the marker of the team moves forward one step on the score track.

When the team fails to name the necessary number of terms all other teams move their marker one step forward, then the next team is the active team, the top card is removed and the team chooses a category for the now revealed card; thus the choices are reduced for each following team.

When all six categories are marked all markers are removed and the next team has again the choice between six categories. The first team to reach a score of 8 wins the game.

Wer weiß mehr? offers a nice version of well-known standard mechanisms, the questions are more oriented towards entertainment, events and consumer information than to school knowledge. ☑



INFORMATION

PLAYERS:
4-15

AGE:
10+

TIME:
45+

Designer: Carlo E. Lanzaveccia

Artist: D. Lohausen, K. Gall

Price: ca. 20 Euro

Publisher: W & L Spielspass 2011

www.spielspass-verlag.de

EVALUATION

Communicative quiz game
With friends
Version: de
Rules: de
In-game text: yes

Comments:

Good mix of questions * Questions on current topics * Well-known, well-mixed mechanism * Good for large groups and parties

Compares to:

FortyTwo and other quiz games with bids on number of answers

Other editions:

Currently none



DER KLEINE RABE SOCKE QUARTETT

Publisher: Amigo Spiele

4↑



A game of Happy Families on the Licence Topic of Der Rabe Socke aus dem Esslinger Verlag J.F. Schreiber. 32 cards feature images from the books, including all friends of the little raven, so there are 8 quartets – you play according to standard rules. You ask another player for a card – if he holds it he gives it to you and you can ask for another card. If you do not get the card, you draw a card and your turn ends. If you have a complete set of 4 cards, you lay it down. When all quartets are laid out, you win, if you could lay down the most.

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

Set collecting game for 2-4 players, ages 4+

DIE WEIHNACHTSGESCHICHTE

Publisher: Haba

Designer: Markus Nikisch

4↑



A puzzle is combined to form a board; behind the doors of the Advent calendar the characters of the Christmas tale are hidden. On 24th of December you can use board, characters and the other components to enact the story of Christmas Eve, depending on the symbol you roll with the die either Mary and Joseph or the Three Magi or the shepherds and their animals move towards the barn.

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

Narrative movement game for 1-8 players ages 4 and up

JUNGLE

Publisher: Editions du Matagot

8↑



Based on the Chinese Dou Shou Qi, the game of the fighting animals; tiger, panther and wolf are afraid of the lion, only the elephant is stronger but flees from the rat. You want to conquer the opposite lair. You cannot move into your own lair; on the three traps around a lair an animal has strength 0 and cannot defend itself. Lion and tiger jump over a lake, the rat swim it. You move an animal one space orthogonally. If the target square is occupied, you can only enter it with an animal of greater strength, if you do so you defeat the weaker animal. Series Duo Collection.

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

Placement game for 2 players, ages 8+

LOGICUS FLEX PUZZLER

Publisher: Huch & friends

Designer: Thomas Liesching

7↑



80 challenges are presented in different levels of difficulty, this time they challenges must be mastered by turning and shifting the cubes. The colored cubes are connected by an elastic thread and have notches into which you can place the thread. This changes the relative position of the cubes and allows you the forming of the constructions depicted in the challenges.

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

Logic Puzzles in 2D and 3D for 1 player, ages 7+

MARTIN RÜTTER WER BELT DENN DA?

Publisher: Kosmos

Designer: Bernhard Lach, Uwe Rapp

8↑



Three dog species cards are drawn and placed next to letter cards A, B and C. The top category card is turned up, e.g. weight, and you choose from your sequence card the one you think fits the facts, e.g. B-C-A if you think that species B dogs weigh more than dogs of species C and A. Then cards are checked, you score if you are correct; in case of a tie both cards are valid, e.g. C-B-A and B-C-A are correct when B and C dogs weight the same. If you place one of your prediction cards, e.g. „all are correct“, you can score additional points.

man zusätzlich punkten. Version: de * Rules: de * In-game text: yes

Assessment game on dog species for 2-4 players, ages 8+

SPIEL MINI

Publisher: Abacusspiele

Designer: Reinhold Wittig

7↑



“Spiel” is a game with dice, on dice, about dice. It holds 120 dice in three colors; there are several ways to play listed in the rules and you are challenged to invent your own game for those dice. And if you do not want to play you set up the beautiful dice pyramid for a classy deco object. Spiel mini is an expansion or the basic game by a 4th color or a stand-alone travel edition or a stand-alone solo game or, or, or ... enjoy yourself with 20 dice in green or orange.

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

Game with dice for 1 player, ages 7+

TOP TRUMPS SPECIALS ZHU ZHU PETS

Publisher: Winning Moves

8↑



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

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

Card/quiz game for 2 or more players from age 8

WAS IST WAS JUNIOR FEUERWEHR

Publisher: Kosmos

Designer: Kai Haferkamp

5↑



Firefighter items and time tiles are shuffled face down and distributed on the table; the markers are placed on the box border of their color. Operation cards are stacked face up. In your turn you pick up a tile from the display; if it is an item and if it fits the current operation you place it with your marker; if you turn it down again. Time tiles remain face-up in the display. The 5th time tile ends the round; the backside of the operation card shows the necessary items; for each correct one next to you marker you move your marker one step forward.

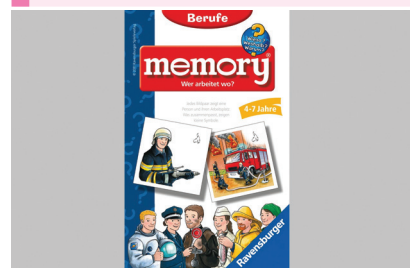
Version: de * Rules: de * In-game text: de

Educational memo game for 2-4 players, ages 5+

WIESO? WESHALB? WARUM? MEMORY BERUFE

Publisher: Ravensburger

4↑



This memo game on the topic of professions, in the series Wieso? Weshalb? Warum? offers lots of information: You do not search for identical pairs of pictures, but you must always find a person representing the profession and a typical setting for the profession. The professions are explained and named in the rules of the game. Game play follows the standard rules: You turn up two cards from the random display on the table. If you uncover a pair, you keep it and have another turn. If you uncover different images, both are turned over again. When all pairs have been found, the player with the most pairs wins.

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

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

HUGO KASTNER RECOMMENDS

PUERTO RICO

JOURNEY TO NEW WORLDS IN GAMES



Dear Reader! There are games that truly open up new horizons, as did Sid Sackson's „Acquire“, Richard Garfield's „Magic The Gathering“ or Klaus Teuber's „The Settlers of Catan“. „Puerto Rico“, the easy-going heavyweight from the think tank of Andreas Seyfarth is another game that belongs into this category. Since its appearance at Spiel 2002 at Essen this game of optimization from publisher ALEA has been praised to high heavens by nearly all reviewers. The reason for this: The search for the ultimate game strategy is a never-ending one; this strategy simply does not seem to exist. All roads lead to Rome, sorry, Puerto Rico, and all are paved with opponents who implement their planned goals by clever choice of buildings, if to their own advantage or disadvantage will only become clear during the course of events. Add to this the different roles that – very fitting for this game – relate to all players at the same time. The journey into the new Caribbean games universe is never made alone, not even in the Austrian Games Museum in Leopoldsdorf, where you will find congenial partners.

Website: www.spielen.at

The light of my lamp first alights two nearly empty game boards in front of each player; they will be filled in the due course of time with buildings, production sites and plantations for Indigo, Coffee, Tobacco, Corn and Sugar Cane. The raw materials planted on plantations are processed in specialized production sites, then sold for a profit and finally shipped across the world's oceans. Miscellaneous buildings, which are constructed by each player to his own liking on his available space, support production of wares and trading them. In order to do so you need settlers (not slaves, that would not be politically correct, H.K.) who you need to recruit on time. In addition to all this, all „Puerto Ricans“ simultaneously take up the roles of settler, mayor, builder, craftsman, trader, captain or prospector, which creates a lot of interaction for a game that basically is an individual building

game. If you actively choose a role you receive the benefit of a bonus action, a tactical factor that must not be underestimated. I spare you the description of the individual roles, but would like to emphasize that especially this element of „Puerto Rico“ is the icing on the cake and provokes a very individual reaction in each player. Money in the guise of Dublones are also present on Puerto Rico and makes role tiles, that have not been chosen, more attractive from each round to the next, allows you to construct buildings and thus governs the development of the plantations. If you cannot get enough of husbanding the island you can make use of the „building generator“ available on the Internet that lets you generate additional interesting production sites. If you love to play in pairs I recommend the site listed under expert tip; or to buy „little brother“ San Juan, the game of husbanding the island with cards only. One last remark: Puerto Rico was praised to high events by all reviewers, received an incredible amount of awards and was celebrated as one of the groundbreaking games of the last decades. This is a verdict I can agree with wholeheartedly. Puerto Rico is a diamond of the first water among games! ✓

TIP #71

Designer: Andreas Seyfarth

Price: ca 25 Euro

Year: 2002

Publisher: Alea / Ravensburger

www.aleaspiele.de

PLAYERS:

3-5(2)

AGE:

12+

ZEIT:

90+

Tactic Info+ Chance

Your goal is to husband Puerto Rico profitably with a succession of lots of small tactical actions integrated into an overall strategic decision. This is not at all easy, as a wrong choice of role can benefit an opponent. The small beatific chance element is provided by the layout of the plantation and quarry tiles, coupled to the order of role selection. All in all an excellent „game for experts“!

Hugos EXPERT TIP

Try out the 2-player version of the game that was developed by experts and is available on the internet. (<http://www.spielefreunde.de/puerto-rico/>) Challenge and strategic decisions as well as choice of roles are very similar to the flair of the multi-player version.

Hugos FLASHLIGHT

Complex – but not complicated. This is the short formula for this unusually versatile, umpteenth times award winning game from the think tank of Andreas Seyfarth. Beginner's mistakes are unavoidable, different strategies are applicable and at the end the games are decided on a narrow margin – all indications for a well-balanced and mature game. Puerto Rico quite rightly occupies one of the top ranks in an all-time list of „great“ games.

PREVIEW:

DOMINION

In the dark Middle Ages

Comments to: Hugo.Kastner@spielen.atHomepage: www.hugo-kastner.at

IMPRESSUM

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

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

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 Medienbeobachter
Tel.: (01) 213 22 0

Icon explanation



Solo Play



Two Players

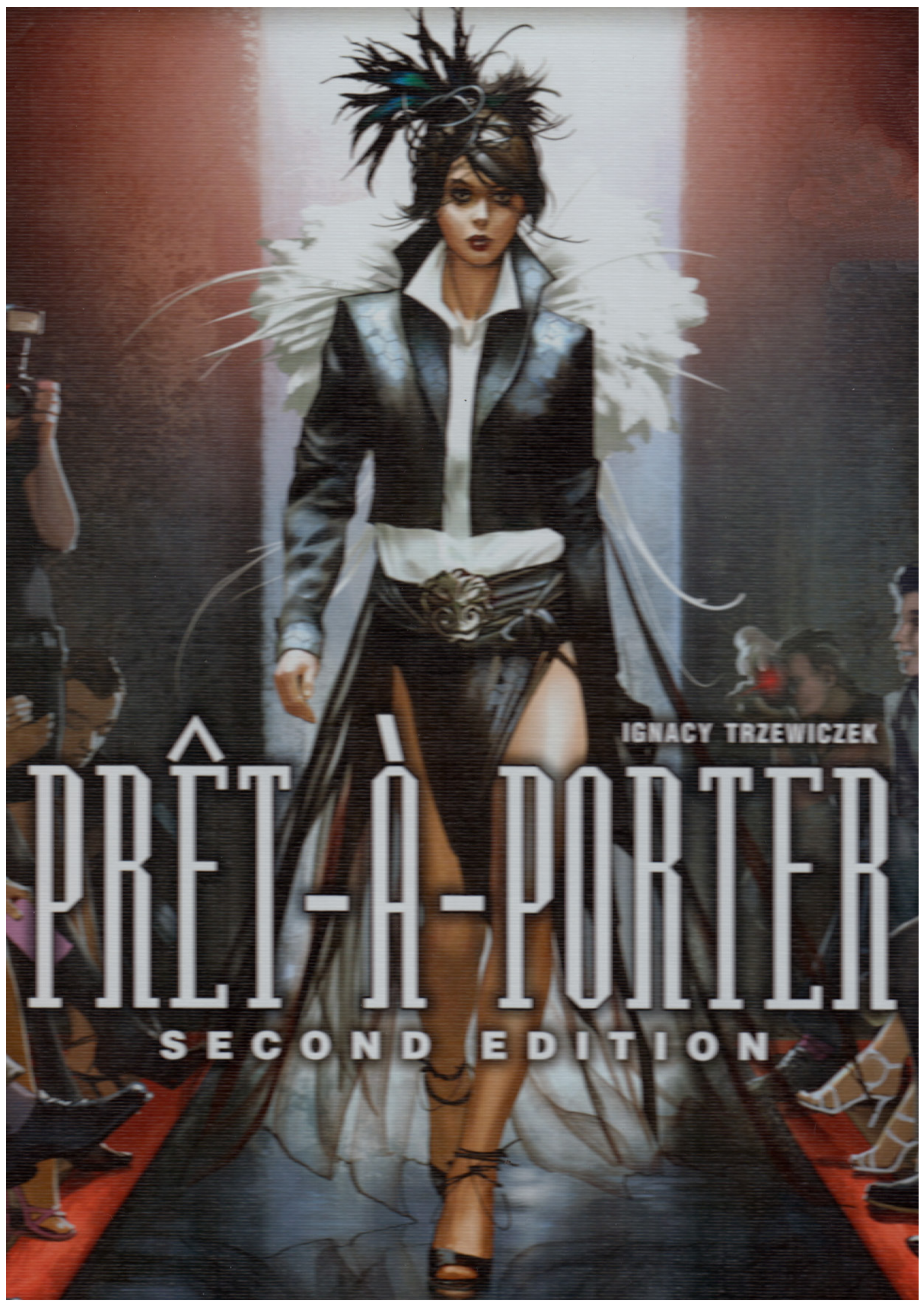


Large Groups



Recommended Minimum Age

GABIS explanation on page 5



IGNACY TRZEWICZEK

PRÊT-À-PORTER

SECOND EDITION