SANTIAGO
DE CUBA

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 50 GAMES

ALL EASY, MAN!

SANTIAGO DE CUBA

A GREAT GAME IN A SMALL BOX

Already during SPIEL at Essen „Santiago de Cuba" was collecting lots of premature praise – scout grades were all sitting in the top range and if you stopped at the booth you were unavoidably attracted by the optically overwhelming design, 100 percent in the style of big brother „Cuba" and as usually perfectly capturing the flavor thanks to Michael Menzel! So the only question was, will the high attraction value be equaled by the fun when you play the game?

We have tried it …
Often lovingly (or derogatorily) called "Cuba light", Santiago de Cuba takes us on a journey to the Caribbean, represented on the rather small, elongated board as a town quarter including a marina. On the road that we will travel along at a stately pace again and a again on a circular track lots of things are going on: Vendors like Pedro or José praise their wares with a loud voice, Conchita smiles engagingly and we cannot resist that smile and buy two crates of lemons from her .. And the best is: All these goods are given to us absolutely for free when we stop our car for a short break at that person's position.

Get going!
„Easy" is the motto in Santiago de Cuba, even the car adheres to the general atmosphere and moves only one single step for-

ward to the next person. If I want to drive a greater distance, for instance in order to reach Pedro the receiver of stolen goods, who gives me any good I want, our driver gladly accepts some monetary assistance. For one peso per step we leave out the next stop and go directly to the one after it.

The inmate of the car, who was equipped accordingly by the characters at the stops, may place his marker on one of three possible buildings and use the special actions available there (well, that seems somewhat familiar from „Cuba"). As those buildings are randomly laid out at the start of the game for each new game, as are the positions of the characters at the roadside – there is enough change in the game and the actions are not always connected to the same characters in the same place.

And then there is Alonso, the lawyer, who enables me to permanently occupy and free building of my choice (this is possible up to three times in a game), which from now on always gives me a victory point, not only when another player enters my building. When I visit Alonso again later in the game, I can use a building normally and can additionally activate another one that I own without having my marker in this building. Thus Alonso the lawyer allows me the equivalent of a double turn – a contact that

one should keep alive!

To mention the functions of all twelve available buildings would exceed the available space, therefore I restrict myself to some of them! Most of them result in earning money or awarding victory points, transform money into victory points or victory points into money or can be used to change your own goods into other goods to satisfy the demand in the harbor (which we will men-

tion later, the harbor, that is). You can make cigars out of tobacco in the cigar factory or produce rum from sugar cane in the distillery; both goods can be easily sold to the Café which lets us have up to four victory points for it. Other buildings influence the demand for goods on the ship in the harbor (patience, I'm coming to the harbor soon!) or allow you, as does the Office, to deliver a ware to the ship out of turn, and to earn victory points with that, despite the car not being at the harbor.

The newspaper publisher uses the power of the media – probably badmouthing – which results in one of the Cubans closing down his stall until the car has passed it again next time. Buildings connected to this stall cannot be entered during that period, either.

And now, finally, to the harbor:
The harbor (at long last) is one other of the possible stops for our small car. In the

harbor a ship is anchored in each round and waits for goods, their number is determined by dice roll at the start of each round. The colors of the dice denote the kind of goods that we should deliver in the harbor. For each ship there are always exactly four kinds of goods, when we deliver them we earn between two and four victory points per goods cube in relation to the current position of the blue „value of goods" marker. This marker moves up and down each time, when a player uses the Harbor Administration or when the car does not stop at the harbor. This makes the revenue per goods marker by one victory points. But you cannot reap more than four victory points. Should the marker move over that limit, the captain of the ship thinks the prices are too high and the ship simply leaves the harbor at short notice and maybe even without any goods.

If you direct the car to the harbor while the ship is still anchored there, you are the first to deliver one kind of goods before the delivery round is continued in turn – the number shown on the corresponding dice is reduced per goods cube by the respective number until it arrives at value Zero. Wood is functioning as a kind of joker for any kind of goods that you do not have available, but it only earns you one victory point, regardless of the position of the goods value marker. When all four dice show value Zero the delivery round ends and the ship sets sail loaded to full capacity. A new ship anchors in the harbor; this starts a new round which in turn starts with rolling the dice for the goods in demand. When the seventh ship has left the harbor the game ends and the winner of the game is the player with most victory points.

Resume

There are lots of „Cuba" in „Santiago", maybe too much! Despite Michael Rieneck relinquishing his congenial partner Stefan Stadler and acting in "reduced" capacity he has produced a felicitous composition out of standard mechanism which works brilliantly. Unfortunately – in comparison to Cuba – and despite the beauty of the components, the equipment was scaled down in Santiago. The screens are stable but too small to keep all goods and all the money secret in later stages of the game. With the exception of the wood block all other goods cubes are different only as regards to their color. Why a white cube turns red in a distillery is not immediately clear to families who are meant to be introduced to the essentially more challenging "Cuba" by Santiago; this point was solved vastly better with the more informative shapes of goods in Cuba or in "Im Schutze der Burg", which

was also published by Eggertspiele.

In all our test games it was not clearly discernibly who would be the winner – and the victory usually was won by a very narrow margin. This shows good fine-tuning on the one hand, which does not allow for a clear strategy to win, but on the other hand it leaves a slight impression of having been played. Despite a manifold choice of action the Cuban you really want to visit is usually far too far away for having the funds available to go there directly. Useful buildings are always connected to the Cuba who is away the most number of steps and if I can choose from three buildings the most lucrative ones are usually taken, so that I must make do with a seemingly weaker one. And that is not really satisfying in the long run.

But! Santiago de Cuba does in no way define itself as a strategy game. "A tactical tidbit for the whole family" is what the press release calls it and even if the family thus addressed will be a bit overwhelmed by the complex interrelations between Cubans, buildings and events in the harbor they can achieve the final goal: To make the best of the sometimes rather limited possibilities. And if that does not work? Well then, maybe, next time. Easy, Man! ☑

Stefan Olschewski

INFORMATION

Designer: Michael Rieneck
Artist: Michael Menzel
Price: ca. 25 Euro
Publisher: Eggertspiele 2011
www.eggertspiele.de

PLAYERS:
2-4

AGE:
10+

TIME:
60+

EVALUATION

Worker placement game
With friends
Version: de
Rules: de en fr gr
In-game text: no

Comments:
Very beautiful design and components
* Part of the Cuba range of games *
Good for families with a bit of playing experience

Compares to:
Cuba

Other editions:
At Filosofia Editions, Gryphon Games, Kaissa Chess, Ludonova

My rating:

40 Lines for Meeples
Dagmar de Cassan, Editor-in-Chief

Barely has the deluge of new games from Essen reached its peak comes Christmas and the end of the year, and Christmas – for us gamers – brings yet some more games for the games cupboard.
Let's hope that all friends and relatives know what's already in there, because to exchange games is a challenge in itself.
But let's talk about a Happy New year and the well-meant intentions that all of us try to set up, and have them, if possible, checked by one's friends.
The first good intention for us games collectors definitely will be: 2012 only those new games will be put into my cupboard which I will play or have played.
Or an even better one: I will get rid of all the games I did not play in this year.
Well, we all know what happens to good intentions, the notion might be there, but it is in our blood that we cannot pass up good games. Sometimes it takes a while until they get played, but there is room in my cupboard!
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.
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TERRY PRATCHETT: DISCWORLD

ANKH-MORPORK

LONG LIVE THE PATRICIAN!

Ankh-Morpork, biggest City of the (Unnamed) Continent of Discworld, offers a lot of objects of interest. Who would not like to dine at one of the countless banquet feasts of the Unseen University of Wizards, visit the Opera House on the Isle of Gods at Ankh (the posh half of the city) or traverse the Brass Bridge with its legendary statues of hippos (that are said to flee immediately, should Ankh-Morpork be in danger)? In some likelihood, foreigners, after having been robbed in some rather unpleasant quarters of Morpork (the OTHER half of the city) in all likelihood, will end up in Tanty, the

main prison of Ankh-Morpork – yet another hot spot contained in every city guide of the discworld. Almost all authors of guide books to Ankh-Morpork have been there, rather seldom of their own free choice, though.

The game on that city out of the amusing fantasy novels by Terry Pratchett (since 2008 Sir Terence, OBE) was created by Martin Wallace ("Age of Steam", "Rise of Empires"), and begins on yet another day the dictatorial ruler, Lord Havelock Vetinari (or simply called "The Patrician") is missing. Up to

four players take on the roles of candidates (drawn secretly out of a choice of seven, amongst whom, by the way, is also Lord Vetinari as well as not a single female character) to fight for the power in the city state. Using action cards (held in hand) and sometimes event cards, players attempt to meet their victory conditions (that should be kept secret as long as possible from their fellow

Martina, Martin & Markus

This is a very beautiful, easy-to-learn, easy-to-play game, certain to bring lots of fun to admirers of the Discworld novels. For addicted gamers and friends of epic fantasy games it will be rather too simple, though.

players). In most cases this means to control more city districts than the other players, but one character wins owning the largest amount of glod (of course counted in Ankh-Morpork-Dollars), another one wins as soon as there is chaos in eight districts of the city

LUXUSAUSGABE

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29

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and yet another character wins as soon as the deck of action cards is empty. Possible actions printed on the cards allow conjuring up demons, taking control over trolls and more of that funny nonsense typical for the Discworld.

What players have to do to win the game therefore depends on their randomly drawn secret identity. Most of these characters, as stated before, aim to gain the biggest influence in a majority of districts. To get there, they cunningly place their supporters (Minions) as well as erect buildings of their color. Buildings secure influence in the district and enable the character players to relocate their minions to cause mischief or act in another way for their boss elsewhere. Buildings can only be removed afterwards by a flood or a similar natural event (caused by, quite logically, Event Cards) or if the owner chooses to tear it down again to rebuild it in another part of Ankh-Morpork. In order to leave the competitors in the dark as long as possible, characters with other winning missions (e. g. prevailing through maximum chaos) should partake in turf wars as well. The main action of the game is to play Action Cards that come in two categories – blue or brown framed; most of the blue cards are dealt to players at the start of the game. By playing Action Cards (there is a hand limit of five, exceptions to this rule are not uncommon, though, as matches a game set in Terry Pratchett's world) you may place minions (usually followed by a maximum of one Trouble Marker into the same district), put up a building (unless there is a Trouble Marker in that part of the city), gain income, remove opponents' minions under certain conditions (there has to be a Trouble Marker in that district), call in the Guard (remove one Trouble Marker), follow the instructions printed on the Action Card, draw another card, prevent fellow players from taking actions in this game round, or draw an Event Card (mandatory). Events may for example call Demon or Troll pieces onto the game board. These blokes are treated usually like minions, and almost always bring additional Trouble Markers into the game. But Demons in a city district prevent characters from taking control over that part of town as well, whereas normally "control" means having most playing pieces (minions and buildings) of your color there. On the other hand, Trouble Markers do not hinder characters from exacting control in a district. The twelve-sided (D12) die's sole function in the game is, by the way, to randomly choose districts when events like the Flood occur.

In a game of two participants, simply remove some of the cards as written in the

precise and agreeably short and well organized 8-pages rules booklet.

These easy-to-learn (and apply) rules guarantee for a simple, entertaining game that can be enjoyed even without knowing anything about the creations of Terry Pratchett's. Whoever knows their way around the Discworld, mounted on the four elephants Berilia, Jerakeen, Great T'Phon and Tubul (the fifth elephant has been lost, of course), that on their parts ride upon the carapace of the World Turtle A'Tuin through the multiverse, or even feels at home there, will meet many old acquaintance in "Discworld: Ankh-Morpork", may travel to locations filled with recollections of hours of happy readings and eventually may get involved in the strive for power in this most interesting city under the shadow of the colour of magic. For adepts into this really rather peculiar area of fantastic literature this novelty by publishers Treefrog Games / Kosmos holds a surplus value, even more so when considering the nicely illustrated playing cards and the city map gaming board. ☑

Martina & Martin Lhotzky
Markus Steinwender

INFORMATION

Designer: Martin Wallace
Artist: Peter Dennis, Solid Colors
Price: ca. 35 Euro
Publisher: Kosmos 2011
www.kosmos.de

PLAYERS: 2-4
AGE: 10+
TIME: 60+

EVALUATION

Placement game for majorities
With friends
Version: de
Rules: de en es fr gr pl
In-game text:

Comments:
Based on the Discworld novels * Of special interest to fans of those novels * Basically simple rules * Pretty components * Flair of the novels perfectly transported

Compares to:
All placement games for majorities

Other editions:
English, limited deluxe edition at Treefrog, French edition at Iello, English at Mayfair, others at Kaissa, Phalanx Polska, Devir

My rating: ★★★

THE POOR WORK FOR THE RICH

FEUDALHERREN

EXPAND YOUR FIEFDOM AND GET RICH

The name of the game by itself is an indication for the dark times into which we are about to venture. Riches were restricted to few and daily life wasn't very peaceful at all. The game too, makes a topic out of rich and poor. Daily life was determined by the daily fight for survival and many of the small people worked for their liege lord, who was the one to amass riches. The topic of many working for the few is still a prevailing one today. So much for the topic and as an introduction to the game, the topic was one of the reasons for me to buy the game as I believe it to be a challenge to turn the topic into a game.

Now for the game itself: The core of the game is a board of 64 squares, which is given to each player and which represents his fiefdom. From that point of view each player is also a baron or baroness and each each player and aims to become rich and powerful!
People fighting for the baron enter the game in turn in the guise of Men at Arms, Archers and Knights, meaning that we need to provide iron (for their armor or their weapons) in order to be able to hire them? Which leaves only one question: How do you acquire the raw materials that you will need to achieve certain acquisitions or developments? When you buy a Quarry in the „purchase phase" and fit this quarry

into your fiefdom onto one of 49 out of 64 squares that can be used for such purposes, with a bit of luck and the corresponding roll of the dice you might be thoe owner of two resources (Stone).

Content of the box:
The game comprises a scoring board and – for each of the sic players – a board for his fiefdom with a keep, fortification tiles, a summary card for „Baronial Actions" as well as three out of 5 resources and two wooden playing pieces. This is complemented by 50 event cards, a bag holding 208 citizen tiles, 2 eight-sided dice and a "Shield" summary card for the starting player.

Preparation:
Each player chooses a fiefdom board and places his keep with the tower, one forest tile and his resources on his fiefdom. The remaining citizen tiles are placed into the bag. The starting player draws a certain amount of tiles in relation to the number of players and places them into a display on the scoring board. Each player chooses two of these tiles from the display. The event cards are shuffled and placed in a stack.

Aim of the game:
The introduction to the game tells us: „*Each player receives a fiefdom board with 64 squares; 49 of them can be used, 4 are covered*

by the keep which in turn has room for soldiers and fortifications. The rest of the fiefdom has enough room for citizen and buildings, both of which diligently provide resources and victory pints and thus in turn provide progress and growth. In between now and then wars, raids, tournaments, tax collectors, rats and other nonsensical things tend to happen. And finally, when the game is over, the winner is the player with most victory points."

How the game is played:
You play in clockwise direction. The active player, whose turn it is, holds the yellow shield and the dice. His turn comprises the following phases in the order they are listed:
- Roll: All players might possibly receive in-

Erwin Kocsan

Each man works diligently for his liege lord, but the Baron chooses risk by instigating an attack! Without taking risks it is very difficult to win the game. You will only succeed if the luck of the dice stays with you!

come.
- Draw an event card and implement the event card.
- Purchase phase: All players can buy a tile.
- Baronial actions: The active player executes two actions, one of them can be a special action.
- Feed the fiefdom: The active player must feed the population in his fiefdom.
- End of turn: The active player hands the yellow shield and the dice to his neighbor on his left. If a player should have reached or surpassed the number of victory points necessary to win the game, the game ends.

The dice determine the center of actions.

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29   www.gamesjournal.at

The numbers that are rolled name the row and column of the board. All players place their marker on the corresponding square of the board. All 8 squares around that center of action are the action area. In turn each player utilizes one of the tiles on one of those squares, that is, if a tile is there. The player either receives resources or scores victory points.

Each player has two Baronial Actions. With each of these actions he activates one of his tiles in order to receive two raw materials.

As an alternative he can utilize a special action with his second action He can

- Engage in a secret amorous liaison with The King or The Queen! He rolls the die and in case of an unlucky result he loses a victory points.

- If he decides on Sabotage he pays cold coins to destroy a tile of his choice in possession of another player.

- Attack What happens when you decide to attack: When you are attacked by another player he rolls both dice and adds the strengths of his troops. The resulting total is his attack value. This attack value is compared with the defense value of the attacked player: Fortification values + strength of all the defender's military units. Therefore it is an advantage if you upgrade your keep to fortifications and command as many troops as possible. When the attack value is higher than the defense values, the attacker has won, if the attack and defense values are equall or the defense value is higher, the attacker has lost. Attack is a possibility to weaken your fellow players, but it also carries with it the risk of a defeat and the loss of victory points and resources.

Mechanics of the game already familiar?
The basic mechanism of the game has already been encountered: You acquire various tiles, which you either select or buy with handing back certain resources. The tiles are placed on your fiefdom in order to yield output. In his way your fiefdom develops and as time goes by you command enough resources to upgrade your keep from a tower to fortifications. In a conflict the strength of your keep and your troops (Men at Arms, Archers and Knights).

War!
There are times when the king likes to go to war and wants to be supported by the players. This happens when one of six event cards turns up and when a player has been unsuccessful in attacking Fiumaccio!

The king always demands a certain strength of troops. Each player must deploy military units with a total strength of at least this value. If he cannot do so he loses a victory point and must send what he is able to.

Tiles
There are tiles with special abilities and exactly 10 tiles without them. Special abilities earn you a bonus. Tiles represent population, military units or buildings and mines or religious institutions There are Traders, Granary, The Soothsayer and the Wizard. The trader allows a player to trade resources at a rate of 3:1 with the bank instead of a rate of 4:1; the Granary reduces the amount of food you need by half; you need 1 food per 10 or 12 tiles. The Soothsayer draws an additional tile from the bag. The Wizard allows a player to roll the dice again.

Tips how to play:
There should be a strategy for the development of your fiefdom at the back of your selection of tiles. The Baron chooses to risk of attacking other players or the neutral states SANTA PARAVIA and FIUMACCIO! A basis for this is a strong military presence and the upgrade of the keep.

Resume:
Feudalherren is an interesting game if you manage to develop your fiefdom well and if you have a bit of luck when the resources are distributed. The game favors those players who prefer simple rules and short sequences of play. The components of the game are attractive and due to the many ways one can set up the game / the fiefdom each new game provides enough leeway for an interesting course of the game. ☑

Erwin Kocsan

INFORMATION

Designer: Tom Wham
Artist: T. Wham, K. Franz, A. Resch
Price: ca. 40 Euro
Publisher: Lookout Games 2011
www.lookout-games.de

PLAYERS: **2-6**
AGE: **12+**
TIME: **60+**

EVALUATION

Resources management
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Rather simple rules * Variable game set up allows for ever changing games * Also good as a family game

Compares to:
All resources management games with collecting and placing of tiles

Other editions:
English edition Feudality at Z-Man Games

My rating:

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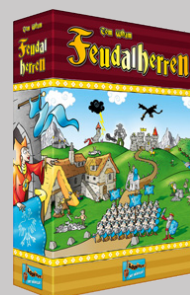
WHEN AMERICA WAS SPANISH

MUNDUS NOVUS

DOINGS AND DEALINGS WITH COLONIAL GOODS

A new „game universe" in a small box; when you open the box one is enchanted at first sight with the very beautifully designed goods cards, which make us realize what we Europeans have looted from the colonies: Sugar Cane, Coffee, Vanilla, Tobacco, Cocoa, Corn, Potatoes, Cotton, Indigo and Inca Relics. With the re-selling of these goods we are supposed to make our fortune or at least the most money in the game.

As a basic supply all players receive a random and varied selection of five of those cards in each round. The aim of game play is, in each round to form combinations of either identical or completely different goods with your cards. For this purpose co-designer Serge Laget has adapted his exchange mechanisms that we have already encountered in "Mare Nostrum": The starting player of the current round – in this game he goes by the name of Trade Master - names a number, either two, three or four, all players must lay out this number of

cards and reveal them all at the same time. The (old or new) Trade Master then is the first to pick up a card from any of the other players, then this player takes a card from any other player, and so on, until all cards have been distributed again (for instance, A takes a card from B, B from C, C from B, B from A and so on); finally, all players should again have five cards in hand

Already from Round 2 on the starting hands of players can be made up from a different number of cards. In order to avoid that the trade is turning into "unfair trade" you must only check if the last cards from the starting player / Trade Master has been taken – when this did not happen, he must give one of his cards to the last player for the purpose of equalization. Furthermore, you must take care that two players can only trade to and fro twice, that is, when A takes a card from B and B takes one from A, A must then take a card from C or D – this restriction of course is not valid in a two-player game.

The big advantage of this really refined trade mechanism: All players are involved in the events almost simultaneously and it happens rather fast. But it is only barely possible to keep an eye on more than on one's own interests. On the one hand one can only roughly guess which cards the other players really want to collect, and on the other hand it is equally difficult to remember what players have already picked up – of course you can always pick up a cotton card that is still available when

Then each player then can turn cards into money = victory points. Especially in the

first part of the game it could suit your purposes better to buy one of the development cards: To acquire such a card you need at least a triplet. In relation to the kind of goods and the number of identical cards the cards can be swapped for the first or for one of the first three or for any of the five development cards which are always on display. So, for instance, three Vanilla cards are of higher value than three Cocoa cards. You need not memorize the frequency of

Spielablauf

⊛ **EREIGNIS :** Möglicherweise verändert ein Ereignis den normalen Spielablauf.
⊛ **VERSORGUNG :** Die Warenkarten werden an die Spieler verteilt.
⊛ **HANDEL :** Die Spieler tauschen untereinander Karten aus.
⊛ **FORTSCHRITT :** Die Spieler erhalten Siegpunkte und erwerben Entwicklungskarten.

Fortschritt

	Gewöhnliche Waren	Seltenere Waren	Sehr seltene Waren
	1, 2 oder 3	4, 5 oder 6	7, 8 oder 9
3 Karten	erste Entwicklungskarte der Reihe	Wahl einer der ersten drei Entwicklungskarten	Irgendeine Karte
4 Karten	Wahl einer der ersten drei Entwicklungskarten	Irgendeine Karte	
5 Karten	Irgendeine Karte		

Liste der Ereignisse

Unterstützung des Königs: Während der Fortschritt-Phase können die Spieler mehrere Entwicklungskarten erwerben.

Die Indianer: Während der Fortschritt-Phase bringen die Kombinationen verschiedener Warenkarten statt des normalen Werts nur ein Goldstück ein.

Sturm: Während der Fortschritt-Phase ermöglichen Kombinationen identischer Karten (egal welcher Art) nur den Zugriff auf die erste Karte der Entwicklungsreihe.

Großbrand: Am Ende dieser Runde können die Spieler ihre Lager nicht nutzen.

Piraten: Sofort nach der Versorgungsphase legt jeder Spieler eine Warenkarte seiner Wahl für jedes eigene Geschwader aus zwei oder mehr Karavellen ab. (Geschwader aus einer einzigen Karavelle sind also vor den Piraten sicher.)

Siegpunkte

▸ 4 Karten .... 5 Dublonen	1 Inka-Reliquie .... 3 Dublonen	
▸ 5 Karten .... 7 Dublonen	2 Inka-Reliquien .... 7 Dublonen	
▸ 6 Karten .... 10 Dublonen	3 Inka-Reliquien .... 12 Dublonen	
▸ 7 Karten .... 15 Dublonen	4 Inka-Reliquien .... 18 Dublonen	
▸ 8 Karten .... 20 Dublonen	5 Inka-Reliquien .... 25 Dublonen	
▸ 9 Karten .... 25 Dublonen		

Spielende : 75 Dublonen oder 9 verschiedene Waren und eine Inka-Reliquie

doubloons or with the „perfect combination" in mind or at least hope for this, very often the decision is made within a very narrow margin. On top of the luck with the cards there is another chance element in the game due to the various events, which can happen in each round – but there are tactical possibilities to influence the event to your own advantage. And, by the ways, there are already five promotional cards as a supplement for the game, which at first glance might influence the strategy to go for doubloons.

At long last, there are a few faults to find with the game components: The event markers are too small and the coin markers have only been printed on one side. On several character cards the information is missing, with which number of players the card should be used (for instance, it seems that „Francesco de Coronado" should only be shuffled into the development cards stack for a game with six players. It is also a bit off that Cocoa and Tobacco are treated as common goods, whereas Potatoes and Indigo appear as rare goods; and, basically, the box is too big.. ☑

<div align="right">Harald Schatzl</div>

occurrence for the various goods; this is easily recognizable from the numbers and colors on the various goods cards. Inca Relics can be either sold separately or be used for a triplet, quadruplet or quintuplet, but not as a joker for the sale of different cards.

As regards to the selling of goods there is a (awkwardly worded) ambiguity in the rules, which cannot be cleared up up comparison of the passage with the corresponding part of the French or English rules; anyway, each player – if possible – can do three sales per round: So, for instance, with eight cards spend a triplet for a development card, four different card for money and one Inca Relic for doubloons. Cards cannot be saved for the next round, in this "waste land" everything spoils quickly, even relics.

For the main part, development cards introduce additional goods cards in each round (one for each Caravel), or you can save one or two goods cards for the next round with a Warehouse, or a Merchant allows you to change one card into another, e.g. turn Cocoa into Vanilla or a 1 into a 9. Furthermore, there are nine different character cards – who achieved a certain kind of fame with their more or less gruesome actions when squeezing out the Indigenous People – who earn you certain special privileges.

Besides the amassing of money there is

a second rather enticing way to win the game, you manage to collect the „perfect combination"! A perfect combination is a hand of 10 different cards, from 1 to 9 plus 1 Inca Relic, which cannot be used as a joker, too. This, of course, is not easy to achieve, in addition to Caravels and Warehouses you need one or more merchants and a hefty amount of luck. At least, one is not forces to choose a strategy early and stick to it, you can change your strategy in the course of the game – any number from four to nine goods cards can be turned into money without any problems.

As regards to playability the game is widely useable in the best sense, at least when you have weeded out a few additional ambiguities in the rules, and nicely relaxing for your mind. Basically, you do the same in every round, but all players are nearly permanently busy playing, so that the downtime to play does not come over as too long. The distribution of cards on the other hand can, as long as you have only five cards at your disposition, as frustrating and disadvantageous, that a player might not be able to achieve a useful combination at the end of the round and must discard all his cards without having accomplished anything. When others at that point already move ahead with development cards the fun with the game can be heavily diminished for such a player. Otherwise it is a really challenging task to combine one's hand cards as best as possible and to play for loads of

EVALUATION

Set collection game with cards
With friends
Version: de
Rules: de en fr
In-game text: no

Comments:
Beautiful card design * Fancy and quick trade mechanism * Frustration due to chance element possible * Checking of rules against French and English versions necessary

Compares to:
Mare Nostrum for the trade mechanism, Rummy, Poker and many more for the set collection aspect

Other editions:
French and English editions

My rating: ★★★★★

ANNO DOMINI SÜDEN
DATES FOR AN UMBRELLA TERM

For years and years now Anno Domini provides a special fun for all friends of dates and interested in events, new theme boxes keep appearing. These theme boxes feature 336 cards and are all focused on a special topic, they can be played as a standalone game or in combination with other theme boxes; this so called Mix of Worlds is warmly recommended by the designer. Each card in Anno Domini shows an event and on the back-side the corresponding date. You are dealt 9 cards and lay them out with the black event side showing, the rest of the cards is also stacked events up. Take care, you should slide cards across the table, not pick them up so as to not show the date on the back! The first card is laid out from the stack. In his turn each player chooses one of his cards and places it where he thinks it chronologically belongs.

If you do not believe the chronological order of events as laid out, you can doubt: The round ends, all cards in the middle are turned up: When the order is correct, that is all numbers are laid out chronologically the player who doubted takes 2 cards from the stack; when the order is wrong, the player before the doubter must take 3 cards regardless of who made the mistake because he was the last on to believe the sequence. If you are first do get rid of all your cards you win.

This theme box is devoted to "South", a very broad umbrella term indeed, you find things like "The Song Yumi, Yumi, Yumi becomes national anthem for Vanuatu" – interesting as always, entertaining as always, always trigger for animated discussions and surprised reactions, often not only due to the date! ☑

EVALUATION

Quiz game
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Compact packaging * Can be mixed with other theme packs * Topic of "South" not always immediately recognizable

Compares to:
All other editions of Anno Domini, Schätzen Sie mal, Timeline, About Time and other games on dates.

Other editions:
Currently none

ARTEFAKT
ARMOUR, JEWELS, RELICS

`10↑`

A legendary treasure composed from valuable artifacts like ancient armor, jewels and relics is rumored to have been located and archeologists set out to search for it.

The 10 locations are laid out in a circle, with the name only visible. Then you turn over locations 1, 5, 6 and 8 to the text side. The 24 fragments are placed face-down into the circle and the players' men are placed on the locations by dice roll. Discover new fragments, travel preparations, travel, take fragments, change of starting player. Now all try to move their men as best as they can, onto the best locations, to find all four fragments of an artifact as fast as possible.

You play rounds of five actions: Discover new fragments, travel preparation, travel, take fragments and change charting player. New fragments are discovered by dice roll; the dice determine the kind of fragment and the location where it is placed. Your men travel according to travel cards, which are allocated to the men face-down and must be completely applied; you can choose the direction of movement. First all move their first men, and then all move the second and finally the third ones. Then locations are checked: If you are alone, take all fragments and use the location ability, if visible. If you have the majority, you can take all fragments or steal one from another player before using location ability. In case of a tie at a location nothing happens. You immediately win if you own a complete artifact.

Due to face-down fragments and their distribution and face-down travel cards, Artefakt is very much chance-determined, but a nice and very beautiful family game. ☑

EVALUATION

Placement/acquisition game
For families
Version: de
Rules: de
In-game text: yes

Comments:
Beautiful components * Standard topic * Threefold chance-driven due to dice attribution of fragments, face-down fragments and face-down movement allocation

Compares to:
All acquisition games with face-down movement allocation and unknown object distribution

Other editions:
Currently none

BARBAPAPABOOM!

SQUEEZE THEM INTO THE BOOTH!

3↑

So they are back, the funny pear-shaped transformation artists, loved by all children! And the phone booth fun is exactly up their street!

The Barbabies want to phone home and talk to Barbamama. This is only possible with the help of Barbapapa; he turns himself into a pink Barba phone booth, and players must squeeze all the Barbababies into it without causing the phone booth to explode. In a game of three players each player has a complete set of seven Barbababies, four boys and three girls, Barbibul, Barbidou, Barbouille, Barbidur, Barbalala, Barbotine and Barbabelle. For any other number of players you simply heap all the babies in the middle of the table. In your turn you take a Barbababy, fold it tight and squeeze it into the booth through one of the openings at the sides. While doing so you can only use one finger on the roof to stabilize the booth. When the booth explodes, you win if you were the last to squeeze a baby in successfully. When all babies are in the booth, all players have won together.

In a somewhat more difficult version a die with numbers comes into play. In your turn you roll the die, it states the number of babies that you must squeeze into the Barba phone booth. If you manage this, the next player rolls; if the booth explodes you win again, if you were the last who managed to squeeze the number of babies determined by the die successfully into the booth.

The babies are easy to fold and it is up to your dexterity to squeeze the bundle between a baby already in the booth and one of the bars of the booth so that it does not unfold; a wonderful training for motor skills. ☑

EVALUATION

Dexterity game
For children
Version: de
Rules: de fr
In-game text: no

Comments:
Attractive license topic for children * Good training of motor skills * Pretty components * Very simple rules

Compares to:
Schweine Schwarte and other games with limited storage room

Other editions:
French edition at Dujardin

BATTLESTAR GALACTICA

EXODUS EXPANSION

👥

Battlestar Galactica is the Board game to the TV series of the same name; the game is played in teams, but your allegiance is secret and the teams have different goals. There are two teams, Humans and Cylons, both with a specific and very different goal: Humans are searching for the way back to Earth and the Cylons want to destroy mankind. A move comprises one turn for each player, one player turn comprises: the drawing of ability cards, movement, action, crisis, activating Cylon ship when necessary and preparing for jumping, when necessary. The humans win, if they travel a minimum of 8 distance units and do a final jump. The Cylons win if they hinder the humans to achieve their goal.

The Exodus Expansion lets players make decisions based on their loyalty conflicts, adds attacks of the Cylon fleet, encounters with allies on the Galactica and the Colonial One and maybe even a confrontation with a court of law. There are new characters and cards for a Council of Twelve as well as cards for goals and abilities and for crises and super crises; all these components should be used in any of the variants with which you play Exodus; the rest of the components can be used to your personal liking. Special options are Cylon fleet, Conflicting Loyalties and Ionian Nebula.

With this expansion the adventure continues on even more levels and with more surprises, Exodus can be combined with the Pegasus expansion. With this expansion too, the game provides a fascinating mix of cooperation and achieving your own goals and the permanent being on guard to beware of possible Cylon allies. ☑

BASESTAR BRIDGE

Action: Choose 2 of the following abilities:

EVALUATION

Cooperative SciFi game
For experts
Version: de
Rules: de en
In-game text: yes

Comments:
Special rules for seven players * Can be combined with the Pegasus expansion * Three new options for playing

Compares to:
Battleship Galactica, Schatten über Camelot and other cooperative games featuring a secret traitor

Other editions:
English edition at Fantasy Flight Games

BATTLESTAR GALACTICA
DAS BRETTSPIEL
EXODUS ERWEITERUNG

BONBONS
BLUE JELLY BEANS AND PINK LOLLIES

`7↑`

Some games attract your attention because of their title, others because of their packing, in Bonbons both factors apply – the attractive box in its nostalgic design and the title arouse curiosity. In the game eight different kinds of candies in four colors come into play, lovingly and nostalgically pictured once on 32 square tiles and once on 32 round tiles.

The square tiles are shuffled with three coin tiles and one empty wrapper tile and then laid out in a square grid. Each player is dealt four round tiles face-down(!) and must match them with the corresponding square tiles from the grid. In you turn you must turn over a square tile in the grid and can then turn over one of your own round tiles. When both
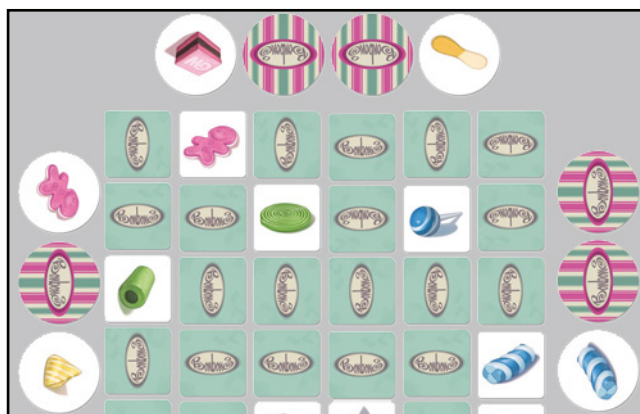
pictures are identical you leave them face-up and have another turn. You may also choose to first turn up a round tile and then a square one.

If you turn up the square one first you can pass on turning up a round tile in order to avoid revealing it to other players, because: if you believe that the necessary round tile equal to a square one you just turned up is among another player's round tiles you may turn this one up; if it fits you keep it and give back one of your face-down round tiles.

If you uncover coins you have two tries to find the other two; if you do so you place them on one of your still unrevealed round tiles, this is now considered to be matched and safe. If you find the wrapper you draw a fifth round tile. If you are first to match all your round tiles you win.

Bonbons is a cute and very beautiful version of a memo game and a very attractive filler game for the whole family. ☑

EVALUATION

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

Comments:
Goal of the game different from standard memo games * Very attractive design * Basically simple rules * Good family game

Compares to:
All memo games with a goal other than having most pairs

Other editions:
Currently none

CLUEDO HARRY POTTER
STUDENT MISSING AT HOGWARTS

`9↑`

The classic detection game, revised and with new rules as opposed to the 2008 edition; it has been set again in Harry Potter's world, with new graphics and redesigned components. A student has disappeared and you must find out who the culprit is and where he did by using which means? As in the first edition a changing board provides genuine Hogwarts feeling, this time it opens and closes doors and lights or extinguishes fires, .

Players embody Harry or one of his friends, the case is determined us always by secretly drawing a card from the categories suspects, locations and items, the remaining Mystery cards are dealt evenly to all players; if there is a rest you place

them face up in The Burrow. You roll both dice. The green die either lets you move as many steps as it shows or you can discard 1 pinch of Floo powder per fireplace and use burning fires. Alohomora help cards open closed doors. The black die: For a location you turn the corresponding wheel, doors open and close and fires light up or go out. A star gives you a Help card. A Dark Mark on a wheel or die looses you Floo powder unless you can protect yourself with a Help card. In all locations but The Burrow you can suspect someone; if a player holds a card countermanding this he shows it to you. In The Burrow you can make an accusation, if you name suspect, item and location correctly you win the game.

Still a very hot topic and again a game that fits the topic beautifully providing a real melt of topic and mechanism, the feel of the game has changed somewhat due to using Floo power and fireplaces instead of House Points and Secret Passages. ☑

EVALUATION

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

Comments:
Revised new edition * New, adapted rules * Nice unit von topic and mechanism

Compares to:
Cluedo Harry Potter edition 2008 and all other editions of Cluedo

Other editions:
English edition at Hasbro USA

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29

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DAS ELEKTRONIK **LABYRINTH**

FIND MAGIC JEWELS AND FREE THE MAGICIAN!

`8↑`

The aMAZEing Labyrinth has turned into Adventure Land! Players enter the labyrinth to free Magician Akata. The evil with Grimelda has banned Magician Akata into the Magic Book. Players are adventurers and move into the maze in order to free Akata with the Magic Key; but to work the key must be completely studded with magic jewels and those magic jewels you can acquire if you hand the items they desire to the inmates of the maze. As in the basic game you must first slide one path tile into the maze and then you may move your adventurer. If you reach a tile with an item you can pick this item up, but you can only carry one item at a time. When you reach in inmate of the maze, you press buttons on the Magic Book. Early in the game only the button for the inmate you reached in order to learn which item he would like to have; later then buttons for inmate + hand-over or treasure chest to hand over an item or treasure chest, the order button to hand in your order tile or even the button for the Magic Key when you have reached your starting spot with a completely filled Magic Key and now can free the magician.

If you deliver items to the inmates you are always rewarded with magic jewels, but you might also get an extra move or other rewards. Sometimes the magician or the witch will speak to you, which can bring a good or a bad event for you.

The maze game that we like and know has been transformed into a fantastic new adventure game due to the very well-done implementation of the electronic device; the game provides lots of challenges and some intense rivalry, as all can try to find and deliver the items. ☑

EVALUATION

Sliding-/collecting game
For children
Version: de
Rules: de
In-game text: yes

Comments:
Very felicitous combination of electronics and the labyrinth mechanism * Very attractive components and design * Topic and mechanism go well together

Compares to:
All other games in the Brettspiel + Elektronik series, Das ver-rückte Labyrinth

Other editions:
Currently none

DAS WINTERSPIEL

GINGERBREAD, SKATING AND HOT DOGS

`8↑`

The pond at the outskirts of the village has frozen over and many people have turned up to enjoy a sunny winter's day. At the edge of pond little booths have been set up, where you can get hot chocolate or ginger bread or even a Hot Dog; players join in the fun, they want to try all the treats and have a hand at all activities.

In your turn you roll both dice and move your marker in two different directions, but not to and fro; for each direction you use one of the dice and move the number of steps indicated by it, you can choose the order in which to use the dice. If you move out of the board the marker enters the board again at the opposite side. If you reach a tile on your way that you do not want to pick up you turn it up; if it already open-faced you turn it back over again. Of course, you can take the tile. If you do so, your move ends on this spot and you immediately replace the tile by one drawn from the bag. Action tiles can be used in your following moves. The snowball allows you to take a symbol tile from another player, but not an action tile! The sledge lets you pick up two tiles in a move, your move ends when you picked up the second tile. The question mark tile is a joker replacing any symbol tile. If you have acquired three identical tiles you swap them at the corresponding booth for a golden victory point tile. When two booths have been emptied, you win with most points on your victory point tiles.

Das Winterspiel is a nice family game featuring standard mechanism and a cute topic, a good game for beginners and a game ideally suited for a winter evening with cookies and tea. ☑

EVALUATION

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

Comments:
Attractive, season-related topic * Very nice design * Simple mechanism * Good family game

Compares to:
All roll & move games with a collecting mechanism

Other editions:
Currently none

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DIE FÜRSTEN VON CATAN
FINSTERE ZEITEN

The principality of each player with two settlements, 6 landscapes and 1 road is laid out. You roll 2 dice for resources and event, valid for both players. Then you use cards from your hand for actions or development of the principality. Settlements and cities earn victory points. This expansion can only be used together with the core game and introduces three new themesets: Zeit der Intrigen / The Era of Intrigue, Zeit der Handelsherren / The Era of Merchant Princes and Zeit der Barbaren /The Era of Barbarians.

New types of cards are Road Complements, new Center cards Metropolises, Marker Cards and Region Expansions. Metropolises are part of the draw pile, but cannot be destroyed or attacked. Marker cards show player status and can only be influenced directly and can be relocated to other landscapes. Foreign Cards introduce a new game concept, they are placed into your rival's principality, but remain your property; only you can use or destroy it. For each of the theme sets there are special features:

In Era of Intrigue the Religious Dispute can cause loss of cards, churches and temples can mitigate this end end the dispute when used to build the Great Thingstead. Era of Merchant Princes focuses on Commercial Harbors and Merchant's Residences, trade ships gain importance due to Maritime Trade Monopolies and some Master Merchants. Era of Barbarians demands the construction of Castles and Border Fortresses, fortified by the Strategist and the Caravel and by new heroes with interesting abilities.

This expansion is a must for fans of Catan, if you own and play the Rivals, you cannot pass up on the Age of Darkness. ☑

EVALUATION

Card game
With friends
Version: de
Rules: de en
In-game text: yes

Comments:
Expansion * Needs core game to play * Revised and augmented theme sets

Compares to:
Die Fürsten von Catan

Other editions:
The Rivals for Catan: Age of Darkness, Mayfair


DRAGON'S GOLD
SWORD AND MAGIC FOR DRAGON TREASURES

If you want to be rich, defeat a dragon! That works better with more fighters, but then how to divide the loot? Each player has a team of two knights, one magician and one thief. Four dragons are on the table; they have values for strength, for open treasures placed immediately with the dragon and for hidden treasures placed after defeat. The active player must attack a dragon. He places one of his team with the dragon, even if there are already other cards there. If the total of attack points is higher than the strength of the dragon, the dragon is dead. His treasure is completed and then divided, if more than one player did attack. When you defeated the dragon alone, you get all the loot. Division of the loot is negotiated against a timer; if no agreement is reached the treasure goes out of the game. One may only negotiate for the actual treasure. If one or more magicians are involved they have a right to the red stones and get magical items for them, which can be used at will. The thief steals an additional treasure from one of the players involved in the fight. At the end of the game different kinds of treasure score different amounts of points, so you have an advantage if you can memorize the treasures already given out and use this in negotiations; the player with the highest total wins. You can also use the version "one divides, the other choose their share", if you want no confrontation.

This negotiation of loot distribution turns the simple "play card, compare values" game into a witty and heated verbal fight for the loot, which is a lot of fun with eloquent players! ☑
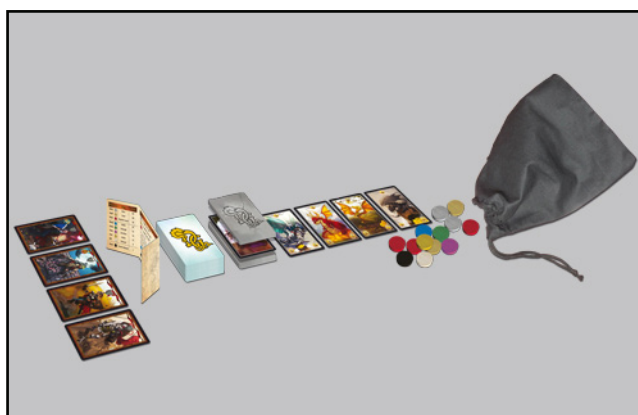
EVALUATION

Card-/negotiation game
With friends
Version: multi
Rules: de en fr nl
In-game text: yes

Comments:
Classy tin box * Revised new edition of Drachengold * Revised rules * Memory for loot already assigned is an advantage * Is simply fun

Compares to:
Drachengold and other games with sharing loot

Other editions:
Currently none, 2001 Drachengold, Eurogames

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Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29
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ELEPHANT MEMO
YELLOW ELEFANT UNDER PEDESTAL 4

4↑

Rumor has it that elephants have incredible memory, an "elephant's memory" is a byword and here you and not an elephant need something like an elephant's memory to find the little baby elephants in this game. They are hiding under the pedestals of their artistic parent elephants and must be found quickly.

Each player is given 3 or 4 pedestals, depending on the number of players, then 6 elephants of random colors are lined up in the middle of the table and each elephant is covered with one of the remaining pedestals. Then in turn players roll the die: the color determines the color of the baby elephant you must find in your turn. So you lift one of the pedestals. If the baby elephant underneath the pedestal shows the color that you rolled you take the baby elephant and set it down before you, the pedestal goes back into the box. IF you did not find the baby elephant of the right color, you must hide the elephant again beneath the pedestal. Then you take an elephant in the color shown on the die, place it in line and cover it with one of your own pedestals. IF you must use your last pedestal, you must quit the game. You win the game if you are either first to collect five baby elephants or if you are the last player left in the game.

They are really cute, those tiny baby elephants, and fit well underneath their pedestals. The offer a very nice memo variant, in which you must remember colors and the current sequence, because elephants are taken away and new ones are added constantly. For younger children one can limit the number of colors, the die is rolled until one of the chosen colors in play appears. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	4+	15+

Designer: Leo Colovini
Artist: Klemens Franz
Price: ca. 11 Euro
Publisher: Piatnik 2011
www.piatnik.com

EVALUATION

Memo game with a die
For children
Version: multi
Rules: de fr hu
In-game text: no

Comments:
Cute very tiny elephants *
Very simple rules * Needs memorizing of changing color order

Compares to:
All memo game with sequence changes

Other editions:
Currently none

FLUCHMORY
YOU ARE ALLOWED TO CURSE AND CUSS!

7↑

A memo game for listeners and already in the title a nice allusion to the game mechanism, we are playing a memo game where we are looking for pairs of cards as usual, but not according to pictures, but according to phrases heard!

24 memo tiles are spread out face down. These tiles are complemented by 24 cards showing the same image plus curse and a short note explaining the origin of the expression. The cards are stacked face down. You draw the top card from the stack so that only you can see it and read out the expression / curse. Then you put back the card on top of the stack and and turn up a memo tile, again visible only for you. If it is the one with the same curse or expression, you take the card from the stack and the tile from the grid and have another turn, which you start by turning up the top card from the stack. If you turned up a tile that does not fit the card, you can get excited and vent your anger by reading out the curse from the wrong memo tile, before you put it back. Now the next player turns up another memo tile from the grid and so on, until the tile corresponding to the top card in the stack is found. When all pairs have been matched, you win with most pairs.

If you want to play a more difficult game, you give out only the card when a pair has been found and replace the tile.

Fluchmory offers a fun and well-working variant of the memo mechanism; it is not easy to memorize all those acoustic information while only seeing the images that you turn up yourself. Witty and interesting, too, due to the information provided on the origin of the expressions, a challenge not only for children! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	7+	15+

Designer: not stated
Artist: Juliane Burgstaller
Price: ca. 10 Euro
Publisher: IQ-Spiele 2011
www.iq-spiele-de

EVALUATION

Audio memo game
For children
Version: de
Rules: de
In-game text: yes

Comments:
Good combination of mechanisms * Information on the origin of expressions * Good as a family game * Good concentration training

Compares to:
Other memo games with an audio component

Other editions:
Currently none

FLUXX
PICKPOCKET AND A HAND LIMIT OF 0!

There are games that keep returning like a boomerang and Fluxx is one of them; the idea to play a card game whose purpose it is to change the rules of the game seems to be everlastingly fascinating.

The game comprises four main varieties of cards – Rule cards, Goal cards, Action cards and Keeper cards. At the start of the game the basic rule card applies, it states: Draw a card, play a card, no hand limit, no keeper limit. New rule cards influence the number of cards you can hold, the number of cards you can display, drawing of cards, playing of cards and victory condition and when played replace a currently valid rule card. Keeper cards you play on the table for yourself, they are necessary for most Goal cards in order to win the game. A Goal card played replaces the rule card on display.

Basically, a turn comprises four steps: 1) draw the currently valid number of cards 2) play the currently valid number of cards from your hand 3) play keeper cards as often as you can or as you are currently allowed to 4) if necessary, discard cards till you have reached the limit for cards in hand. Cards played can introduce optional actions which you can implement any time in your turn. Play goes on until somebody meets the currently valid goal with cards in his display, which means that you can also win by a card that somebody else played as long as your display meets the winning conditions.

Fluxx is an ingenious fast game, very much chance-driven and definitely not balanced, but lots of fun if you adapt quickly to changing conditions; the name of card usually is sufficient to know and use the effect. ☑

EVALUATION

Card game
With friends
Version: de
Rules: de en jp nl
In-game text: yes

Comments:
Fabulous, still fresh basic mechanism * Very much chance-driven due to drawing of cards * Demands quick reactions to changing situations

Compares to:
Earlier editions of Flux

Other editions:
In English at Looney Labs, other editions in Japanese and Dutch

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FREITAG
ISLAND TRAINING CAMP

Friday living peacefully on his lonely island is extremely irritated by Robinson's arrival and tries to get rid of him quickly. This he manages by training him to overcome hazards and get stronger to enable him to leave the island. This Robinson will do when he has defeated two pirates. A round of the game comprises first turning up of two hazard cards and choosing one of them for the hazard of the round. Then you fight the hazard and score the outcome. The chosen danger cart shows how many fighting cards you can draw for free to fight the hazard. The hazard has been defeated if you equal or top the green hazard value on the card when playing at the green level, later in the game the yellow or red values. The fight itself is done by drawing the allotment of fighting cards. If necessary you can then discard life points to draw one more card per point. Then you can use the special abilities of each displayed fighting card in any order; each one only once and each must be implemented completely before you can use the next one. Aging cards must be implemented in any case. When then the hazard has been defeated the hazard card becomes a new fighting card for your stack; if not, Robinson looses life points accordingly and can use those lost points to destroy an unwanted fighting card, for instance an aging card.

Friday is a cute version of the deck building mechanism, which you can play in four different levels of difficulty; you have all information available at any time because you can rifle through any stack and you have only yourself to blame when Robinson does not survive. ☑

EVALUATION

Deck building game
With friends
Version: de
Rules: de en fr nl
In-game text: yes

Comments:
For one player only * Four levels of difficulty * Cute topic * 2nd game of the Friday Project

Compares to:
Other deck building games for mechanism, e.g. Dominion

Other editions:
English at Rio Grande Games, French at Filosofia, Dutch at 999 Games

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29

KAIRN
PETANQUE AT THE CAVE ENTRANCE

Cavemen are curling and you want to be nearer to the fire in the center of the cave with your rocks than your opponents. You can play a game for two with one opponent or you can play in two teams; each party takes all pieces of a color, which are six rocks, two big hammers, two small hammers and two totems; in team play the rocks are distributed among team players. Parties take turns to play, in a turn you have two actions: First you must throw a stone – you place it behind the frozen river and snip as near as you can to the fire in the cave. Then you may use one of the special items, a small or a big hammer, or a totem, to influence the rock you just threw. With one of the hammers you can move

the rock nearer to fire by the length of the hammer, totems protect the rock. When the rock then has not crossed the mammoth line, you did a bad throw and take the rock out of the game for the round, as you do with one that has flipped over. When each party has thrown all its rocks the round is scored. Only the party who managed to get a rock nearest to the fire can score, it receives one point for each rock that is nearer to the fire than a rock of the opponent. If no rock has entered the cave nobody scores. Several rounds are played until one party reaches a score of 6 points and wins the cavemen's curling.
A traditional classic game that usually is played out of doors has been transformed into a witty and fun table game, the topic goes wonderfully with the mechanism and the special objects can, when cleverly used, introduce a bit of tactics, or rather a bit of urgently needed damage control. ☑
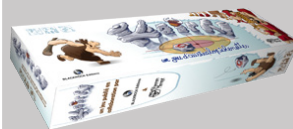
EVALUATION

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

Comments:
Topic and mechanism go well together * Harmonious design * Simple rules * Good to play in teams

Compares to:
All snipping games with distance evaluation

Other editions:
Currently none

LAST WORD
DID I MANAGE A CORRECT LAST WORD?

At long last you are allowed to have the last word! But, as in real life, you can't plan on it, it is up to the timer to decide if you will really have the last word or not; but creativity, imagination and a bit of knowledge and information can help to have the last word! Each player or each team holds a theme card, maybe "Christian names for men" or "what comes to mind on Australia" or "what has to do with spring". The top letter card is turned up and determines the letter with which words to those topics have to begin, each player instantly calls out one word starting with this letter and corresponding to his personal theme. If you are the first to name a word your theme is now theme of the

round. You read it our loud and start the timer. Now all players call out words corresponding to this theme, starting with the letter on the card, and the timer is ticking …! Nobody knows how long, because the duration is chosen randomly, and if it is a long time it gets difficult to have the last word for Australia with a „K" after Kangaroo, Koala and Kookaburra. Your fellow players, by the way, can doubt any word; the decision is taken by majority vote. Wrong words are just ignored. If you named the final complete and correct word before the timer ends you move your marker one spot on the board, the theme card is discarded and its owner draws a new one. Once in the game you can swap a theme that you do not like at all for another one by using your joker tile.
Basically a version of the classic Stadt-Land-Fluss game, but a very nice one providing lots of fun. Amazing, what people come up with to have the last word! ☑

EVALUATION

Word association game
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Attractive version of Stadt-Land-Fluss * Very nice themes * Good game for teams and large groups

Compares to:
Tick Tack Bumm and other word games with a timer

Other editions:
Currently none

LIXO?

APPLECORE GOES INTO THE GREY CONTAINER

`6↑`

Garbage recycling as a topic for a card game - 25 container cards with values between 1 and 5 are marked with different colors; yellow for plastic and metal, blue for paper and card board, green for glass, red for batteries and grey for organic matter and foodstuff. The garbage cards show one or two kinds of garbage and players need to recycle those cards into corresponding containers, cards not recycled score negative at the end of the game. Each player is dealt 5 garbage cards; the container cards are shuffled together with the stop cards and stacked, the first card of this stack is turned up. If it is a container card, all players in turn can bid garbage cards of this color to win the container; cards are laid out openly, you must at least raise the bid by one, but you can pass and re-enter the bid later. The highest bid wins the container, you take the container card, set it down before you and discard the cards you did bid for it; they are considered to be recycled. All other players must stack their bid as not recycled, each such card scores -1 at the end. When you draw a stop card from the container stack all players receive 5 new garbage cards. When all cards from the container stack have been used, you add the value of your container cards and distract the number of non-recycled garbage cards. If you achieved the highest score, you win.

Lixo is a very simple bidding game featuring a prevailing topic; you cannot really plan anything as all cards are dealt at random; sometimes you can try not to bid and to hope for a stop card and new garbage cards for a wider range. ☑

EVALUATION

Auction game
For families
Version: multi
Rules: de en pt
In-game text:

Comments:
Very simple rules * Prevailing topic * Very much chance-driven

Compares to:
R-Öko as regards to topic

Other editions:
Currently none

MARIENKÄFER UND SO

MAY BUG AND SOUTHERN WOOD ANT

`3↑`

The cards in the game show ladybugs and other beetles and insects and players must recognize and find them by their contours. Each card has a black/white search side and a colored side. The cards are stacked search side up and each player draws a card and lays it out search side up. Then the top card from the stack is turned over and placed in the middle. This side of the card now shows three colored insects. Each player checks his own search card; if his card shown an insect that is also depicted on the insect-card in the middle, he knocks on the middle card, but only if the insect that is crossed out on his search card is not depicted on the insect card. If you are correct you get the insect card, turn it over to the black/white search side and use it as your new search card.

If you make a mistake you must discard your bottom search card together with the current insect card; if you have only one search card, only the insect card is discarded. For the next round the player who was fastest turns up the top card from the stack. When nobody can knock the insect card because there is no correlation, the insect card is also discarded. When all cards have been played you win with most cards.

Players of ages 3+ draw a card in turn and compare it with their own. If there is a correlation you keep the card, otherwise the card is discarded and the turn passes to the next player.

As we can always expect from Adlung's children games, this game, too, is a simple game with very few rules, the wit and the enticement come from the topic and its implementation, no belittlement, but real-life, interesting insects! ☑

EVALUATION

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

Comments:
Real insect images * Simple spotting mechanism * Two levels of difficulty

Compares to:
All spotting games using shadows or contours

Other editions:
Currently none

www.gamesjournal.at

MEINE ERSTEN SPIELE
WÜRFELWICHTEL

A collection of very simple first dice and memo games with a pixie topic:

The game features two pixies, Rudi Rotwichtel and Gustav Grünwichtel; both are made up from three parts which can be stuck together, either two the two monochromatic pixies or in any other random combination- **Where has the pixie hidden?**

On eight pixie cards all combinations are pictured that can be made up from the six pixie parts. One pixie is randomly assembled and set before another player; this player now looks for this pixie among the face down pixie cards. If he finds the right pixie he is given a clover leaf and assembles a new pixie which he puts in front of his neighbor. If you collect 3 clover leaves you win.

Looking for mushrooms! – Rudi Rotwichtel and Gustav Grünwichtel both looking for mushrooms, but only one can get them. So who will be there first? Rudi Rotwichtel is assembled and set on the first dot of the track. Gustav Grünwichtel's parts and the cover leaves are at the side of board. In your turn you roll the die; for a color you move Rudi on to the next dot of this color. If you roll the clover leaf you turn up one leaf; if it shows Gustav Grünwichtel you place a part of Gustav next to the mushrooms, starting with his feet. When Rudi reaches the mushrooms first, the players win together; when Gustav Grünwichtel is completed first, Gustav wins.

This is an absolutely simple but very catching and effective little game; the two pixies are sweet and well distinguishable in each combination; the simple rules are easily understood and implemented and you can use Rudi and Gustav for free play and to tell stories about them. ☑

EVALUATION

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

Comments:
Enchanting components
* Pixies are easily distinguished in all combinations
* Simple rules for first rule-governed games

Compares to:
All simple dice and search games

Other editions:
Currently none

MEINE ERSTEN SPIELE
ZWERGENTRIO

In its large and varied range of games for toddlers, Haba here offers a collection of dice games featuring funny dwarves; the three games use similar mechanisms but still provide three different ways to play:

Zurück ins Zwergenland! - Back into Pixies Land! is a collecting game, each player has a board, frameless side up, You throw the dwarf dice stick and take a corresponding part, pants, head or hat, when this spot is still empty on your board, and place it. For the stars you take any missing part. If you have filled your board first, you win.

Gemeinsam nach Hause! - Let's go home together! is a cooperative game, the boards are placed frame up. You throw the cloud stick. For a cloud you place a corresponding part, for the stars any missing part. When all dwarves are complete, all players have won together. Should you want a winner, give a board to the child that placed the last part to complete the dwarf, the child with most boards is declared the winner!

Auf zu Zwergenkönig Zwilli! - Let's visit King Dopey! is a stacking game. First, you take a board and place all parts for a complete dwarf. Then you throw the dwarf stick. If it shows pants, head or hat you take the necessary part and place it on the table to achieve a correct dwarf, first pants, then head and hat. For the stars you take the next missing part, if you finish your dwarf first, you win.

Simply beautiful! The game features big wooden parts which can be easily stacked to form standing dwarves and invite players to use them for playing without rules and to invent stories; they also provide an excellent introduction to first to game rules. ☑

EVALUATION

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

Comments:
Collection of three games
* Components can be used for free play * Most simple rules * Big, handy components

Compares to:
All first dice games for toddlers

Other editions:
Currently none

MOGEL MOTTE
GUARD BUG AND OTHER

7↑

Cobbler sticks to his last, and Drei Magier sticks to insects, at least with their quick little pocket-sized card games. Cheat Moth is another one them, once again we need to get rid of our cards as quickly as possible, and this time you are allowed not only to cleverly shed your cards but to dexterously let them disappear, that is to cheat!

One player is given the Guard Bug and lays it out open-faced; each player is dealt eight cards. The top card from the draw pile is turned over to form the first card of the discard pile. In your turn you discard one card from your hand to the discard pile; in order to do so the card must be of a value one higher or one lower than the current top card of the pile. Instead of discarding a card you can play an action card. If you have no valid card to play you draw a card. Any time in the game you can make cards disappear by clever handling, anywhere, somehow, but of course unnoticed; you may only let one card disappear at a time and may not cheat with your last card in hand. If you hold the Guard Bug, you must not cheat and you hand the Guard Bug over if you catch someone cheating. If you are caught cheating you must either take back the card in hand and receive the Guard Bug and are now not allowed to cheat all, or the Guardian must, if he accused you falsely, draw a penalty card and keep the Guard Bug. If you are out of cards all other note the number of their cards as a negative score. After as many rounds as there are players you win with the fewest negative points.

A cute game, quick and fun for children, who love to be allowed to put a card up their sleeves! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-5	7+	20+

Designer: Emely + Lukas Brand
Artist: Ralf Vogt
Price: ca. 9 Euro
Publisher: Drei Magier/Schmidt 11
www.schmidtspiele.de

EVALUATION

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

Comments:
Quick card game * Simple, standard mechanisms * Fantastic drawings * Being allowed to cheat is fun for children!

Compares to:
All card shedding games with a reaction component

Other editions:
Currently none

PICTOMANIA
METROPOLIS OR CITY?

9↑

You do know what a zebra looks like? Can you draw it? No? Then you should play Pictomania, because in Pictomania it is sufficient to draw it in a way that the other players can distinguish your zebra from a car. At least, that's what the box bottom says. Would go with my drawing abilities!

First you receive a secret number and symbol. Then 6 topic cards from the chosen level of difficulty are placed into the card holders. Now all have a brief look at those topic cards so that you know what might be in the drawings. Then you look at the number and symbol you were dealt, they determine what you must draw; the symbol marks the card, the number the term on this card. Now all draw simultaneously and try at the same time to guess what the others are drawing. If you want to guess you place one of your tip tiles on the tip stack of this player. The first one who stops drawing takes the best bonus tile that is left. If you take the last one the round ends.

The tip stack of each player in turn is turned over and scored from top to bottom; you give scoring tiles to those players who guessed correctly at your drawing. Then all score points for all scoring tiles they did receive and bonus tiles, negative points are scored for your own scoring tiles you could not give away. After five such rounds you win with the highest score.

So far so good, actually very good and lots of fun! But when I look at the cards you need not distinguish car from zebra, but emigration from escape! Or a saber from a rapier! And this while you are trying to draw shingle! Oops, it was a sword and not a knife! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-6	9+	45+

Designer: Vlaada Chvátil
Artist: Andreas Resch
Price: ca. 25 Euro
Publisher: Pegasus / CGE 2011
www.pegasus.de

EVALUATION

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

Comments:
Dilemma between looking and guessing or drawing * Good selection of terms in several degrees of difficulty * Very sophisticated, well-working scoring mechanism

Compares to:
Pictionary, Activity, Identik and other drawing games

Other editions:
English and Czech editions at Czech Games Edition

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29

PIRATEN-ABENTEUER
FROM CORSARO TO CORSALITO

5↑

Piraten-Abenteuer, one of the games in the series Ökoo – ecological and cooperative – is also a revised new edition of one of the cooperative games that were originally published by Herder Verlag; the names of the islands in the game are a cute allusion to the original name of the game, Corsaro.

Players are seafarers and must manage to get around the island before the Black Pirate catches them. The boats start in the harbor of Corsaro. You roll the dice and use one to move your own boat, the other to move a pirate ship. Boats may overtake each other. When a boat and a pirate ship meet, even in passing, the boat has been caught by the pirate and is put on the Pirate's island. When one of the boats reaches one of the rocks it sets free another boat from the Pirate's Island. When all boats reach the island of Corsalito, all players have won together. Experienced seafarers play with two or three boats for each player and decide which boat to move; again all boats must reach the harbor. In the version "big adventure" each player has three boats and five provision cards. If you move into a hideout you must discard a provision card, and you cannot use a hideout without such a card. When boats of different players meet you can hand over provisions cards. To free a boat of another player from the Pirate's Islands also demands discarding of a provision card, you own boat is freed without use of a provision card. Piraten-Abenteuer is a beautiful game training cooperation and planning while providing lots of fun and a real challenge with the „big adventure", together with lovely design and nice details. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	5+	20+

Designer: Wolfgang Kramer
Artist: Johann Rüttinger
Price: ca. 15 Euro
Publisher: Amigo Spiele 2011
www.amigo-spiele.de

EVALUATION

Cooperative roll & move game
For children
Version: de
Rules: de
In-game text: no

Comments:
Very attractive design * Different levels of difficulty * Cooperative element beautifully incorporated

Compares to:
Corsaro and other cooperative movement games

Other editions:
Currently none

RETTE DIE MILLION!
HOW LONG WAS CHINA AN EMPIRE?

An apple variety from 19th century England is called Cox …. Pink, Red, Orange or Green? No, we are not in "Who wants to be a Millionaire?" where you can win a million at the end when you answer all questions correctly, we are playing "Rette die Million", where you start with a million and try to save as much of it to the end of the eighth and last round.

In this quiz game based on the TV show a quizmaster plays against a team. The team starts with chips representing 1 Million Euro and plays up to 8 rounds. First players chose one of two cards based on the category. Then the quiz master reads out the four answers provided and then the question? Depending on the round you are playing you must choose one of four, three and in the very last round one of two answers. You can put all the money on one answer or split the sum, but you must leave one answer spot empty, that means you must exclude one answer. This in turn means that, should you reach Round 8, you must know the correct answer to keep the money because one answer cannot be chosen. Money put on wrong answers is lost and out of the game. The team that stays in the game longest or – in case of a tie – wins more money wins the game. If you play with more than three the rules recommend a version in which you play a complete game for 2 players each in turn and the rest is audience.

The game provides a 1:1 copy of the show; the challenge to save as much money as you can and the handling of the actual sums introduces an element of tension into the standard mechanism of choosing the correct answer from a set of given answers. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-6	12+	45+

Designer: Lizenz Endemol
Artist: Ideenfabrik, Kodiak
Price: ca. 35 Euro
Publisher: Ravensburger 2011
www.ravensburger.de

EVALUATION

Quiz game
With friends
Version: de
Rules: de
In-game text: yes

Comments:
TV Show nicely implemented * Good selection of questions * Handling of money makes for flair and tension * Versions with joker or time limit

Compares to:
Other quiz games with choice of answers

Other editions:
Currently none

RISIKO

INTRODUCTORY GAME, MISSIONS OR DUEL?

After many versions and lots of different editions this revised new edition of Risk takes us back to the roots albeit some things being new and different. Risk was the predecessor of all conflict simulation games and strategic position games. At the beginning the aim of the game was to conquer territories and the army units were clearly recognizable as such. This has come back in the new edition; we again play with infantry, cavalry and artillery to conquer territories. New are the rules for four versions in one box.

In the introductory game for beginners you place your units into territories you were assigned. Then a move comprises deployment of army units, conquering – you move army units into territories to attack; attacker and defender roll dice and compare pairs of dice until the outcome of the attack is determined -, relocate troops and – maybe – draw a card. These cards can be swapped for reinforcements anytime in your turn. If you control the necessary number of territories, or control most territories when the "Cease Fire" card appears, you win.

In the standard game you must eliminate all opposition and control all territories. Again you draw a card if you conquer a territory. In Risk Duel for two players the other armies are neutral; you can attack them or skirt them. If you play with mission cards, you draw a mission at the start of the game and win, if you have completed the mission at the end of a turn.

All fans will enjoy the mixture of well-known and new elements, now all versions have been joined in one game and you can choose according to your taste and the number of available players. ☑

EVALUATION

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

Comments:
Good mix of original and new elements * Four different versions * Very good version for two players

Compares to:
All other editions of Risk

Other editions:
English edition at Hasbro USA

# RIVER CROSSING

CROSS THE RIVER OVER STUMP AND TRUNK

One of the better-known solitaire logic games was re-published this year by Thinkfun and their German distributor, HCM Kinzel, featuring a new design and new tasks; with the help of 20 tree-stumps and 6 tree trunks you must transport your lumber man across the river to the other bank. In order to do so you choose one of 40 task cards in four different levels of difficulty, Beginner, Advances, Professional and Expert. The rules expressively recommend doing the puzzles in numerical order to make optimum use of the training provided. You place the task card into the frame and stick the stumps into the holes. The trunks are placed on the marked positions between the stumps, the lumber man starts on the marked stump. Now you must rearrange the trunks; but you can only move a trunk that touches a stump on which the lumber man currently stands, and of course you can only use those trunks that are provided at the start of the puzzle. The trunks are of different length and the lumber man can also carry one trunk along another one. Trunks cannot cross each other and you may not remove a trunk from the frame to avoid crossing, you can only relocate them, not take them off the board. The lumber man cannot jump across water from one tree stump to another.

Sounds deceptively simple, but in the 3rd and 4th level, especially the expert one, you meet quite some problems; you really must be able to think around corners and sometimes move back in order to place a trunk where you need them. A well-done training for logic, spatial thinking and imagination, as you have to plan ahead several steps. ☑
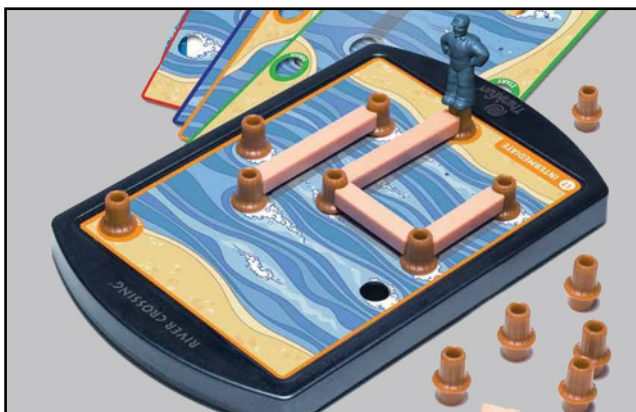
EVALUATION

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

Comments:
New edition with revised design * Tasks in four levels of difficulties * Trains planning ahead and spatial thinking

Compares to:
Other logic puzzles on forming paths

Other editions:
English edition at Thinkfun

www.gamesjournal.at

ROBBY ROBBE

THROW HOOPS, EARN FISHES

Robby is simply sweet; he is blue, has black button eyes and cheeky moustache hairs and is so happy that he sticks out his tongue. He is sitting on a rock and is waiting for someone to come and play with him and throw the colored hoops over his head. To show how much he looks forward to playing and how excited he is he keeps shaking his head and moving it from left to right and forward and backwards.

The players are supposed to throw their hoops over Robby's head. When they manage to do so he is so happy that he makes excited noises and claps his fins together.

Players stand at a distance of about 1 m from Robby and throw their hoop or hoops, depending on the number of players, over Robby's head. When all six hoops have been thrown, each player counts the number of hoops he managed to throw over Robby's head. For each correctly thrown hoop you are rewarded with a fish. The first player to collect three fish wins the games. When there are not enough hoops for all players, you take them off Robby's neck during the game, as necessary. If you play alone you try to achieve as many hits as you can when throwing six rings.

Of course you can adapt the distance to the age and ability of the players, when there are many players of different age you can set up a personal distance for each player or switch off Sammy for very young children so that he keeps his head still for training purposes in the very first games. Sammy or Robby, the little blue seal cuts a fine figure, he is a nice sparring partner for dexterity and hand-eye-coordination, and when he claps his fins or flippers, he is especially sweet. ☑

EVALUATION

Dexterity game
For children
Version: de
Rules: de
In-game text: no

Comments:
New edition of Sammy der Seehund * Very pretty dexterity game * Good for solo play * Distance adaption according to age or ability

Compares to:
Sammy der Seehund, Nino Delfino and other dexterity games with an maritime animal topic

Other editions:
Currently none

RUMBLE IN THE HOUSE

WHO STAYS IN PLACE BY BLUFFING BEST?

There are 12 rooms in the house, but it is a small house, after all, and when too many people are jostling each other in the house problems arise and the fights for position begin – can you be the one who keeps position best and manage to keep your own secret character in the house to the end?

The house is laid out any way with the 12 rooms, one character is placed into each room at random and each player is given two secret characters and 2 markers, one is placed on the scoring table.

Then you take turns until only one character is left in the house. In a turn you must take an action – either move a character that is alone in a room into an adjacent room or start a rumble in a room where there already several characters. A rumble is simply done; you pick one character and remove it from the room. Characters removed are lined up outside the house in order of their removal. When 11 characters have been taken out of the house you score points for your best-placed character, that is, the one who was removed later. Then all characters are again placed in the house, the character tiles are shuffled and given out again and a new round starts, the player with the lowest score starts. After three rounds you win with the highest score.

The rules mention bluff and deduction; bluff yes, deduction rather no, because you can only try to keep your characters out of rumbles as unobtrusively as possible – the more players the more chance-driven the game gets – but it is fun and with a bit of luck you can score well over three rounds, maybe by sacrificing one character to shield the other. ☑
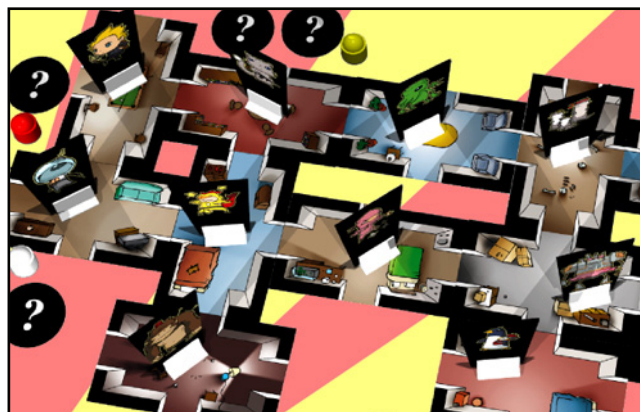
EVALUATION

Bluff / deduction game
For families
Version: multi
Rules: de en es fr nl
In-game text: no

Comments:
Very good components * Compact packaging * Good as a filler or for beginners * Fun family game

Compares to:
Viva il Re and other bluff games on positions

Other editions:
Currently none

SCHNAPP'S!
KEY RING NEEDS TO BE BLUE!

Schnapp's - grab! - nicely explains the main mechanism of the game; you must spot and grab the correct image tile among 96 tiles. One player is the first explainer, his left neighbor administrates the timer and his left neighbor is the first spotter. Somebody gives the signal, the timer is turned and the explainer draws the first task card. He must now as quickly as possible describe the items on the card in a way that the spotter finds the right one among the very similar images; so envelope is not sufficient, you must say air-mail envelope. The order in which the images are explained is up to the explainer, he can switch any time to another image. When the timer has run out the tiles grabbed by the spotter are checked against the images on the task card – for each correct tile explainer and spotter score one points each.

When all players have been explainers a second round with handicaps is played; the explainer must describe the images in accordance with the current handicap, e.g. "do not use more than 5 words for an image". In the 3rd round the roles of explainer and spotter during the previous rounds are reversed. When all players have been explainer three times, you win with the highest total score. In a version for teams there is an explainer and three spotters which must agree upon an image for a description, the rules list another team variant and also a cooperative version.

Don't waste words, but concentrate on the details; this is the motto for this fast cute game of reaction and explanations, in which it is up to the spotter to make the fastest possible use of the explanations given. ☑

EVALUATION

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

Comments:
Nice version of "listen-spot-find" games * Pretty images * Handicaps change game play considerably

Compares to:
All describe-search-find games

Other editions:
Currently none

SPACE MISSION
TAKE THE JUMP GATE TO CALDERA

We have arrived in the year 2352, mankind has discovered Jump Gates and we can travel quickly to far away galaxies and explore their planets.

Eight randomly chosen planets are placed in a circle around the jump gate; then each planet is given a stack of randomly drawn planet tiles. The space ships of all players start on the jump gate and each player is dealt five cards. These cards show coordinates for planets. Scanning and landing. You need a correlation of coordinates in color and number between a card and a planet in order to implement a chosen action. In each turn you have two actions, can do the same one twice and can do action in any order. You have a choice from six actions: You can draw cards, jump, fly without a card, scan, develop or discover. If you jump, you place one of your chips space probe side up onto the jump gate. If you want to develop a planet you must have scanned it before you develop it, and only one player can develop a planet. For a planet that has already been developed you use the action discovering. For both developing and discovering you receive planet tiles. If after taking such a tile only space tiles are left in the stack you turn them over. When – depending on the number of players, between 6 and 12 such empty space tiles have been turned up on planets, you score for space probes on the jump gate, space stations and points on tiles.

Space Mission is an excellent introductory game into the genre of "what is the best thing to do with my cards in hand", featuring a nice combination of mechanisms, simple rules and a felicitous mixture of luck and tactics. ☑

EVALUATION

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

Comments:
Good for families or beginners * Very beautiful components providing lots of atmosphere * Easy rules, good mixture of chance and tactics

Compares to:
All games with optimization of card use

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29
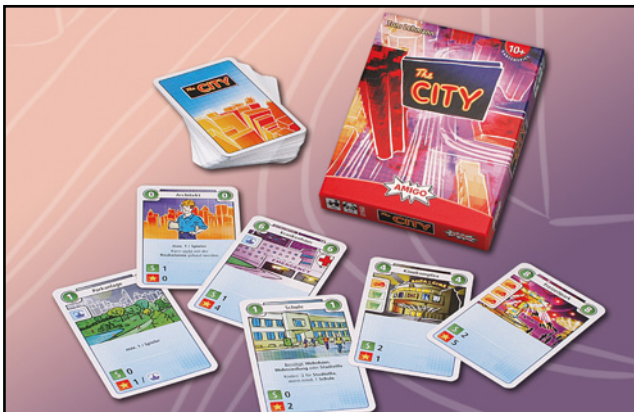
THE CITY
ONE VICTORY POINT PER CAR IN EACH CITY

Build a city in 20 minutes and collect most victory points? This is your task in The City! The game features cards used both for buildings and as money, a mechanism known from San Juan and other games. Each card shows a name and a value for the building costs, as well as symbols in the upper left-hand corner for cars, fountains and shopping centers and - in the bottom left-hand corner - markings for income and victory points, sometimes in combinations with symbols from the top left-hand corner. Each round comprises three steps: Choose a card from your hand, build it by placing the card, draw income and count victory points. All these steps are done simultaneously by all players. The cost for each card placed is paid by discarding the appropriate number of cards from your hand. For income you draw the corresponding number of cards from the stack. Some cards yield income and victory points in relation to other cards in your own city or in the cities of your opponents. If you relinquish building you can draw a card according to exact rules or – only once in the game – build an architect card for free, the architect earns you one card income in each round. Some cards demand certain conditions in order to be built, other cards may be present only once in your city. If you reach or top a score of 50 points at the end of a round, you win immediately.

The City offers an interesting version of the multi-function-mechanism of cards, as money and resources, but this version has a very high element of chance as you can only choose from your cards in hand and it costs an entire round to amend this choice by one card. ☑
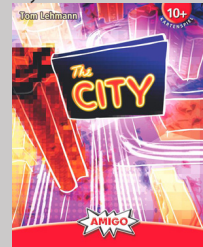
EVALUATION

Card placement game
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Short duration * Simple rules * High element of chance

Compares to:
Glory to Rome, Race for the Galaxy and other card placement games

Other editions:
Currently none

THE DWARF KING
LE ROI DES NAINS DER ZWERGENKÖNIG

10↑

All dwarves have beards; the king of dwarves has the longest beard … that said, the rules explain a card game where beards do not feature at all. There are three suits of cards, blue Knights, green Dwarves and red Goblins - all three suits with cards numbers 2 to 10 plus Jack, Queen, King and Ace - plus 14 special cards – twice number 11 and once number 1 for each suit and five special cards without suit affiliation – as well as 20 quest tiles which determine the way how the current round is scored.

You play 7 rounds, the first dealer is the owner of the game; for the following rounds the dealer is the player who had the 5 of Dwarves in the previous round. The dealer draws a special card, explains, shuffles it into the other cards and deals the cards to all players. If you hold the 5 of Knights you draw the top quest card, read it out, choose one of the rules and explain it, if necessary. If you hold 5 of Goblins you show it and lead the first trick for a trick game in which you must follow suit but need not trick; there is also no trump in the game. The special card takes effect according to its text. When all tricks have been played the round is scored according to the chosen quest tile rule, for instance: Each Dwarf in a trick scores you one point and each Knight in a trick loses you a point. You win with most points after seven rounds.

The Dwarf King is a standard trick taking game, the fun and allure is provided by the special cards which can lead to swapping of your hand or earn three points for the winner of the next trick; all in all a game for fans of card games featuring changing special rules. ☑

EVALUATION

Trick-taking card game
For families
Version: en
Rules: de en fr
In-game text: yes

Comments:
Basically a standard trick taking game * Only 1 of 14 special cards in play * Witty drawings

Compares to:
All trick taking card games with special rules

Other editions:
Der König der Zwerge, Le Roi des Nains

TICKET TO RIDE ASIA
MAP COLLECTION 1

`8↑`

Basic mechanics of all Ticket to Ride editions is to connect as many cities as possible with your Train Cars. In your turn, you can draw train cards or use a track between cities by placing one of your wagons on each section of the track and handing in the necessary cards in the color of the track or draw a destination destination cards. You score for tracks between cities, uninterrupted tracks according to your destination cards and the longest uninterrupted track. You win if you achieve the highest score. This Asia expansion features a double-sided board for Team Asia and Legendary Asia.

Team Asia is played in teams of 2 players, the players of a team take turns one after the other. If you draw cards you take one up, the other is placed in the team's card holder for use by the team members; track can be build in any mixture of cards in hand and team cards. For destination cards you draw five, keep three and place on of those into the team card-older. There are revised rules for tunnels and triple tracks.

Legendary Asia has been designed for 2-5 players and features Long Route Destination Tickets and Mountain Routes, for which you must discard a Train Car for each marked section of the track; it is out of the game, but scores victory points. For Ferries you must discard a locomotive card for each section so marked and Train cards for normal sections of the Ferry track.

As all other expansion for Ticket to Ride this one, too, introduces interesting new details for the Game of the Year 2004; fans of the series will like it very much, as especially the team variant offers a completely new feel of the game. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5(6)	8+	60+

Designer: A.R. Moon, F. Valentyne
Artist: Julien Delval
Price: ca. 28 Euro
**Publisher:** Days of Wonder 2011
www.daysofwonder.com

EVALUATION

Railway track building
For families
Version: multi
Rules: de dk en es fi fr it nl no se
In-game text: no

Comments:
Interesting Variants * Expansion, can only be used with Ticket to Ride or Ticket to Ride Europe * Team play variant is the most innovative new feature

Compares to:
All other editions and expansions of Zug um Zug / Ticket to Ride

Other editions:
Currently none
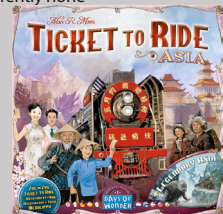
TURMBAUER
STEP BY STEP, UP AND UP

`8↑`

All players build a tower together and let their men climb up.

You receive a set of blocks, made up from neutral cubes and cubes of your color, plus a figure and two building rings. The cornerstone is made up from 4 cubes in neutral colors and is laid down flat on the table. In your turn you roll both dice and must then add a piece to the tower in the size of of the die values, you cannot choose a piece equal to the sum of both dice. You must adhere to the following building rules: You must add a piece if you can. If you roll a double you can choose any block. A new piece must touch one already in the tower with at least one cube area and from Round Two the newly added piece must not touch the table. When you place a piece you must for a chess board pattern, the cubes must be placed exactly one upon the other, the pattern may not shift. The use of a building ring changes a rule for one turn. After you placed the block you may move your figure, any distance over neutral areas and areas in your own color. You can move orthogonally in any direction, but not diagonally. Your man can move up or down one level per step, not per turn, and can also move down and up again elsewhere and cannot move over or onto occupied cubes. When all players have placed all their blocks you win if your man is highest up on the tower. When the tower crashes you win if you were highest up before the crash and did not cause the crash.

Turmbauer is a challenging, good mixture of dexterity and planning, a bit hampered by the luck of the dice rolls. You would know the best spot for the 4-cube piece if the die would just yield a 4! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	30+

Designer: Matt Mette
Artist: Martin Hoffmann
Price: ca. 30 Euro
Publisher: Kosmos 2011
www.kosmos.de

EVALUATION

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

Comments:
Planning possible, but difficult due to dice * Thinking ahead is necessary * Rules often force you to build where you do not want to

Compares to:
Die Aufsteiger, Plateau X and other stacking games with upwards movement of figures

Other editions:
Cornerstone: Essentials at Good Company Games

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 28 and 29

www.gamesjournal.at

WAS KLOTZT DU?

MAN ON BLOCKS = STATUE OF LIBERTY?

Blocks instead of words! We explain mechanically in the strict sense of the word, only by using the building blocks provided by the game. Each team chooses a color and places the marker at the start. As usual in that kind of games, players decide on a side of the cards for play and whether they want to play with the easy or the hard terms, those are underlined to mark them. The first explainer takes all blocks, draws the top card and tries to explain as many terms as possible while the the timer runs. You need to adhere to four rules for your explanations: You can only use the blocks, the blocks can be moved, talking or making noises is an absolute taboo and you cannot set aside a card if it is not guessed, you must keep explaining. To help somewhat you can set a colored piece on a category spot on the board. The other players need not guess the exact term, the gist must be correct. If you guess correctly within the time frame you get the card and - if placed – the block on a category. The explainer discards any colored blocks he has used for this term and takes a new card. When time has run out, the explainer and successful guessers score points for the number of colored blocks used in the explanations. For example: If you used 10 colored blocks to explain 3 terms you score 9 points, if a player guessed two of those terms he scores 6 points. When all players have been explainers three times, you win with the highest score.

What can I say! Absolutely nothing! So, let's see if two cylinders beneath a rectangle and moving that construction forwards lets somebody guess at "racing car"? ☑

EVALUATION

Explanation game
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Standard basic mechanisms * Witty variation with building blocks * Interesting scoring mechanism * Not easy, but lots of fun

Compares to:
Was'n das? and other explanation games using items

Other editions:
Currently none

YAKARI

DAS KOOPERATIVE BRETTSPIEL

Yakari and his friends, Kleiner Donner, Regenbogen, Kleiner Dachs and Großer Adler, are roaming through the wilderness and find lots to see and discover and so the friends have forgotten their promise to be back home to the village on time.
Players want to help them to get back to the village home on time.

The timer is placed on a starting spot in relation to the level of difficulty and turned over. In your turn you check the timer, use die, action table and wooden disc and implement the resulting action: Should the timer have run out it is turned over and moved to the next square – should the timer thus reach a character all players have lost together.

Otherwise, you roll the die and implement the action according to the color rolled; you either blow, snip, push or shove the action disc or drop it or let it slide to reach the desired action spot, all according to detailed instruction. Depending on the result of the action either a character is moved on or moved to catch up others or a character turns scout and can give you more time, because should the scout be caught by the timer, the game ends only when the timer overtakes the scout. Another possible action is that the timer is turned over without moving it. When all characters have reached the village, players win together.

For once, that is a license game that is fun to play! With simple means standard mechanisms have been felicitously combined, and the time element using a sand timer that moves along the board is simply ingenious! A nice and fun experience that needs little rules explanation and can be played alone as well! ☑

EVALUATION

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

Comments:
Game based on the comic * Attractive combination of chance and action mechanisms * Fantastic timer mechanism

Compares to:
All roll & move games with action element, first game with this combination of elements plus timer mechanism

Other editions:
Currently none

DER KLEINE RABE SOCKE DREIER-MEMO
Publisher: Amigo, Deutschland
Designer: Dirk Hanneforth, Hajo Bücken

`4↑`

A memo game, featuring „Der Rabe Socke" from Esslinger Verlag J.F. Schreiber. The game comprises 11 pictures of the raven and h6s friends, always in three parts and marked with the head of the friend and a border of the same color. In your turn you turn over a tile; if you have not yet started on a friend and nobody else has started this friend you can take the tile; if the tile belongs to the friend you have already started, you take it too; otherwise you return the tile face-down. If you have completed a friend you can start a new one.
*Version: de * rules: de * in-game text: no*

| Memo game for 2-6 players, ages 4+ |

DISNEY CARS 2 ELFER RAUS!
Publisher: Ravensburger

`6↑`

In this edition, based on the Disney film too, you want to be the first to discard all cards. If you hold an 11 you start, a red 11 goes first, if it is not in play yet, then another 11 in the order of yellow, green or blue. Then you place a card of the same color, lower ones to the left, higher ones by the right, always only -1 or +1 to the previous card. Another 11 starts a new row. If you cannot place a card, you draw a card. You can place any number of valid cards, but sometimes it is tactically better not to place all cards, but to hold some back to hinder other players. The rules list several variants.
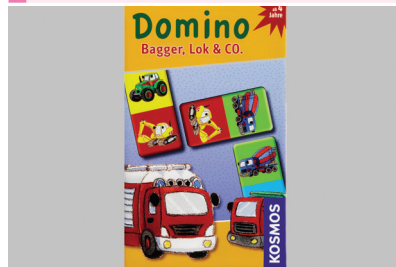*Version: de * Rules: de * In-game text: no*

| Card game for 2-6 players, ages 6+ |

DOMINO BAGGER, LOK & CO
Publisher: Kosmos
Designer: Jutta Wenske

`3↑`

Vehicles always provide an interesting topic and here rather nice and exciting ones have been pictured: locomotive, fire fighter truck, trekker, tipper truck, bucket excavator, ready-mix concrete lorry and backhoe. You play a standard domino: The first player puts down one of his cards; the next must place a correct card at either side of the line. If you cannot do so, you draw a card, if still available- If this card fits you can place it immediately. If you have placed all your cards you win. If nobody can place a card anymore you win if you have the fewest cards left, and all train colors and image recognition. *Version: de * Rules: de * In-game text: no*

| Placement game for 2-6 players, ages 3+ |

LILLEBI SCHWARZER WOLLIBO
Publisher: Schmidt Spiele

`4↑`

A classic game under a new name, the Old Maid in this game is a soothy sheep that goes by the name of Schwarzer Wollibo. The young mouse Lillebi and his friends are pictured on the cards; you play according to standard rules: The cards are dealt evenly to all players; if you have pairs in hand already now you put them on the table. In your turn you draw a card from the hand of your left neighbor – if it makes a pair with one of your own cards you put the pair on the table, otherwise you take the card in your hand. If you hold Schwarzer Wollibo when all pairs are on the table you lose the game.
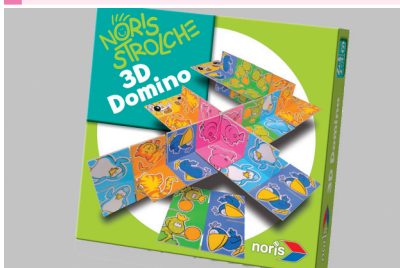*Version: multi * Rules: de fr it * In-game text: no*

| Card game classic for 2-6 players, ages 4+ |

NORIS STROLCHE 3D DOMINO
Publisher: Noris Spiele

`4↑`

Another way to play Dominoes: 52 colored tiles show animals, they are of the same color as the background and are distinguished by contours and details in different colors. On each card 4 animals are pictured, either all the same or 2x2 animals. The tiles are played openly and as in Dominoes you place the same images next to each other. The tiles have 4 slits each and therefore can be combined in all four direction, but you can continue the line only at the four ends. You see the tiles of other players and can therefore try to force them into passing – if you are the first to place all cards you win.
*Version: multi * Rules: de fr it nl pl ro * In-game text: no*

| Placement and stacking game for 2-4 players, ages 3+ |

RUBIK'S TOWER
Publisher: Jumbo

`👤 8↑`

Who does not know the cube made up of, no, not 27 cubes, because only the sides are made up from cubes, so there are … but we are not looking at Rubik's Cube, we deal with Rubik's Tower, a version of the cube. Rubik's Tower is made up from 16 cubes, arranged in four levels of 4 dice each, there are 8 red areas as well as 8 yellow, green and orange areas and 4 white and 4 blue ones, the inner sides of all cubes are black. The mechanism of the game is still the same, disarrange the monochromatic sides or have them tumbled by someone else and then rearrange the cubes to show only monochromatic areas again. *Version: multi * Rules: none * In-game text: no*

| Logic puzzle for 1 player, ages 8 |

T-REX WORLD MEMO
Publisher: Coppenrath Die Spiegelburg

`5↑`

With the series of T-Rex World games there is now also a memo game featuring the new three-images mechanism, it is not pairs that you need to find but triplets of corresponding cards – in this case two identical dinosaurs on a color background plus the shadow of this dinosaur on a beige-colored background. The game comprises 20 such triplets. You play according to standard rules with the exception of turning up three tiles in your move instead of two, even when the first two are different. If you find a triplet you take it and have another turn, otherwise you put back all three tiles face-down.
*Version: multi * Rules: de en es fr it nl * In-game text: no*

| Memo game for 2-6 players, ages 5+ |

TICHU
Publisher: Abacusspiele
Designer: Urs Hostettler

`5↑`

Tichu is a game in which you need to get rid of your cards, aim of the game is to reach 1000 points. The cards features a 4 suits of 13 cards in analogy to a normal deck of cards + 4 special cards, a Mah Jong, a dragon, a dog and a phoenix. You score for card combinations; in your turn you can play a higher combination than the player before you or pass. If the round goes back to the player who played the currently highest combination he wins this combination. Bombs are rows of 5 cards or 4 cards of the same kind and top everything. A team game for exactly for players, witty and fast.
*Version: multi * Rules: de en fr it * In-game text: no*

| Card game for 4 players, ages 10+ |

TOP TRUMPS SPECIALS MARVEL ULTIMATE HEROES
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 Marvel Ultimate Heroes
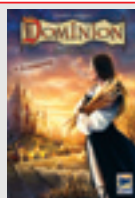*Version: de * Rules: de * In-game text: yes*

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

Color codes for target groups (Headline Color)
- 🟥 For children + learn
- 🟧 For families
- 🟦 With friends
- 🟪 For experts

Color codes for features (Bar in Evalution box)
- 🟪 Chance
- 🟦 Tactic
- 🟦 Strategy
- 🟦 Creativity
- 🟨 Knowledge
- 🟧 Memory
- 🟥 Communication
- 🟥 Interaction
- 🟩 Dexterity
- 🟩 Action

HUGO KASTNER RECOMMENDS

DOMINION

IN THE DARK MIDDLE AGES

Dear reader! With „Dominion" Donald X Vaccarino has created a new, fascinating game universe after two years of innumerable test games (so he says). Coming out of nowhere the "backwards" collection of cards – until Dominion appeared a game was started with a complete deck, á la Magic – has become a veritable passion for nearly all kinds of gamers. The market has adapted itself to this new craze and on the heels a veritable deluge of awards (Spiel des Jahres, Deutscher Spielepreis etc.) has put out an equally impressive deluge of expansions (Seaside, Alchemist, Prosperity, Cornucopia, Hinterlands), all chockablock full of new ideas and new adventures. Even a second core game (Intrigue) turned out to be a bestseller a few months after the first core game appeared. The box cover of this first core game was re-designed after a very short time, and given the sub-title of "What a world!". When has something like this happened before? So make your way to the Austrian Games Museum at Leopoldsdorf and immerse yourself in this wonderfully gloomy medieval games universe. Website: *www.spielen.at*

The light of my lamp this time is insufficient to light up all of the 500 cards, oh, excuse, 2500 cards, because that's the amount so far! To mention it immediately, each card comes tenfold, and no card is superfluous. It is an incredible lot of fun to immerse yourself into this other world, and the medieval realm can offer provocative challenges again and again. A few examples of location or character cards are meant to whet your appetite for „Dominion": Thief, Woodcutter, Chancellor, Witch, Laboratory (All from the Core game); Ironworks, Harem, Minion (Intrigue); Navigator, Ghost Ship, Bazaar (Seaside); Apothecary, Golem, Potion (Alchemist); Bishop, Loan, Mountebank (Prosperity); Jester, Tournament, Fortune Teller (Cornucopia); Cartographer, Mandarin, Oasis (Hinterlands). My well-meant recommendation: Take a closer look at all of them and click on to www.dominionblog.de/strategie/. As a short overview for curious readers I will drop a few words on the basic concept: You as a player represent a young nobleman who wants to build up a small inheritance (7x copper, 3x dwelling in the guise of cards) into a dominant empire. For this purpose ten stacks with action cards, three stacks of different money cards (copper, silver, gold) and a stack of curse cards are provided. Yes, curses existed in the dark Middle Ages. The expansions add a few tins, but do not change the basic ingenious mechanism. Some of your buys you will want to shed later, the garbage dump is provided, too. In your turn you can: Play one Action card, do one Buy and clear up. That's it. The tricky fact is that you have 5 cards on hand, not more, no less. And cleaning up means that you discard all cards on an open discard pile, event the hand cards you did not use. Then you draw another hand of five cards and the turn passes to your left neighbor. When your draw pile is empty you shuffle your discard pile and recycle all cards back into the game. This trick of re-using every single card is the ingenious game concept of "Dominion". Nothing is bought in vain, nothing is spent – this first game by Donald X. Vaccarino mirrors the circle of life. ☑

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

Strategic thinking is necessary for the general formation of a deck; tactical experience is in demand for the switch from collecting action and money cards to acquiring victory point cards. The information head start of the active player is extremely limited as very few cards are strongly interactive. And, yes, the chance element is not unimportant, even in case of the most constructive planning of your deck, because not every shuffling of the deck yields the amount of money currently needed.

Hugo's EXPERT TIP
Mix the cards from all expansions just to your liking, because „Dominion"is one of the games where everything fits together seamlessly, in the truest sense of the word. And try a game head-to-head, because one single opponent offers even more tactical depth than a full complement of players.

Hugo's FLASHLIGHT
The life and soul of „Dominion" are the innumerable reciprocal effects of the cards, which turn each new game into a new experience. One even very nearly does not mind to lose, because all that happens is that you want a rematch even more. Enjoy ruling your realm, as unrestrained as the dark times allow!

PREVIEW:
AGRICOLA
Farm husbandry in the 17th century