DIE SIEDLER VON CATAN
AUFBRUCH DER HÄNDLER

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 50 GAMES

COMMODITIES AND OFFICES
AUFBRUCH DER HÄNDLER
IN MEDIEVAL EUROPE

A great land mass, divided into hexagonal areas, easily recognizable as representing Europe. Forests, meadows, grain fields and mountains, some of them carrying numbers, supplemented by cards, wooden roads and small, sturdy wooden houses … What's missing? Oh yes, two six-sided dice. This sounds rather suspiciously like Settlers of Catan. And, in fact, Klaus Teuber is presenting us with a new stand-alone game in the Catan family, called Aufbruch der Händer (AdH). The title is a description of the game!

Background:
Players take up the characters of powerful tradesmen/women, who try to set up a huge trade network in the dusk of the Middle Ages. They build offices, send out their traders to build more offices and thereby acquire new resources. They also build up trade routes to deliver their commodities to foreign cities. When you have sold all your commodities you are the greatest tradesman/woman of all and have won the game.

Components, set-up and start of the game: The big Kosmos standard box offers copious components of high quality: First of all a really roomy board, which compares in size to the area of "Great-Catan" (two core games plus extension for 5 and 6 players). This board is double-sided; the front side, marked by the white ship depicted in the Atlantic Ocean, shows the board for the standard game. The back side is marked with the tail fin of a whale and is intended for beginners or the short game.

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 30 and 31

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The components are also marvelous and for four players; 30 trade routes, 12 offices, 2 trade vehicles and 2 traders for each player, plus 120 cards for resources and development, 40 commodity tiles, 68 coins and 15 number chips. To complete the list I need to mention two card holders and two dice, and, not to be overlooked, a robber in black. In this review I will only talk about the standard game and leave the short game for you to discover. At the start the number tiles

Christian Huber

Another gift from Klaus Teuber – his newest creation in the seemingly boundless Catan universe.

marked with dotted circles are distributed on the corresponding colored areas, the remaining number chips are shuffled facedown and stored on the Ocean area. For three players you place ten commodity tiles in the storage facilities, for four players you store eight of them, and place nine offices on them for three players, and 7 for four players, starting at the bottom; thus one commodity tile at the top of the row stays empty. Each player starts with three Gold. Then you determine the starting player as usual by rolling dice. Starting with him, each player sets one of three offices on one of the purple starting areas. And again, as usual, the last player places two offices and the game goes back counter-clockwise to the starting player. In AdH you now place a third office, again in clockwise order from the starting player to the last player who now places one of his trade routes next to one of his offices and places a trade vehicle next to it. Once again we repeat this counter-clockwise back to the starting-player. You must take care not to connect to another city with this one trade route.

The game

The game itself of course is similar to the core game of Settlers of Catan. By rolling the dice all players receive resources from the areas where their own offices are located. In case you roll a 7, nobody receives resources. This is known to all fans of Settlers very well. When someone has more than 7 cards in hand when the 7, representing the bandit, is rolled, he must discard half of them (rounded down). Evil, evil robber! The active player relocates the robber and can draw a card resources card from a player whose office is next to new robber location.

If you do not receive resources in a round (never in case of a 7), also due to the fact that the robber blocks the area, you are at least consoled with 1 gold. You can acquire resources by trading them with fellow players any way, also with gold, and with the bank at a rate of 3:1. Additionally, twice in your turn, you can buy any resource for 2

gold. Thus the game flows rather smoothly and also rather enjoyable because you can develop in every turn.

Trade routes can be built directly. If you thereby connect isolated cities (which are not yet connected to other cities), you receive 1 gold for each of your own trade routes. All other players also receive one Gold each for their own trade routes; of course the shortest route is valid for this. When a trade route is built to an area that is marked with two arrows you can instantly build another trade route directly next to first one (and only there!) for free!

Offices can only be set up by traders. You pay the cost for a trader (one Wood, Sheep and Grain each) and place him next to one of your own offices. Then you pay the price for moving this trader (one Grain for three steps). When the trader reaches a city where no office has been built yet, he must instantly build one. In the coastal cities you receive between one and three gold for this, as marked on the board. When one or more resources areas border this office that are not yet marked with numbers you take one in the corresponding color from the ocean store and place it on the area. When none is available in the correct color, you take any one of your choice that is already on the board and transfer it to the new area. You can only take or relocate one number chip, even when more than one resources area without a number chip borders your new office. This is the first crux in the strategy for this game: If I am the one who builds all his offices very quickly, I will have lots of resources in the middle of the board, but my fellow players will take away many of the number chips toward the end of the game. This poses the question if my stamina will be sufficient in the long run.

Building an office is free, by the way, but the trader who built it is put back into stock. This method acquires new resources for you. Another aspect that is no less important is that you free one more commodity tile by building an office. Because at the end the victory condition is simply to be the one who has delivered all his commodities to offices of other players.

Commodities take us directly to the trade vehicles! One of them is at your disposal on the board at the start of the game. Should you want to use the other one, too, you pay the costs (one Wood, Ore and Salt each) and place the vehicle next to one of your own trade route sections which is adjacent to one of your own offices. If you want to move the trade vehicle you pay one Salt to move the vehicle along three trade route sections. If the trade vehicle thereby reaches an opponent's office you deliver one of your com-

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

At the start of a new year it is customary to take a look back at the old one.

2011 was a year of many good games and and an incredible number of new publishers. As I remarked in WIN 429, the special Essen issue:

In 2010 we reported on 653 games by 241 different designers from 145 companies; in 2011 our Essen report features the incredible amount of 1137 games by 689 designers from 372 publishers (74%, +185%, +156%). Together with my co-authors I face this challenge gladly; we want to report on as many of those games as possible.

In 2011 we have featured 675 games in our 12 monthly issues of WIN, a notable number! If we add the special issues on the Nuremberg and Essen Fairs, we can be proud about a remarkable review of new releases from game publishers.

The next issue of WIN will be again a special issue, the report on the Nuremberg Fair, because the New Year, too, starts with a lot of new games.

Have fun when reading this issue and if you need more information, please check our games data base **LUDORIUM** at *http://www.ludorium.at*. Our data base now contains more than 28.000 text files and more than 20.000 images of games.

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

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modities there and place it underneath the office. This indicates that a commodity has been delivered and that nobody else can deliver a commodity to this office. Which shows us the next crux of the game: I must set up offices to free my commodities in order to deliver them. But this is only possible when my fellow players also build offices, of course rather near to my offices, or mine rather close to theirs!

I have to pay toll if my trade vehicles should travel along the trade routes of other players – a total of 1 Gold for using a trade route of another player by my vehicle for each round in which I use it. Should I want to move my second vehicle along external trade routes, too, I would have to pay another Gold for this second vehicle.

At long last there are the well-liked development cards available for purchase. These are relatively cheap compared to other features, as they only cost one Sheep and one Salt each. This will buy you one of the following four kinds of cards: Lanzenreiter (Lance Riders) who fend off the robber, give you two Gold in addition and let you draw one resource from a player involved; Geleitbrief (Letter of Consignment), which allows you to buy two trade route sections instantly; Bestechung (Bribery), you can

move a trade vehicle immediately up to five trade routes without having to pay toll to other players, and, finally, Beziehungen (Connections), which you can use to move your trader along for up to 7 cross roads or take 3 gold from stock. As in the Settlers core game you can play only one development card in y turn and it cannot have been bought in this turn.

End of game and scoring

As already mentioned earlier, the game ends instantly when a player has delivered all ten commodity tiles (eight in a game for four players). This player wins and can have the title of "Greatest Trader of the Middle Ages" bestowed on him. The rules do not make provisions for additional placings; but if you like you can treat the ten commodity tiles as so many victory points and have other players score their number of delivered commodity tiles as victory points, too, to have a placing for all players. In case of a tie you can use the number of offices built as a tie-breaker or share the position.

Resume:

With Aufbruch der Händler Klaus Teuber has created another oeuvre in the seemingly endless procession of Catan settings. The line of success will probably not be in-

terrupted with this game, either, as the next stand alone has been announced; it takes us to the stars with Star Trek Catan.

The rules are easily read and very clearly structured. The last pages of the rules are devoted to basic hints and tips of how to play and Klaus Teuber provides information on the historic roots of the game.

Unfortunately one of the main actors on the stage, a true companion since the beginnings of Catan, has been written out of the play; Loam/Brick hat to cede precedence to Salt.

Despite AdH yielding a lovely game, the light-handedness of the core game is not there, and in any case, it does not introduce new mechanisms. The similarity to the "Trails to Rails" game, published in 2010, cannot be overlooked, but Trails to Rails is not available in a German edition. The back side of the AdH board offers a short game, either if you do not have much time or as an introductory game for beginners.

The duration of the game is rather long with 120 minutes, and therefore the game probably appeals more to hard-core fans of Catan. But those will buy Catan anyway, for all others it is not absolutely necessary to buy the game. ☑

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INFORMATION

Designer: Klaus Teuber
Artist: Michael Menzel
Price: ca. 30 Euro
Publisher: Kosmos 2011
www.kosmos.de

| PLAYERS: 3-4 |
| AGE: 12+ |
| TIME: 60+ |

EVALUATION

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

Comments:
Few new mechanisms * Therefore mechanisms work very well * Based on Trails to Rails

Compares to:
All games in the Settlers of Catan range, especially to Trails to Rails

Other editions:
Currently none

My rating:

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 30 and 31

WINE OR WHISKY?

ORA ET LABORA

SET UP MONASTERY HUSBANDRY IN FRANCE OR IRELAND

A few years have passed since the two games by Uwe Rosenberg, Agricola and Le Havre, have been published by Lookout Games. I can still remember that I have remarked in my review of Le Havre that this could be start of a series which could outshine the series of alea games in the big box, published at the beginning of this century. Well, since then, a few more big game by Uwe Rosenberg have been published, Loyang (Hall Games) and Mercator (Lookout Games), But those, at least in my opinion, do not equal the quality of Agricola or Le Havre by far. My playing partners seem to feel the same way, because I do not know anybody who puts Vor den Toren von Loyang or Mercator regularly on the table, despite in the period immediately after publication.

Now we have another game on our shelves with Ora et Labora, and at least by its look

Markus Wawra

Simple rules, but many possibilities! For me this is a better Le Havre and one of the most interesting games of this season!

it fits seamlessly into the range, because not only designer (Uwe Rosenberg) and publisher (Lookout Games) are the same, with Klemens Franz as the illustrator the same person was employed who has been providing the illustration for all the other games mentioned above. And while Mercator, the last one, has been a slight break in the pattern, as it was illustrated somewhat more realistically, Ora et Labora returns to the comic style illustrations that already have given Agricola and Le Havre their distinctive appearance.

So, on the outside all is well and as was, and when you open the box, too, you get what you already know from Le Havre, innumerable card board tiles, several game boards, lots of cards and a few wooden pieces shaped to fit the topic.

Setting aside the components, you find four different rule books and four double-sided overviews of the game in size A4 – WOW!

But don't panic, basically the rules of the game are rather simply; one of the rules provides information on how to set up the game, one other is the real rulebook featuring all that is important for the smooth flow of the game, one is a listing of the buildings that you can consult if you have a question

on a card detail, but need not be read completely. And the fourth set of roles is the so called explanatory rule, which gives a good summary that is sufficient to let you play the game.

It is clear that people have put a lot of attention and a lot of brainpower into the structuring of the rules and I think that it makes absolutely sense to split them this way albeit me not using the explanatory rule not for this purpose. But I did explain the game based on the summary, which works, well too. But the explanatory rule is very useful if you did not play the time for a while and want to kind of recap it quickly.

But now enough of the talk of all the side issues, the most important feature of a game is the game itself, and on this topic so far I have written nothing.

At the start of the game you must decide if you want to play in France or in Ireland. Those two fundamentally different versions of the game offer different sets of buildings and partially also different resources. Both variants play somewhat differently, but the course of the game is the same.

The game is played in rounds; 24 rounds + 1 bonus round in the long game, 12 rounds + a bonus round in the short game.

In the middle of the table you play a polygon disc on which a spinner arrow is fastened. Each corner of the disc represents one round and in each round you move on the arrow by one corner. Basically you play turns in clockwise direction. In a round each player has exactly one action, with the exception of the starting player, who has a second action, when all players are done with theirs, and then the starting player marker is handed on.

Parallel to this the polygon disc governs the supply of resources. For each basic resource there is a wooden piece which sits on a spot for a certain round. When a player takes one of the resources, the wooden marker is placed on the spot for the current round; if nobody takes the resource, the marker stays where it is. The longer a resource is not taken the more you get of this resource when you take it.

In the final outcome the mechanism is totally different from the one used in Le Havre, but the result is somewhat similar: Players have actions in turn with changing starting players, and the resource stores mount up until somebody harvests them.

If it is your turn you can choose one of three possible actions:

1. - Place a monk:

Each player has three playing pieces, the monks. One of these monks is the Prior, who has a special function for the setting up of buildings. The rule is that you can only place monks that have not been placed yet. When at the start of a round all my monks have been placed they are returned to me. I place my monks on cards that represent buildings which allow you to implement different action, e.g. to take one of the resources that I mentioned earlier. You can also pay another player in order to have him place one of his monks into one of his buildings in order to be able to use that building. As you can place your own monks only into your own buildings, this is the only way to use an external building.

2. - Set up a building:

Also in the middle of the game building cards are laid out, which can be set up. Setting up a building costs one action and the resources depicted on the respective card. This card you take and place it into your landscape; in doing this you need to adhere to some special rules for building, which need not be mentioned in detail here. In case the prior is still free you can place him instantly onto the new building for immediate use of the building. A free gift action which you should not relinquish.

3. - Cut wood / cut peat:

Contrary to other resources that are acquired with the help of actions the collecting of wood or peat does not require the use of monks. Instead of this a forest card for wood and a moor card for peat must be discarded from your own landscape, which you must of course own first to be able to discard it; usually this has a positive side effect, because forest and moor block building sites, which is one of the building rules mentioned earlier.

Before or after the actual action you can acquire a new landscape tile. These get more and more expensive in the course of the game, provide new building sites and are the only way to acquire new cards for forest and moor.

Always, after a number a rounds, as well as at the end of the game, there is a settling phase, which you can use to set up settlements. Settlements are building cards, too, which do not allow additional or new actions, but can – when cleverly placed - score a lot of victory points at the end of the game. With each settling phase, with the exception of the last one, new buildings are introduced into the game which spur on the flow of the game.

At the end the game is scored. You can already collect many victory points during the game in the shape of tiles, all buildings that you constructed earn you victory points and settlements yield additional victory points, the more the better you did place them, because all buildings, as the settlements themselves, yield positive or negative dwelling value for neighboring settlements which is converted 1:1 into victory points. So you should rather set up your settlement next to a marvelous castle instead of next to a stinking slaughter house. This optimization of building placement is a separate game within the game which can quickly decide the outcome, win or lose.

All these rules are those for the normal, that is, long game for three and four players, which will take even experienced players all of the two or three hours mentioned on the box. For newbies who want to have a go at the game with four, you should plan four to five hours. But the rules explicitly advise against this.

For the two-player game and the short versions for each number of players special rules are provided, which I do not intend to cover here.

And of course, as in the games mentioned at the beginning, there is also a solo version. This of course plays fundamentally different, but can be very much recommended to all who like to fiddle about and have fun in breaking their own high score. And the solo version is also very nice for getting acquainted with the game.

So we come to the resume. Is Ora et Labora a good enough game to be mentioned in the same sentence with Agricola and Le Havre?

Well, the future will show if it will be put on the table regularly or collect dust on the shelves. My first impression is very, very positive. Despite simple rules the different buildings offer many varied possibilities, which in turn make the game a rather complex one. The game plays very similar to Le Havre, the feel of the game and the standard are all but identical. A direct comparison seems to be in order.

An advantage of Ora et Labora seems to be the additional feature of building placement. You should deliberate from the start where you want to place which building without knowing if you will acquire the building before another player snatches it up. I also have the impression that Ora and Labora offers more possibilities to score victory points and therefore offers more different strategies to win the game.

Sounds like a clear win on points for Ora at Labora?

On the other hand, the missing variability could be a disadvantage. In Le Havre there are at least some small chance-driven features like order of buildings, order of re-

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sources supplies or special buildings. All this is missing in Ora at Labora; all buildings enter the game at the same time. Differences only result from interaction.

Of course, France and Ireland provide two fundamentally different versions, which in turn allow you other strategies and the short game, too, plays totally different without being much weaker than the full game. And surely it is an advantage to play the game with different people.
But I am not able to answer the question whether Ora et Labora will remain interesting and enticing in the long run, yet, after the small number of games I have been able to play so far. But I am sure that you will have spent many more hours with Ora et Labora before it loses its appeal than you will have with most other games.

And, finally, I must mention that Ora et Labora is of course targeting the same group of players as is Le Havre. The first games can be well called brain burners before you achieve a certain routine in playing the game. If you love such challenges and have enough patience and staying power for a game that easily fills an evening, you should try Ora et Labora without fail. ☑

INFORMATION

Designer: Uwe Rosenberg
Artist: Klemens Franz
Price: ca. 43 Euro
Publisher: Lookout Games 2011
www.lookout-games.de

PLAYERS:
1-4

AGE:
10+

TIME:
180+

EVALUATION

Resources management game
For experts
Version: de
Rules: de en fr it jp nl pl
In-game text: yes

Comments:
Well-structured rules * Lots of components * Relatively long playing tie * Lots of strategic and tactical possibilities

Compares to:
Le Havre, Agricola

Other editions:
English at Z-Man Games, French at Filosofia, Dutch at 999 Games, Spanish at HomoLudicus, Japanese at Hobby Japan, Italian at uplay.it, Polish at Lacerta

My rating:

IMPS BREED MONSTERS

DUNGEON PETZ

THE DUNGEON LORD ORDERED A MAGICAL BEAST

You take a father of three small children. Then you add a hundredweight of imagination, a handful of humor – can be more, if you like, a pinch of irony, a specially created universe and let the father invent stories.
He surely will, as my own father once did, tell new stories in which the rich fabulous world of fairy tales is mixed with the daily events of your live. Or he might, as does Vlaada Chvátil, bring to light a new, in some aspects breathtaking, well thought-out game that he specially created for us, the gamers.
Just as fairy tales have their rules and structures (three sons, the stupid one is the really clever one; a dragon, a princess …), so does a game and this game have familiar mechanisms (blind bidding, worker placement, card management). These mechanisms together with the topic achieve a combination that is usually only known to scientists in their theories.
Let's take a look now at the mixture of a father's worries, game mechanisms and fantastic universe of dungeons. If we will feel at ease there as so many others already have done?

In this stand-alone sequel game to Dungeon lords the leading parts have been given to imps and little beasties, which must be brought up to result in real monsters for the Dungeon lords. The game is an economic model of small animal breeding. The complete scenario comprises acquiring of baby animals, placing them in the zoo, looking after their needs, seeing them grow up, winning prices with them at shows and finally selling them for a hefty profit.
But there is a small drawback. In the terminology of gamers you call it a deficiency game. The little beasties do not always want to do what we imagine they should do. Do have the correct cages, the correct food for them then?

There is an old lady, who wants to take loving care of a little varmint, feed it, look after it, and what does the thing do? Instead of eating out of her hand nicely (usually it is so greedy!) it tries angrily to escape from the cage and bites all in reach. The second visit is made by the Great Sovereign who is wishing for an aggressive magical beast. But, instead of making mincemeat out of the cage the creature is playing with a skein of wool in the corner, and in a moment of being unobserved it shits on the boots of

the Sovereign. These are the situation we poor players must cope with to achieve as much prestige as possible while always lacking something at every turn. How shall that work out?

Each player commands 6 imps at the start of the game, has a board with the freshly set up zoo and another board with his storage room and the living quarters of the imps. This is a special thing in itself, because the front is playing aid and flappable screen at the same time. A big board is placed in the

> **Monika Dillingerova**
> *A fascinating game, due to the components as well as the topic – and rather realistic, as the dear little beasties always to exactly what they should not do when the buyers appear*

middle of the table, this is the place where the game itself, the common, interactive part if it is happening. It has room for small animals, room for new cages, room for cage expansions (don't worry, contrary to other game expansion these are really very useful), room for vegetables, for meat, for gold, for magical items, even room for sick imps. The board is well-organized as in all of Vlaada's games and as full of small details as are all boards by David Cochard, so that I spent more than an hour at the start to add up and enjoy the 97 little imps and only then noticed the small paving stones for groups of imps – the action spots. Some might be disturbed by such an overfull board, but I cannot imagine one without details anymore and am always glad when another one happens. Another thing is the same, too, Vlaada has reserved a special location for every small thing! And when there is not enough room for it, then we need another small board. This one features the track for counting rounds and small images of the flow of the game; you also place small tiles representing buyers (Lords) there and also the show rules.

A complete game lasts for 5 or 6 rounds: One round comprises the phases of setup, shopping, need cards, showing off, business and aging. Setup is the phase for replenishing the big board and to cash income. At that point the player is not yet in demand, because this is implemented automatically. Just as in real life, you do not interfere when getting money from the state   . Shopping

happens with a vengeance, though. First all put up their screens and then arrange their imps into a maximum of 6 groups. One group can be boosted for additional gold and a group must have a minimum of one imp. Then the screens are folded down again and the player with the biggest group of imps starts the game. He may choose an action spot for this group or send the group back to the living quarters. The next in turn is the player who has now the biggest group of imps, and so on. Strong groups are always in demand, because not each player can acquire a pet in each round, not every player can drag away a cage in each round, not every … I can see you have grasped the idea! Players continuously obstruct and hinder each other and try to assess what will be left over when they can place imps again. When the shopping spree is finished you must get the acquired pets, cages, food, magic items, cage expansions or sleeping draughts home and store things carefully. Your imps themselves are still romping about the supermar…. Oh, sorry, the board was what I wanted to say.

Now we enter the phase of need cards. Each pet has a wheel part underneath that that can be turned revealing colored squares. Each square denotes a need. A green one usually means hunger. A hungry animal should be fed! A yellow square usually means that the pet wants to play, so you should play with it or at least have acquired some toy for it. Red usually stands for aggression and purple for magic; at that point you must take care that the cages can stand the pressure. For each need a player draws the corresponding card. The combination

of symbols on the colored card a player has permanently on display on the inner side of the screen. To avoid simplifying this part to "draw at random and place next to the animal", players have a card in each color in had a leftover from the previous turn. So they can at least safely calculate with one card per color. Should they have been so claver as to acquire a Magic Book they have another card per book in stock. When a player has several pets he draws the cards for all of them and can combine them at this will, only the card colors must be the correct one for each animal.

And then the needs are resolved, and again you find instructions for this on your screen. Did I mention already that I like the screen very much and that he has several purposes? If you cannot meet the hunger needs of your pet, it suffers and is given a suffering token. These are not good at all. You do not want them at the shows and the buyers do not like them, either! Sometimes, the pets fill the cage with poop. You can clean that up; when the pet has disease symbols on the card the number of suffering tokens relates not only to the disease symbols but also to the number of poop heaps in the cage. Aggression cannot be met, it just needs a cage to stand the aggression, but you can assign imps to steady a cage. Should the cage be too weak the pet can undergo mutation or disappear into another dimension and out of the game. Each card can be replaced by a potion. To combine the cards drawn with your cards in hand in an optimum way for all your animals can be a challenge and demands your full concentration and power of combination. This part of the game is the

one that slows the game down. Everything else is done rather quickly, but this needs all of a man – a women – a mathematician to get that right.

When the damage due to needs has been assessed shows are arranged. The cards that you assigned in the need phase are relevant here, too. If you come off best, you receive 8 prestige points (in a game of four players), which decide if you win or lose the game. Of course there are second and third and fourth places in the show. The rules governing a show are always known in advance and so players can keep the right" cards on hand from round to round. There are individual shows and comparative shows, one of your animals could be participating or the whole zoo.

Now we have reached the real purpose of the little imp. Because it is their idea that we have to thank for this game (or was it Vlaadas?) Because it is the imp's idea to which we owe this game, because they want to bring up and train those pets for the Dungeon Lords. Each Lord has other preferences, but each of them wants a grown-up animal – it must be at least two rounds older and more mature than it was when you bought it. Therefore the first buyers turn up in round 3 of the game, but they are visible 2 rounds in advance. None of them wants suffering animals – so the suffering tokens mean loss of points. You sell the animals for money and prestige points. Money earned depends on the age of the pet and prestige points earned are double the amount of correlation between the animal and the demands of the Lords. Should you have

been clever and have sent an imp to the rostrum on the market you have tripled this value. And again, you know everything two rounds before the sales hassle starts.

After all this players check if there is an imp left in the living quarters twiddling his thumbs; he should be dispatched quickly to clean the cages. Should there be nothing to clean up there they should prove their value and go and acquire some gold. And with this we have arrived in the final phase of the round. Small cuddly pets turn into teenagers, the food in the living quarters turns bad a little bit or a big bit. Meat for instance, can only be kept for two rounds; vegetables can be used over three rounds. And finally, the imps return home from shopping and the next round can start. During the game players have scored points and at the end of the game their boards are scored again as in a show. If you then have won the most prestige you win the game-

This game impresses with the illustrations of the little pets, most players have the impression that they achieved something and the points are more or less a minor matter. By the way, my favorite animal is the Liffard. And yours? ☑

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INFORMATION

Designer: Vlaada Chvátil
Artist: David Cochard
Price: ca. 40 Euro
Publisher: Heidelberger 2011
www.hds-fantasy.de

PLAYERS:
2-4

AGE:
12+

TIME:
90+

EVALUATION

Deficiency game with card management
For experts
Version: de
Rules: cz de en es fr pl
In-game text: no

Comments:
Detailed enchanting board * Witty, cute topic *Good combination of mechanisms

Compares to:
Worker placement and deficiency games, first game with the topic and combination of mechanisms

Other editions:
English at Z-Man Games

My rating:

THE FAMOUS NAPOLEONIC BATTLE
WATERLOO
A VERY PERSONAL RE-CREATION

A lot of war games on the decisive battle of Waterloo have been designed and published in the past, ranging from strategic games (from the very famous WAR AND PEACE or NAPOLEON from Avalon Hill) to operational games (the best known being SPI's NAPOLEON LAST BATTLES) to very detailed actions inside this Napoleonic campaign or limited to one of the three days of the battle. But Martin Wallace decided to approach it with his own style.

If you are, like me, an "old hand war gamer" you will be shocked when opening the box for the first time : instead of the traditional cardboard pre-cut counters you will find some colored "wooden" figures (for infantry, artillery, cavalry and leaders).
Aaaaaarrrrgggggghhhh! Sacrilege!!!! What did this damned Wallace dare????

I was horrified but buying Waterloo I made an "investment" and I had at least to try it a couple of times, just to see the approach that Martin did this time (I own ALL the games from this designer and, in general, I am more than satisfied for the money I spent !!!).

Well, the result is that I until today I played more than a dozen games with different opponents (some very expert war gamers and some standard board gamers: all of them were "obliged" to play even if, generally, their first reaction was exactly the same that mine) and I have to confess that I like the game: even if the approach to the battle may have only 2-3 directions (attack on the right, on the center or on the left) the follow up is very different in each game, so you wish to go back to the battlefield to try some different tactics. Not a perfect war-game, I have to clarify this point immediately, but an interesting game for expert players. A final note before turning to the game's description: you absolutely need to download the Errata, Clarifications and FAQ from the Net in order to simplify your study of the rules.

What you get for your money is a standard, sturdy and well done Warfrog/Treefrog box that includes one mounted map of the Waterloo area (from Plancenoit to Mont St. Jean, passing through the "myth-

ical" farms of La Belle Alliance and La Haye Sainte or the fortified Hougomont) divided in areas. On each area are depicted the icons of the combat units that will start the game there, so the set-up is really very easy and quick. The terrain includes open ground, low ground (that reduces the line of sight of the guns), woods, villages, river, strongholds, etc.

Combat units (52 French and 58 Allied) are represented by wooden colored pieces: Infantry, Cavalry, Artillery and Leaders.

The French Army is colored in Blue (or Heavy blue for the Guard units) and the Allies are colored in Red (British), Orange (Dutch), Green (Germans) and Black/Grey (Prussians).

You also have the usual mix of wooden cubes (mainly to mark the "hits"), round markers (for the actions) and flat squares of the Wallace's gaming storage : 8 black tiles, numbered 2 to 5, will be used to define the length of each player's turn. Four 6 sided dice complete the game pieces.

The turn sequence is the following:
(1) - Select the appropriate number of action discs: they are used to give "orders" to your combat units, ranging from MOVE (green disc), STRATEGIC MOVE (green or purple), ARTILLERY FIRE (green) ASSAULT (red or green), CHANGE FORMATION (green) and RALLY (green). The number of discs of each color is determined by nationality and turn
(2) – Prussian entry : after turn 3 the Allies must check for the number and type of Prussian reinforcement that will entry the battlefield
(3) – Skirmish fire: all the Infantry units that are in an area fire at the enemy units in an adjacent area.
(4) – Action rounds starts (see the following detailed description)
(5) – Both players may change formation to their units, and then a check is made to see if Victory is achieved and the turn end.

Infantry and Artillery units may start the turn in a "mobile" position (the wooden

units is upright) or in "defensive" position (the unit is on its side). The mobile formation allows the units to move, fire and assault, while the defensive one is a static formation that gives you advantages when you are attacked. Cavalry starts always upright and is putted on a side only when fatigued but at then they cannot change formation anymore and will remain "down" until the end of the game, with some limitations to their potential, of course.

Some terrain features allows the defender to be even stronger: woods, for example, block the cavalry charges, while the three strongholds (Hougomont, Papelotte and La Haye Sainte) are in Allied hands at the beginning and very difficult nuts to crack for the French Army.

The French, in effect have the initiative and the task of attack to dislodge the Allies and oblige them to retreat, possibly with heavy losses. The Allied must therefore pay the higher attention to the reinforcement of their strongholds and to

immediately retreat the most damaged units before they rout. It is mainly a battle of attrition and the victory conditions reflect this: the battle is won by the French if they reach Mont St. Jean with one or more units or if they inflict 13 or more casualties to the enemy, while the Allies win they reach Resume (at the back of the French lines) or they inflict 16 or more casualties. Reaching the two "targets" is almost impossible, so you have to inflict the most hits possible to the enemy, trying to take or to maintain the best defensive areas: 90% of the battles I played were won routing the enemy units.
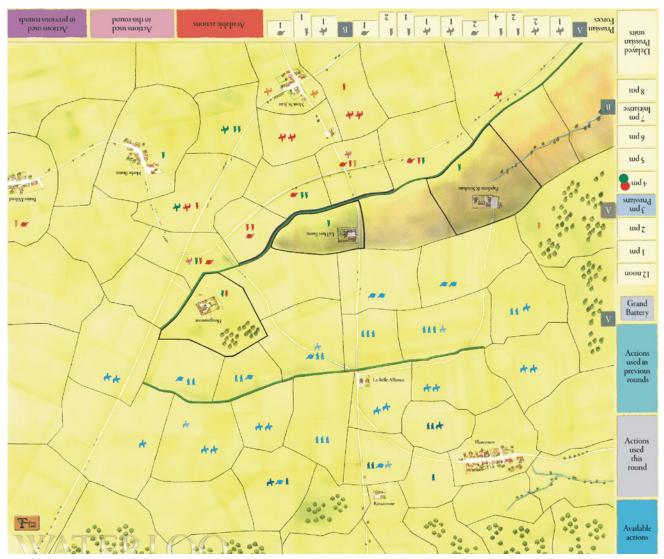
The turn starts with the first round of the active player: the non-active player randomly takes one black tile from a bag and the number printed on the tile (that must be kept secret) states the number of actions that the other player may use. The active player now starts giving "orders" (i.e. using the colored wooden discs) to the units of one area or to one leader : the difference is that each leader may pass that order to the units of two adjacent

areas, thus giving you more possibilities (then they are considered "spent" and cannot be used for the rest of the round). If some of your units advance in an area occupied by the enemy a combat follows.

Combats are by far the most "complicate" part of the game, at least initially for non-war gamers: you need to read carefully the rules and double check all the combat tables. Fortunately, Wallace produced some very clear (and useful) player's aid sheets and after a first test-game you will never go back to the rules.

Usually a combat starts with artillery bombing the enemy area: the effect of the fire may be ZERO, ONE or TWO damages (following Artillery Fire Table and the distance of the firing unit from the target). Each "damage" is fixed with a small wooden cube (red for the Allies, black for the Prussians and blue for the French): if a unit reaches 6 cubes (damages) it routs and is eliminated.

After or instead of the artillery fire you

may simply assault the enemy with infantry and/or cavalry: this is where you will spend most of your first game learning time, going often to the rules for reference. Once you have tested a few combats things will proceed easily, but this is like real battles: a somewhat confuse mix of actions, with smoke that hinder the battlefield, units that attack and counter-attack, etc. So let's have a deeper look at it.

We left our Infantry units against the enemy artillery fire, right? Once they passed this "welcome" cavalry attack the opponent cavalry (if any), followed by the Infantry against Infantry. Damages are checked on the appropriate tables and tend to quickly rise on both sides: it is really VERY IMPORTANT to continuously verify the hits received by your units and distribute them in the best way possible for the MORALE CHECKS that usually follow a bad result. As it happened in the real battles of the period Morale is very important and if a unit cracks in the middle of the fight the result may be disastrous, with high losses and the strong possibility of a rout. Napoleon in effect lost the battle at Waterloo when his Imperial Guard started to retreat: the other units immediately cracked at the cry of "la Garde recule" (the Guard retreats) because it was a shock to see those cracked veterans (with the strongest morale of all Armies of that time) making a step backwards. The Morale Table shows that if a unit cumulated many losses (say 4-5 cubes) the Moral check (1D6 roll) becomes really dangerous (with 5 losses, for example, a roll of 1 to 5 means rout !!!). Fortunately, there are also positive factors (friend support, type of formation, defensive terrain, type of unit, etc.) that reduce the risk of the rout, but it is obvious that an exhausted unit (with 4-5 damages) should be immediately retreated behind the lines and substituted by a fresh one. Anyway the combat goes on with surviving cavalry attacking the enemy Infantry and Artillery (if any remain) and the final assault of Infantry to the poor guns still on the field.

I like this kind of combat and the way that Mr. Wallace handled it : once that you learned the different procedures the Player Aid is enough to handle every phase of the game and the turns proceed quickly one after the other but … wait a minute: what about the black tile that the opponent took?

Well: this is another feature of the game they I like very much, despite the initial negative feeling of my very first game. You never know how many actions you will play: your opponent could have drawn a mere "2" or a very interesting (for you) "5". After having completed each action you have to look at your opponent waiting for the verdict: end of the round or not? You may imagine the attitude of this sadist man: "Yes? No? Come on, May I go or not?" And a smile on his face will give you the bad answer …

So we learned that each round has a random number of actions (determined by the black tile!).

Each game turn has a variable number of rounds: in each round you play some action disc, paying the higher attention to the GREEN ones. Once you finish your green action discs the opponent has the right of play a last round, then the turn is over.

At the start of turn 4 Prussians start to arrive on the battlefield, and the balance turns step by step on the Allies side. For that reason the French player must make a good aggressive initial plan and push forwards for the first three turns without losing too much time (and actions) in areas too far from the main front.

The stronghold are the key to victory : Hougomont is very difficult to take and against an expert player near impossible; La Haye Sainte should be attacked immediately, hoping for some good results that will help you to resist the immediate counterattack of the allies (that have artillery and good troops all around); Papelotte is much easier to crack in the first or second turn and will allow you to pour units on the left side of the Allied Army … but this is exactly where the Prussians will arrive on turn 4 and the followings, so if you conquer Papelotte do not stop your attack and proceed turning left and trying to surround the allied units before turn 4.

French must expect a lot of damages on the first three turns (when they have to attack strong defensive areas) so keep fresh troops always available to substitute the most damaged ones and move the latter far on your rear. Starting with turn 3 you should be able to revenge your losses against allied troops in open ground: your infantry have an edge now and losses on the allied side will start to quickly increase, also because it becomes more difficult for them to alternate troops, so you may expect to see many damaged units flee the battlefield on the following rounds.

Allied have on their side the defensive terrain, at least initially: they should know that it will be impossible to stop the French everywhere, so they should use the initial rounds to reinforce the stronghold and to prepare the "reserves" to protect their fable side (the left wing). In the first turns you may also try to use quickly all your GREEN discs in order to stop the turn at the earliest and thus approaching the Prussian arrival.

In summary a good game (but only a "nice" war-game) that I am certain that will be appreciated by expert gamers, even if they never played a classic war-game.

But please be patient and test the game at least 2-3 times, because playing it only once will not give you good sensations (too many steps to follow): be certain that from the third game on you will surely appreciate all the subtleties of Mr. Wallace's Waterloo. And if your final advice will be positive, as I hope, remember that there is also a follow-up: the battle of GETTYS-BURG!!! ☑

<div style="text-align:right">Pietro Cremona</div>

EVALUATION

Historic CoSim
For experts
Version: multi
Rules: de en
In-game text: no

Comments:
Interesting choice of components *
Number of actions for each round is determined randomly * More for friends of the genre and experienced players

Compares to:
Basically all CoSims, but first game of its kind

Other editions:
Currently none

WATERLOO

My rating: ★★★★★

5 VOR 12

HARD CHOICE OF NUMBERS!

8↑

Five to twelve in this case does not mean, that it is very nearly too late, but means literally Five before Twelve! Why? Well, aim of the game is to be the first to fill your own board made up from 4x4 squares with numbers, according to the rules. The game features numbers 1 to 20, in four colors. One set for each player is laid out and shuffled face down,

in the course of the game colors are not important.

At the start each player draws a number and places it on one of the four squares on his board marked with a dot, and repeats this three times to cover all four dots. Already in this stage you should try to adhere as well as possible to the aim of the game: To fill the grid with numbers in

ascending orders in each row and each column. Then in turn you draw a tile and place it on the grid. You can swap this tile with one already in the grid or not place the new tile at all and put it back. Swapped and not accepted tiles are put back open-faced and can be picked up by other players instead of a face-down one. Remember! Each row and each column must show ascending numbers, but they do not relate to each other. If someone fills the last square in his grid with a correct number, he wins instantly. If someone picks up the last face-down tile, the game ends and you win with the fewest empty squares in your grid.

5 vor 12 absolutely conforms to the motto of the new Series „Simply play"; it is a quick, good game creating a lot of tension: Will they leave the 11 for me which I could use so nicely or will I have to draw? In all groups so far we immediately started a second game at the end of the first one! ☑

EVALUATION

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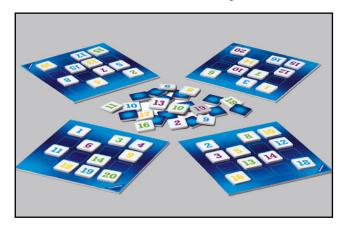Rules: de
In-game text: no

Comments:
Part of the new series "Simply play" * Very easy, simple rules * Quickly mastered, fast to play * Fun and challenging

Compares to:
Finito and other number placement games

Other editions:
Currently none

A GAME OF THRONES

THE CARD GAME
QUEEN OF DRAGONS EXPANSION

Discover George R.R. Martin's exciting universe where intrigues can be more deadly than swords or axes. „A Game of Thrones" tells an epic story about a rough country with a dark legacy. You are the head of one of six noble houses in the Realms of the Seven Kingdoms of Westeros: Baratheon, Lannister, Stark, Targaryen, Greyjoy or Martell. The Core Set of the

game is a re-launch of the Collectible Card Game of the same name; you can play the Core Set alone or expand the game with Chapter Packs which shift the focus to other houses ore side aspects of the story.

This boxed expansion is more extensive than a Chapter Pack and focuses on House Targaryen, the house of the king ousted from

his throne by Robert Baratheon and features 55 cards with three copies of each card, including Daenerys Targaryen, Khal Drogo and dragons Drogon, Rhaegel and Viserion. The cards yield two theme decks, „Fire and Blood" and „Hosts of the True Queen" and introduce the new Shadow mechanism. To use it you pay two gold in the marshalling phase for cards carrying the shadow symbol. To use cards in "Shadow" you must put them there in the marshalling phase and then bring them into play, you cannot introduce them directly. Cards in shadow are neither in hand nor in play and remain face down; you cannot look at opponent's cards in shadow. At the start of each phase you can bring a card into play from shadow. Shadow cards are available for characters, locations, events and attachments. Queen of Dragons is an intense expansion for the Westeros saga of the realm of Seven Kingdoms, with lots of atmosphere, a German edition is announced. ☑

EVALUATION

Living Card Game
With friends
Version: en
Rules: cn de en es fr it
In-game text: yes

Comments:
Expansion for the Core Set * Focuses on House Targaryen * Only for use with the core set * Experience in gaming and knowledge of the system is of advantage

Compares to:
A Game of Thrones the Board Game and other editions of the card game as well as other Living Card Games

Other editions:
Editions in Chinese, English, Spanish, French and Italian

AUTSCH!
MOLES BACK DOWN UNDER!

A square plastic unit simulates a meadow; in its corners there are sitting two moles each in player colors of red and green and in the middle sits a mole with a neutral hard hat that can light up, too. The moles look rather cute, the hard hats are funny detail and are very necessary, because as one does not like moles in one's garden, after all, and so players try to knock the moles back into their holes. But the moles are like yo-yos, the keep returning and award you a hit point only if you hit exactly the right mole.

If you play solitaire or a game of two, the way to play is always the same: you switch on the unit, choose the game mode and the game level, one or two players, easy or more difficult. In a solitaire game you must hit as many moles as possible before the time runs out; you must always hit the mole whose hard hat lights up. The mole in the middle is a joker. If he lights up you must hit it quickly; if you are in time you will be rewarded with a bonus. If you hit a mole whose hard hat is not lit up you lose a point from your score. If you play a game for two you must hit more moles of your color within a given time period than your opponent in his color. The mole in middle is again a joker and you should only hit it when its hat lights up in your own color.

Still funny and still loved by children; the choice of game modes and the components have been reduced in comparison to the Hasbro edition; in this edition only two can play and there are no noises, only the initial announcement. But still, Autsch! offers a nice training for quick reactions and still looks cute. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
1-2	4+	10+

Designer: not stated
Artist: not stated
Price: ca. 22 Euro
Publisher: Mattel 2011
www.mattelspiele.de

EVALUATION

Reaction game
For children
Version: de
Rules: de en
In-game text: no

Comments:
Needs batteries * Trains reactions * Only for 1 or 2 players

Compares to:
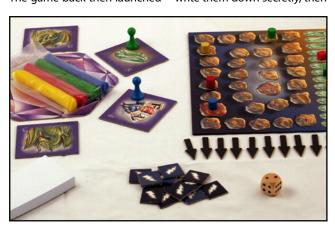Autsch, Hasbro

Other editions:
Whack-a-Mole, Mattel USA

BARBAROSSA
CHIN MADE FROM PLAY DOUGH

When a parcel arrives with a game from the US, one is happy, if the game is a good, old game in a new guise one is even happier, and 14 years after its last presentation one can review it again!

With Barbarossa Klaus Teuber in 1988 caused a similar stir as the one in 1995 with Settlers. The game back then launched the category of creative and communication games and he was, albeit with some controversial debates, awarded his first "Spiel des Jahres" for it. Basically, Barbarossa is a game from the broad range of "Guess a Term" games, but the terms are made up from play dough. You choose terms from a list and write them down secretly, then you form two or three of those terms; not too easy and not too difficult, players should be able to guess them, but not at first glance. Then you roll the die and move along the event tiles and implement the one you land on – you are awarded points or gems and you can ask a player for a letter from his term or can ask as many questions as you like as long as you do not get "No" for an answer. If you get "No" you can either go on asking till you get another "No" or write down the solution for a sculpture and show it to the artist; he tells you correct or wrong; correct solutions are marked with an arrow. Only two arrows per sculpture are possible and both guesser and artist can score. If you use a curse chip you can ask for a letter out of turn or propose a solution. The game also offers rules for using terms of your own invention.

Barbarossa is still a good game, still creative and still a certain font of laughter, allusions, jibes and lots of fun. How do you knead a water fall? ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-4	12+	60+

Designer: Klaus Teuber
Artist: Bernd Wagenfeld
Price: ca. 25 Euro
Publisher: Mayfair 2011
www.mayfairgames.com

EVALUATION

Creative modelling game
For families
Version: en
Rules: de en
In-game text: some

Comments:
Game of the Year 1988 * New edition 2005 at Catan GmbH * Series: Klaus Teuber's Classics * Still one of the best creative games

Compares to:
First game of this kind, basically all games on guessing terms based on constructions, e.g. Was Klotzt Du?

Other editions:
In German at Catan GmbH

BAUMHAUS-PARTY
WHO LIVES ON WHICH FLOOR?

`6↑`

All inmates of the tree-house are roaming all over the house, but somehow they are not really happy with their current location and what to get back into their own surroundings as soon as possible. Players are assisting the animals and take them back to their own floor in the tree house. Each player shuffles his animals of one color and places one tile face-down on each floor and into the lift; you may look at the tile in the lift. In your turn you roll the die: Depending on the result the lift is moved one or two floors up or down, is not moved when the stop sign is rolled or you can move it to any floor you like or leave the lift where it is when you roll the star. On the floor where the lift stops you can swap your tile there with the tile from the lift. You can look at the new tile in the lift. You cannot look at a tile without swapping it; if you think an animal is already in its own floor you need not look and swap. If you think that all your animals have reached their own floor, you call out "All my animals are home" and you have to check the tiles: If you are correct you win the game. If you are wrong, your tiles are collected, re-shuffled and distributed on the free spaces on all floors again and for a start you can look again at the tile in the lift.

Well, all in all, it's just a memo, but a cute and somewhat different game of memory, with a funny topic, especially the detail of one animal living in the lift; the amount to memorize is not huge, but you cannot afford to miss an opportunity to swap two of your animals you want to be the first to have all animals home! ☑

EVALUATION

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

Comments:
Funny drawings * Nice version of the memo mechanism * It is important not to miss an opportunity to swap animals

Compares to:
Other memo games

Other editions:
Currently none

BULLENPARTY
HORNED HEADS UP FOR BIDDING!

`8↑`

The game features the horned oxen heads that we are all familiar with from the 6 nimmt! series of games; the cards are split into number cards from 1 to 100 with 1-7 blue horned oxen heads and 10 bull cards with 4-7 red horned oxen heads.
Each player is given a Zero card and five number cards, the rest of the cards is stacked face down for a draw pile. For each round you lay out a number of rows of two cards equal to the number of players. Now you bid for those rows; you lay down a card from your hand, face-down. Then cards are revealed at the same time: If you played the lowest card, you discard the card, choose a row and take it in hand; others follow in ascending order of their cards. If you played a Zero card you add a card from the draw pile to a row of your choice and take back the Zero card. When the fifth card is placed in a row, a bull card is instantly added. When all rows show five cards + bull card you must bid with a number card and take a row. When all rows have been taken you keep five number cards of your choice and the Zero card in hand and stack the other cards on the table; in ascending order, but not necessarily without gaps, in one or more stacks. At the end of the game the stack showing most horned oxen heads is your positive stack, the number of horned oxen heads in all other stacks is deducted from this number, if you then have the highest score you win.
Wolfgang Kramer has a way with oxen; this version of 6 Nimmt!, too, is funny and well-made; the secret bid including taking cards and the Zero card to expand rows result in an astute, sometimes very risky game. ☑

EVALUATION

Bidding game on cards
For families
Version: de
Rules: de
In-game text: no

Comments:
Cute, modern design * Well-working modification of the 6 nimmt! Mechanism * Mechanisms go well together

Compares to:
All games in the 6 nimmt! Range; Coloretto for risky expanding of rows

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 30 and 31

www.gamesjournal.at

CARRÉ
USE SQUARES FOR A SQUARE

`8↑`

The aim of the game is simple – you should be the first to use up all your tiles. Each player receives a personal board of 5x4 squares and 15 tiles = rectangles made up from squares, 2x2, 2x3, 2x4, 2x6, 2x7, 2x8, 2x9 and 2x 12; the 7 is printed on the tiles in the size of 1 square only! Two stoppers and one bonus chip for each player. Then you roll three dice and use them to pay for one or more actions in any order: Possible actions are: Building, buy a stopper, use a stopper or buy a bonus chip. Dice points that you do not use are forfeit. The number on a tile indicates the building costs for this tile; you must reach the exact sum using one or several dice. When placing the tile no gaps can be formed and the tile cannot stick out of the board, but you can place as many layers as you want. You can remove one of your tiles anytime from the board for free. With a stopper, for the price of 5 points, you can remove a free tile from an opponent's board, but you cannot use a stopper in the turn in which you buy it. If you use two stoppers at the same time, you can build one of your own tiles in the size of the one you removed. You cannot fend off a stopper! When you use a bonus chip you can build a bigger tile than you rolled; the price for a bonus chip is 1 point, but two of them cost you 11 points! If you are the first to place all your tiles on your board, you win the game.
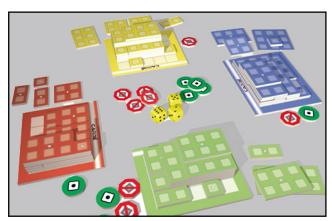
Carré is a sophisticated mixture of several different mechanisms; a certain amount of stockpiling stoppers and bonus chips is highly recommended! But take care, being too greedy can turn out to be costly then the stock of chips has been depleted. ☑

EVALUATION

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

Comments:
Purely abstract game * Nice combination of standard mechanisms * Allot your chips carefully!

Compares to:
Plateau x, Blokus and other area-filling placement games

Other editions:
Currently none

CLUEDO UNTER VERDACHT
CRIME ON CARDS!

`8↑`

For detectives on the road there is now a version of the Clue board game with cards only. Each player is given a set of case file cards: 6 suspects, 3 rooms and 3 weapons. Then the evidence cards are separated into weapons, suspects and rooms, shuffled separately and the top card of each stack is set aside unchecked for the case! Then all three stacks are shuffled together and dealt evenly to all players; an eventual surplus is placed open-faced on the table. Now you put case file cards in your hand that correspond to evidence cards in your hand or on the table face-down into your personal "innocent" stack. Then you ask players in turn for two facts. When you are being asked and you have a corresponding evidence card you show it to the questioner. Your turn ends, if you are questioner and are shown an evidence card or have asked the last player. When you are shown no card you have definitely found a card that is part of the case! If you are shown a card you can place your own corresponding case file card onto the "innocent" pile. To make an accusation you first ask if somebody else wants to accuse, too. If not, you place the three case file cards from your hand face-down on the table, control the set-aside evidence card and have either won or – in case you are wrong – are out of the game and can only answer when asked. When several players want to accuse, all lay out their cards and reveal them. The one who is correct wins.

Regardless whether cards or board, the game is good, is fun and there is a version for experienced players featuring one additional weapon and two additional rooms. ☑

EVALUATION

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

Comments:
Attractive version for travelling * Topic and mechanism are the same * Includes expert version, playable also for two

Compares to:
Clue Card Game

Other editions:
Clue Suspect, Hasbro USA

COPIÉ COLLÉ
5 INSTEAD OF 6! SNITCH!

`8↑`

A game of bluff and memory on the swapping of numbers! The game features 6 slates numbered 1-6 and one teacher tile. Players are given one slate open-faced, the starting player gets #1; then, in turn, players are given #2, and so on. Surplus slates are placed with the teacher tile, this shows the correction side - in the middle. Then all slates are turned over. You roll the die: When the number is different from the number of your own slate you are the Copycat and must swap the slate with the one showing the number rolled, either from the table or another player. If you pick the wrong one, the player with the correct slate must snitch and both players involved in the swap must take mistake points; when the correct slate is in the middle any player can snitch, but must turn up the correct slate. If he makes a mistake he takes the mistake token. When you roll the number of your own slate you turn teacher; if the teacher tile shows the correction side the teacher shows his slate and all players including the current teacher hand their slate to their left neighbor; then the teacher tile is turned over. When the teacher tile shows the exam side the teacher reads out the inscription and all place their hand on the slate and name the result; in relation to the hand positions mistake tokens are re-distributed among players. When all mistake tokens have been given out, you win with the fewest number of them.

Copié Collé is a cute little game, small in the sense of taking it along, and little in the senso of being short and quick to play, the challenge to remember what number is where is rising with each round! ☑

EVALUATION

Bluff and memo game
For families
Version: multi
Rules: de en es fr
In-game text: no

Comments:
Cute topic * More memo than bluff * Short rules, quickly mastered * Good for travel or as a filler

Compares to:
All memo games

Other editions:
Currently none

CROSSBOULE C3
DOWNTOWN

`👥` `6↑`

Boule or Petanque, the French national pastime has here been transformed into a game for everywhere and anywhere, featuring cloth balls which you can throw in any kind of environment, even in your own living room.

The packs come in very different designs, currently there are Downtown, Jungle and Beach, more are announced; for 2012 the patters by the name of Desert, Mountain and Space are planned. Each pack holds the material for two players; which are three big balls made from cloth showing a different pattern for each of the two players. And then there is the target ball, which is smaller and of a different design than the players' balls.

This small target ball is called piglet; if it is your turn to throw it you determine the way the balls need to be thrown in this round: for instance, „with your left hand" or „roll them". You try to get your own orbs as near as you can to the piglet. The game is played one against one or in teams. First you throw the piglet. Then in turn each player throws one of his balls. When a ball lands on an opposing ball, the covered ball is not scored until it is freed again should the owner of the ball manage to to so with a subsequent throw. When all balls have been thrown you score as regards to the distance from the piglet, and for combos, which are balls that touch the piglet. With a score of 13 points you win a set, with winning two sets you win the game.

Why are some concepts so enchanting and so simple? Bean bags have been around for a long time, why are we throwing miniature versions them only now? Anyway, fabulous fun for indoors and outdoors! ☑

EVALUATION

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

Comments:
Version of Boule/Petanque * Plays in three dimensions, not only on the ground * Also appropriate for indoor use

Compares to:
Boule, Petanque and other games of hitting at targets

Other editions:
Crossboule jungle, Crossboule beach

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 30 and 31

www.gamesjournal.at

CUBULUS

PATTERN OF FOUR IN A GRID

Again an abstract game in a fantastic design, a great idea for a game as well as a beautiful deco object:

A cube made up from 3 times 3 times 3 small cubes has room for 27 marbles. These marbles are present in three colors, 9 marbles are black, 9 are red and 9 are white. Aim of the game is to arrange four marbles of one's own color in one four possible square formations on one of the sides of the cube – either really in a square made up from 2ows of 2 marbles, or one marble each in each of the four corners of a side or one marble in the middle of each of the four border rows of a side, looking like a cross. All marbles are taken out of the flexible cubic grid and in a game for two players each player chooses a color, the third color is neutral. One player places all neutral marbles, the other is starting player. Then players a take turns to place a marble. You can only place a marble at the edge and push it inside. When you place a new marble you cannot use it to push another one out at the other end of the row, but an already complete row can be changed by pushing the 1st marble inside and placing the 3rd, which came out at the other end, in first position. If you are the first to form one of the winning formations, you win the game. When at the same time a winning formation in the opponent's colors is formed, your opponent wins.

Well, Cubulus is yet another abstract placement games with basically standard mechanisms, the allure comes from the look, the tactile impressions and the nice combination of mechanisms and also from the easy handling due to the flexible cubic grid. ☑

EVALUATION

Abstract placement game
With friends
Version: multi
Rules: 23 languages
In-game text: no

Comments:
Enchanting design * Simple basic rules * Rules in 23 languages * Easy handling * Combination of standard mechanisms

Compares to:
Abalone, Ballcube and others as regards to abstract placement with marbles and pattern formation

Other editions:
Currently none

DAS HAUS ANUBIS

DER SCHATZ VON ANUBIS

8↑

There seems to be no end to the exciting events involving the inmates of House Anubis , again they are facing a challenging task. The friends of "Club of the old Willow" need to find the treasure of Anubis to break the curse that has been put on Nina's grandmother. To do so they must , represented by players, move through the rooms in the mysterious boarding school and the antiques shop and complete seven tasks. These tasks are pictured on the secret wall. The player adopt the roles of Nina, Daniel, Delia and Felix and must cooperate in order to stand up to events and the time mechanism. At different locations on the double-layered board the members of the club can find hidden clues and valuable items, but also come across Victor and Raven. You move your character and discover secrets by uncovering a tile, drawing of a card and implementing the instruction. Movement must be enacted by facing a movement test, that is, you roll and move up to the number of steps indicated by the die. When you move from one quarter of the board into another, you need additional movement points or there other special rules.

To complete a task you discard task and assistance tiles. After each round the time marker moves forward. When all seven tasks have been completed before the time marker reaches 40, all players have won together.

The Treasure of Anubis offers a wonderfully implemented summary of all episodes from Season 2 of the TV series, and pure adventure with cooperation; different starting positions of the time marker offer different levels of difficulty. ☑

EVALUATION

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

Comments:
Based on the TV Series * Standard mechanisms for an adventure game * Nice, harmonious components * Adjustable difficulty level via time marker

Compares to:
Other games of the series, other roll & move games with event spots

Other editions:
Currently none

DER HERR DER RINGE
FROM BAG END TO MORDOR

On a main board and four adventure board featuring locations from the novel "The Lord of the Rings" players try to get the One Ring to Mordor, embodying members of the Brotherhood of the Ring. Characters move from one end of a track towards Sauron, the Sauron marker advances towards them from the other end. On the boards only a marker is moved from task spot to task spot. The main board and all adventure boards exactly denote for each task, what players have to do, each board sets them different tasks. Some tasks must be completed by the group together, some of them by the active player alone. All tasks are resolved by discarding of a given number of cards, all players can contribute cards to this. Most tasks are rather hard to resolve; even the rolling of the die for new cards has only a chance of 1:6 for getting cards without approaching Sauron or loss of other cards. Each time when a task is not resolved Sauron advances. When he meets a character, this character leaves the game; if he meets the Ring Bearer, the game is lost for all players – in highest peril a Gandalf card might help. It is a rather challenging task to get the Ring Bearer to Mordor alive and to destroy the One Ring; cooperation is indispensable and you need each card of every player rather urgently and it is a big help if you have a tactician among the players who can perfectly coordinate card effects. Published for the first time in 2000 before the films came out, the game is as fascination as then and a proof that cooperative games can be wonderful, enticing and challenging, especially when to try to improve previous scores. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-5	**12+**	**90+**

Designer: Reiner Knizia
Artist: John Howe
Price: ca. 30 Euro
Publisher: Kosmos 2011
www.kosmos.de

EVALUATION

Adventure game
With friends
Version: de
Rules: de en es fr - et all
In-game text: yes

Comments:
New edition 2011 * First edition 2000 * Fantastic implementation of the topic * Easily playable also if you do not know films or book

Compares to:
Other challenging cooperative games, to some of which it was a prequel, e.g. Shadows over Camelot

Other editions:
2011 Stratelibri - Italy, 999 Games – Netherlands, 2010 Fantasy Flight - USA

DIE SCHLACHTEN VON WESTEROS
HERREN DER FLUSSLANDE

Based on "The Song of Ice and Fire" and the game mechanisms of BattleLore you simulate military conflicts on Westeros, representing either House Stark or House Lannister in the core game set. A scenario features special victory conditions and is played in rounds. Those rounds comprise the phases reactivating, organizing, command – which includes placing command markers and playing a command card -and regrouping. Regrouping includes checking of status, allocating victory points, check victory condition, discard resources, boost morale and move round marker. Additional packs reinforce houses or introduce new houses.
Herren der Flusslande / Lords of the River is the third of those enforcement sets, featuring additional troops and commanders. War has come to the lands on the river and House Tully is mustering its forces. House Tully is used as an ally for House Stark, and for House Lannister when you play with Skirmish rules. New Keywords for this expansion are Indirect Fire, Volley, Riverborn and Raider. New commanders are Edmure Tully, Brynden Tully and Marq Piper, he commands the ability Riverborn. New units are Tully River Riders, Tully Longbowmen and Warriors of Wayfarer's Rest; all move about the new terrain tiles of Marsh (already introduced in Wardens of the North), lake, Hidden Fort and Outpost, with Outpost the unit decides on the use of the terrain. The battle scenarios are 17. Beim Horntal, 18: Tief in der Höhle des Löwen, 19. Die Straße zum Stein. Lords of the River, for fans, is an indispensable addition to the core set, too, intriguingly expanding the tales of the Houses. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2	**13+**	**120+**

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

EVALUATION

Conflict simulation
With friends
Version: de
Rules: de en fr
In-game text: yes

Comments:
Third expansion set to the core game * Core set necessary to play * Three new scenarios

Compares to:
Battles of Westeros, BattleLore

Other editions:
Battles of Westeros: Lords of the River, Fantasy Flight Games
Batailles de Westeros: Seigneurs Riverains, Edge Entertainment

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 30 and 31

DISNEY PRINCESS

DAS SPIEL MIT DEM MAGISCHEN ZAUBERSTAB

3↑

Festive dance at the King's Castle! The Fairy Godmother has prepared a game for the princesses; the winner will open the ball. All princesses assemble at the entry to the Magic Garden. The winner will be the princess who reaches the castle first. In your turn you wave the magic wand and resolve the directive it gives you. Usually it tells your princess to move between 1 and 6 steps; she can move in any direction along the paths except when they are blocked by a Magic path, and she cannot end her move on a spot with another princess. Sometimes the Magic Wand has special directives: It allows your princess to turn one of the Magic paths and then move between 1 and 6 steps or,

if you her to, swap places with another princess or move the number of steps indicated by the wand instead. Distributed all over the garden you will find Magic spots; on those spots your princess is safe from exchanging places with another princess, any Magic Wand spot gives you another turn. Of course, there are a few bad things in the garden, too; if you finish your turn on a spot showing an Evil character you must pass a turn. If you find a diamond you can use it to protect yourself from spells. You can only carry one diamond at a time, if you have used it, you return it to stock.

If it cannot be Disney's Magic Kingdom, then the next best thing is Disney's Magic in a game. In the third game after the Shoe Game and the Mirror Game again the magic in Disney's World is perfectly mirrored; the game is simple pretty and nice, a harmonious combination of mechanism and components enchanting children. ☑

EVALUATION

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

Comments:
Disney Princess series of games * Enchanting components * Topic and mechanism go well together

Compares to:
All games with an electronic directing unit, e.g. Wer war's?

Other editions:
Disney Princess Magic Wand Game

DRECK AM STECKEN

WHO WAS THE CULPRIT?

Once again we are faced with murder; the owner of a night club has been murdered and that during a poker night of six gangsters, of all things. Every one of them has a skeleton in his closet; the police employs the oldest trick in the book and sets them against each other – the one who tells who has what skeleton in the cupboard will only mildly punished. And then the inspector leaves them alone and hands them a resume of the facts:

All players – in case there are fewer than six the difference is made up with virtual players – hold one culprit and one case card each and a schedule of the crime. In your turn you interrogate another player, from round 2 on also a fictive one. He must answer with yes or no, can lie and must put down the corresponding card for truth or lie before answering. You can only lie once! Once in the game you can use your „threat" card and look at this discarded card; this is done after you asked the question and the question was answered. If you ask a virtual player you turn up the top card of the randomly shuffled truth/lie card stack; if lie is turned up you can look at the case card and thus can assign one crime to the culprit.

If someone wants to present a solution or when everybody has been asked four times, you must name your suspicions and then the case is solved. You score points for correct suspicions and lose points for wrong ones. If you achieve the highest score you win.

Dreck am Stecken is an attractive mix of standard mechanisms, the truth/lie cards are a nice detail, all in all tense entertainment for friends of the genre is provided. ☑

EVALUATION

Crime puzzle with cards
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Part of the Crime Card Games Series * Logic thinking and good notes help * "Threat" should be used very purposely and not too early

Compares to:
Other games in the series

Other editions:
Currently none

FLIRT
IN LOVE! ENGAGED! WHO GETS MARRIED?

A character card determines your marker, color and sex for the duration of the game. You choose a nickname and from now on you must only be addressed with this nick name, a mistake costs you the first of 2 relationship chips that you start with. You roll both dice, choose one of the results and move your marker forward accordingly. For a double you can move either one of the results or their sum. On the spot that you reached you check if you are flirting. Flirts happen when a character of the opposing sex stands on the same spot or an adjacent one; you place 2 or 1 flirt chips on your love track accordingly. If you move on a heart spot, you flirt and then you can give away a heart that

you own or can ask somebody to give you a heart. For hearts not your own you score 2 points at the end of the game, remaining hearts of your own lose you one point. Each heart that you give away earns you one relationship chip. On mobile phone spots you draw an SMS card and read it out; when all are used you can either discard one of your own or ask someone for one of his; positive SMS are worth 2 points at the end, negative ones lose you one point each. When a couple has accumulated 4 flirt chips, they are in love, with 4 flirt chips and a heart chip they are engaged and with an engagement ring and 4 flirt chips the get married; the partners receive heart chip, engagement ring or wedding ring accordingly. A wedding ends the game and you score for your best pair.

Basically this is a simple roll & move game, but a very nice und fun one. If you like such topics and have fun with a little simple role playing, Flirt will amuse you. ☑

EVALUATION

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

Comments:
Simple roll & move mechanism * Some elements of role play involved * Nice Mix of mechanisms

Compares to:
Bauer sucht Frau, Speed Dating and other partner games

Other editions:
Currently none

HEXENHOCHHAUS
WHO REACHES THE MAGIC GLOBE FIRST?

4↟

The little witches race each other on their brooms to the magic globe high up on the witches house on a rocky ledge, but their brooms are magic brooms and do not pick up every witch every time.

The board with the witch's skyscraper is laid out and each player puts his marker on the board, a disc with the picture of a little witch or wizard, and you check with the broom if all witch discs are placed in a way that the broom will take them along, meaning that the discs are attracted by the broom. Then in turn you roll the dice and move your witch or wizard forward accordingly. When you roll the broom you pick up the broom and hold it directly over

the disc of your witch or wizard. When the disc is attracted by the broom you fly immediately to the next broom spot. When the disc is not attracted by the broom, nothing else happens, it just stays where it is. But if you rolled a combination of number and the turn over symbol, you must first move your disc and then turn over either your own disc or that of another player. So you need always pay attention to the side of your disc and who did turn over which disc. The drawings are the same on both sides, you must watch closely who does what. If you are the first to reach the finish with the magic globe high up on the witch's skyscraper, you win.

A new game featuring the by now well-known combination of magic/witch topic and magnetism; this time it is a rather simple game, but as enchanting and well-working as the other games. Always enjoyable are the illustrations, they make you want to go exploring the witch's skyscraper! ☑

EVALUATION

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

Comments:
Magnetic effects very well incorporated into the game * Topic, components and mechanism go well together * Simple rules * Plays quickly

Compares to:
All roll & move games with event spots and yes/no decisions by a magnetic effect

Other editions:
Currently none

HILFE, HAI!

DON'T GET CAUGHT BY THE SHARK!

5↑

Sharks are –as we all know – among the oldest species floating around in Earth's waters; the variant in this game box does not originate from eons gone by, but when calculated in game years he is ancient, too – the greedy terror of the seas has been floating on game tables for the first time in 1988. At that point it was called Shark Attack! and published under the MB label.

The mechanism of the game has stayed the same. The shark swims the waters in circles and pursues the fishes who try to out-swim the shark.

The shark is assembled and placed in the middle of the board. Up to four players can join the race; each chooses a fish and places it on the spot on the board marked in this color. The shark is put back behind the dotted line. One player is chosen to roll the dice, he is responsible for rolling both dice, calling out the colors and moving his own fish. Now the shark is switched on and starts moving. The dice manager rolls both dice and calls out the resulting colors. When both dice show the same color he calls the color name twice. The owner of a fish in a color mentioned is moved one step ahead, if the color was named twice, it moves two steps away from the shark! In the meantime the shark gets nearer and nearer to the fishes. When his mouth covers a fish completely, the fish has been eaten and its owner is out of the game. The last player with a fish in play wins the game.

Hilfe, Hai! is a funny, absolutely unswayable chase, most beloved by children and somehow really fun to play! The most important thing is fish being caught, regardless of who they belong to! ☑

INFORMATION

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

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

EVALUATION

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

Comments:
Pure chance game * Attractive components * Children love the fish-are-eaten mechanism and the moving shark

Compares to:
Hai-Attacke and other dice game with a mechanical game unit

Other editions:
English edition at Hasbro USA

JUNGLE SPEED REVOLUTION

THE FORCE IS WITH THE TOTEM!

👥 7↑

72 cards from the game feature different symbols which resemble each other very closely, sometimes they are only of a different color. Each player holds a stack of face-down cards, in turn you turn over the top card. When two identical symbols are visible, both players try to grab the totem as fast as he can; the loser must take both discard piles and the stack beneath the totem and add them to his cards. In case of an "all grab" card, the fastest places his discard pile under the totem. If you turn up your last card, you win.

That was before the revolution. Now we play Jungle Speed Revolution and remove the 8 orange action cards from the total of 80 cards. The electronic base is placed in the middle and a level of difficulty is chosen. And now you play a normal game of Jungle Speed until the unit pipes up and utters a directive, a so-called Hou-Kaz; this can be an action that you must resolve immediately or permanent actions that are valid until the totem is taken off the base next time; these directives are also of different levels of difficulty; it might be "from now on you grab when identical colors are visible" or "lefthanders use their right hand and vice versa" or " you watch now your neighbor' cards". When you turn up your last card, you do not win instantly, but only when you can get rid of this card, too.

So, now Jungle Speed has arrived in the Age of Electronics, the directive cards have been replaced with the game unit. All in all Jungle Speed still is a witty, fun and hectic reaction game providing lots of fun. If you want, you can shuffle the directive cards into the pack and play without the unit. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
3-8	7+	15+

Designer: T. Vuarchex, P. Yakovenko
Artist: not stated
Price: ca. 28 Euro
Publisher: Asmodee 2011
www.de.asmodee.com

EVALUATION

Reaction game
For families
Version: de
Rules: de en es fi pl se
In-game text: no

Comments:
Successful transfer of directives from cards to unit * This allows different levels of difficulty * Can be played without the unit, the original directive cards are included

Compares to:
Basically all reaction games, earlier editions of Jungle Speed, e.g. Arriba, or similar games like Zuma

Other editions:
French edition at Asmodee France

KEKS ODER KÖNIG
FEX FIT FÜRS LERNEN

5↑

In the range of educational game by the name of FEX – short for Förderung exekutiver Funktionen – this game concentrates on short-term memory and in-play counting of several objects. The stack of cards featuring sweets is prepared with the King Card as end-of-round marker. In your turn you turn over a card and place it on the discard pile. If you put your Jester card on the pile you take all cards beneath it. When all players have placed their jesters or the king turns up – in this case you cannot take more sweet cards-, all count the sweets in their stack according to variety, the number of sweets is important, not the number of cards!. If you have most sweets of a kind you get a card for your reward; if you have the most glutton cards you must discard a card, if you have one. If you now have got most cards you get a coin. Each player is given back his jester cards and the stack of sweets is prepared again for a new round. If you are first to collect three coins you win the game. Variants featuring the Fex effect: In the first Fex version you turn over the jesters and must now take care which sweets the Fex Fox shown on the back of the card does not like; these sweets are sorted out before counting for majorities. The Fex cards are handed to your left neighbor for the next round. In another version the cards of forbidden sweets are treated like glutton cards.

Keks oder König is a nicely made training for short-term memory and rough assessment of amounts of several things in your mind, especially in case of the variant with forbidden sweets; a good example for unnoticed intensive learning with lots of fun. ☑

EVALUATION

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

Comments:
Nice story * Subconscious training of short-term memory and counting in your mind * Simple basic rules

Compares to:
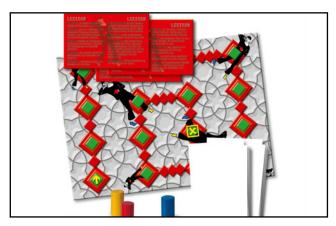Other learning games for short-term memory and counting

Other editions:
Currently none

LEXIKON
SYLVANIT? TONSILLE?

Everybody knows those terms, as they do know Knüttelbisser or Autosomen, too, don't they? If yes, then you have good chances in this new edition of the good old dictionary game with about 1500 new definitions.

You play according to the familiar rules, the game master of the round reads out the term and all players write down as plausible an explanation as possible. The game master write down the correct explanation, collects all sheets and shuffles them. Then he reads out – of course in a way that nobody can recognize the owner of a sheet – all definitions. You each player decides on a definition which he believes to be the true one – this decision the game master either remembers or makes a note of. IF you have chosen the correct definition you move your marker one spot forward towards the finish. If you have imitated a dictionary so perfectly that one ore more players have believed your – wrong – explanation you may move two steps forward for each player who believed you. Five spots on the track are specially marked; if you end up on one of those spots you can double your score of the next round. When somebody reaches the end of the track – ideally everybody should have been game master as often as all the others – or when everybody has been game master twice, you win if you are furthest advanced on the track.

By the way, when we presented the first edition of this game in 2002, a definition mentioned was Dschiggetai – it is an Asian half-donkey! And no, I did not look through all the cards if this definition is still in the game, I did not want to spoil my fun in all other definitions - because old and well-known in this case is still old and still very good. ☑

EVALUATION

Game of definitions
With friends
Version: de
Rules: de
In-game text: yes

Comments:
New edition * Variant of an often used mechanism * Good and many definitions

Compares to:
Nobody is perfect and other games on describing terms

Other editions:
Currently none

Color codes, target groups, features, icons and GABIS are explained on page 5 and at the bottom of pages 30 and 31

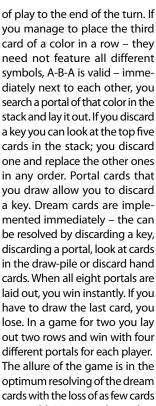# ONIRIM
DREAMWALKER
SEARCH FOR PORTALS

You are a dream walker in a labyrinth and must discover the Oneiran Portals before the dream time ends and you are caught forever in the labyrinth. The game features 76 cards for the basic game, 10 cards for the expansion "Happy Dreams" and 12 cards each for the expansions "The Towers" and "Dark Premonitions". You play either alone or a cooperative game for two.

You start with five cards in hand. One turn consists of placing a labyrinth card or discarding a labyrinth card, drawing a card and shuffling Limbo into the stack. You place card next to card, the symbol on a new card must be different to the symbol on the previously placed card. Cards placed into Limbo are out of play to the end of the turn. If you manage to place the third card of a color in a row – they need not feature all different symbols, A-B-A is valid – immediately next to each other, you search a portal of that color in the stack and lay it out. If you discard a key you can look at the top five cards in the stack; you discard one and replace the other ones in any order. Portal cards that you draw allow you to discard a key. Dream cards are implemented immediately – the can be resolved by discarding a key, discarding a portal, look at cards in the draw-pile or discard hand cards. When all eight portals are laid out, you win instantly. If you have to draw the last card, you lose. In a game for two you lay out two rows and win with four different portals for each player. The allure of the game is in the optimum resolving of the dream cards with the loss of as few cards as possible! A nice and very decorative version of Solitaire! ☑

EVALUATION

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

Comments:
Very beautiful drawings * Variant of Solitaire / Patience * Works well for two

Compares to:
All card placement games with collecting combinations

Other editions:
Z-Man Games – USA, Filosofia – Kanada

PFERDEFREUNDE
A DAY AT THE LIVERY STABLES

"A Day at the Livery Stables" delights one already when one opens the box due to the lovingly and detailed components; for each of the horse playing pieces there is an individual box with a swinging door and even the dice values have designed showing the patterns used in the rest of the game.
Clean and saddled the horses enter the riding hall: At the start you answer two questions; correct answers earn you a tidbit. Then players in turn roll the die; when the paw appears the dog poses a question; for a correct answer you move forward four steps and then snip the die to relocate the obstacle. If you roll a number you check your path for obstacles: If there is one you overcome it either by answering a question correctly or by discarding a tidbit. If you draw the Apple = horse droppings card you must miss a turn. If you are the first to cross the finish line with your horse, you win!
For younger players you play a variant with number cards only; the active player secretly chooses one of his cards, as do the others; then the active player moves the number of steps on his cards; who did choose the same card, moves 1 step. The first to cross the finish line wins. Older children are given a set of number cards, Action cards and question cards are shuffled together. Again all choose a number card; an action card drawn from the stack can reduce the move of the active player; if then your tip is correct you move one step; when there was a correct card the active player does not move. Beautiful, entertaining, fun, a tidbit for horse lovers and for fans of exceedingly beautiful games! ☑

EVALUATION

Roll & move with questions
For children
Version: de
Rules: de
In-game text: yes

Comments:
Part of the Pferdefreunde Series * Very pretty horse playing pieces * Simple rules * Very beautiful components

Compares to:
All simple roll & move games with question/answer spots

Other editions:
Currently none

RACE AROUND THE WORLD
PLAN YOUR SOLO TRIP

Travel to destinations, visit pre-selected cities and return to the city where you started from; all that sounds very familiar and very simple, but here is works differently yet from all the other games of this kind. You do not resolve event or location cards, need not answer questions or collect items; you only draw a line for your travel route on a trans-parent sheet placed over a map, starting at given or freely chosen city. You adhere to these basic rules: You can visit each city only once, paths can cross and can be used more than once; when you return to the start a closed circle must result; you can only travel in direction of the arrows and can only change direction on marked special spots.

These tasks are set for very different maps with exact lists of the cities you must connect or other tasks you must comply with; there are some tasks with special goals like "Start in Iceland, visit each fishing ground only once and end your journey in the USA" or "Start at the base camp, visit all camps in any order you like and end up on the summit". Altogether there are 24 tasks in three different levels of difficulty. The task to form a closed circle is only valid when mentioned on an individual task card. All tasks are also marked with a time within which you should complete the task Basically this is very simple and yet it is a huge challenge especially also due to the fact that contrary to other puzzles of this kind there are no solutions provided. So you have to think for yourself and find the correct path to the Summit of the Himalaya yourself. ☑

EVALUATION

Logic puzzle
For families
Version: de
Rules: de en and others
In-game text: yes

Comments:
Result of the "Exercise your Mind Challenge" contest

Compares to:
Anaconda and other logic puzzles with path formation, Travel games with routes back to the start

Other editions:
In 14 languages

REPELLO
GET OFF THE BOARD!

Repello is an abstract game pieces repelling each other. All pieces in Repello repel all other pieces when there is not enough distance between them, regardless if it is a stack or a token, the minimum distance is one square. Each turn can initiate a chain reaction that can cross the complete board and push tokens off the board. This is the real aim of Repello, you should achieve the highest score with tokens and stacks pushed off the board.
Each player has a stack which is equipped with between 10 and 15 tokens, depending on the number of players. The board is seeded with one gold, four silver and four grey tokens as stated in the rules. Each player puts his stack somewhere into the start-ing zone, but take care to leave a minimum of one square distance between stackers. In your turn you first move your stack to an adjacent square, this shows the total number of steps for your move and all of the squares that you need to enter must be empty. You leave one token from your stack on the square where you start your turn. When the move ends on a square next to another token, both repel each other, the active player decides which is repelled-. The repelled token is pushed one square in the opposite direction, numbers on squares are not regarded and a stack leaves no token. If you push stacks off board or have to move them off there are special rules. You win in the end with the highest score for tokens pushed off board.
Repello offers an interesting abstract mechanism; you must always keep in mind that you must move over the complete distance before repelling takes effect, you can change direction any time. ☑

EVALUATION

Placement / pushing game
With friends
Version: multi
Rules: cz de en hu se sk
In-game text: no

Comments:
Purely abstract game * Unusual mechanism for the distance in a turn * Repelling only takes effect at the end of the movement

Compares to:
Abalone for pushing pieces off board by chain reactions, other abstract placement games

Other editions:
At Mindtwister in English and Swedish

www.gamesjournal.at

RETTET DIE FISCHE!

THE POND IS EMPTIED!

The small village has fire fighters, too, of course, and the fire fighters need water when there is a fire. But as there rarely is a fire lots of colorful fish have settled in the pond. And now it has happened! There is a fire! And that means danger for the fish in the pond, too, because the more water the fire fighters pump out, the smaller the living room for the fish gets. Players try to save the fish in the pond before the pond is completely empty.

The pond is made up from six water tiles placed into a meadow, and then you place 20 fish in five different colors into the pond. In turn each player rolls the die: When the result is a fish you take fish of this color out of the pond and is saved. When the die shows flames indicating a fire the fire fighters need more water and the fish on one of the water tiles need to be saved by simply relocating them to other water tiles. When you manage to get out all the fishes before the pond is emptied completely all players have saved the fishes and won together!

Rettet die Fische! is a children's game just as it should be – colorful, pretty and with a background story easily understood by children and with which they can identify. The small illogical fact that the water disappears in portions does not matter at all, on the contrary, it illustrates the urgency to save the fishes. The cooperative component is nicely implemented as well and provides a good game. As the die decides on fish or fire, it is nobody's fault when you cannot save all fishes because there are so many fishes that the pond is empty before you can get them out! ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-8	4+	20+

Designer: Marion Sandner
Artist: Klemens Franz
Price: ca. 15 Euro
Publisher: Piatnik 2011
www.piatnik.com

EVALUATION

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

Comments:
Nice easily understood background story * Very pretty illustrations * Short playing time * Can be played without adult assistance

Compares to:
All cooperative dice game where you remove pieces

Other editions:
Currently none

SCHLAG DEN RAAB

DAS 2. SPIEL

As in the first game in this second game, too, one of the players embodies entertainer Stefan Raab for the complete duration of the game, the others alternate in competing against him. In each of the up to 15 games one of the other players is the moderator, who chooses the game, decides in case if problems and allocates points. He must act independently! The games from the categories of Action & Risk, Luck and Dexterity as well as Knowledge and Puzzling, the round indicator determines the category. Then the moderator turns the spinner to choose a game from the category determined by the round indicator. In each game another of the players = candidates competes against Stefan, the start player is always the one with fewer points. In case of a tie your roll the die, the higher number goes first. For each game you win you are allocated points equal to the number of the game; so the first game yields 1 point, the fifth game already five points. If you have the highest score after 15 games you win. When the score of one of the players cannot be topped he wins immediately.

In a game for two there is no moderator and some games cannot be played, these are marked. You can also play in two teams who decide after the game for the round has beet determined, which team will play. It is especially interesting to name a permanent moderator in the team variant who chooses the games without the spinner. Again attractive, with as many funny, difficult, challenging games from the marble labyrinth to carrying books, from penalty shooting to foreign languages, from constructing towers to drawing country silhouettes, a party collection for many jolly hours. ☑

INFORMATION

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

Designer: Max Kirps
Artist: Ideenfabrik
Price: ca. 35 Euro
Publisher: Ravensburger 2011
www.ravensburger.de

EVALUATION

Game collection
With friends
Version: de
Rules: de
In-game text: yes

Comments:
Fantastic collection of games * Very nicely implements the TV Show * Good for large groups due to the team version * Copious, attractive and functional components

Compares to:
Schlag den Raab 1. Spiel and other Game Collections

Other editions:
Currently none

SCHWEINE SCHWARTE
DAS RENNEN

`4↑`

Schweine Schwarte lies absolutely immobile and completely stuffed on his back which is no wonder, the greedy piglet has even swallowed the die this time. The little piglet figurines of the players race as fast as they can to their personal finish to stuff themselves there. But even in a race with Schweine Schwarte there are rules and the little piglets cannot race along totally at their own will. Three piglets for each players start the race for the hamburgers!

And as the piglets prefer to gobble hamburgers instead of thinking they follow well-known standard rules: In your turn you must first press the belly of Schweine Schwarte to roll the die and learn how far you can move one of your piglets. If you get a six you start a piglet on its race and may press Schweine Schwartes belly again for another turn. When at the end of a move a piglet lands on a space which is already occupied by another piglet this piglet is sent back and must the race again. Of course you hope that this will not happen to you. A piglet can move into the finish area when it rolls the necessary number or a higher one. If you manage to get three piglets into your personal finish area first you win the game.

As I have already mentioned, the rules of this race are known; that might be the reason why this game is so much fun for children – you can concentrate on the funny details. Schweine Scharte standing in for a die is a standard mechanism, too, but nicely implemented, the hamburger race track fits the topic and the mini piglets as playing pieces are nice, too. So we can enjoy a new game that we all know perfectly well already! ☑

SPACE JUNKYARD
GARBAGE CAN YIELD A SPACESHIP, TOO!

Space is full of abandoned, derelict ships and discarded junk – clever space ship pilots can use this supermarket and upgrade their ships with things salvaged from garbage. You need resources to weld the junk modules together, the kind of resources you need is marked with color; blue for carbon, yellow for energy and red for alien metal alloys. These resources or raw materials – energy, carbon ore and alien metal alloys – are provided by asteroids. 36 tiles are laid out in a grid, ships start in the corners. A turn comprises raw material conversion and production, movement, taking up of raw materials or docking new module and refill the grid. Production and raw material conversion can be done in a turn in any order, but must be finished before you move. Conversion is done according to the icons on the ship modules, the resource in a square icon is converted into the resource of the triangular one connected to it. As long as the ship has available storage capacity you can use icons more than once. Movement is possible across zero to three tiles, 3 steps more with additional energy. The docking of new modules happens at the cost of raw materials indicated by their color, for each of the connections that are possible. Ship modules cannot be put into storage. Wormhole and block hole tiles and their special effects are stated in detail in the rules.

With a topic that has also been used in Galaxy Trucker, Space Junkyard offers a nice combination of resources management, movement and placement game; the movement of all tiles and of ships with them due to introducing replacement tiles makes planning a bit difficult. ☑
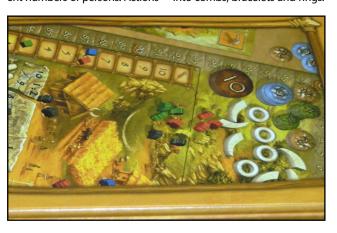
STONE AGE
MIT STIL ZUM ZIEL

In Stone Age players re-live that pre-historic period; you fell wood, break stones and pan for gold; you trade goods, expand the village and reach new stages of civilization. Each round comprises entering persons to the board, interacting with those persons and then feeding those persons. Different locations can accept different numbers of persons. Actions of persons are either acquiring resources, acquiring more food, receiving tools, acquiring civilization cards and buildings. At the end of the game civilization cards are scored.

Thus we have labored to build up the village; prosperity has arrived and we have discovered adornment. Simple teeth were turned into combs, bracelets and rings.

Soon traders arrive, offer their goods and set up trading posts. With this expansion you can now play Stone Age with five players, use jewelry to acquire buildings and cards and you can also trade jewelry for other things. But you can only trade at the trader's outpost when the trade marker has left the 0 position. Jewelry can be bought from the trader or collected when hunting, as regards to mechanism jewelry is neither food nor resource. The trader himself is considered a new location as regards to game mechanics; you can only place 2 persons of a player there. The new space for civilization cards can be used by exactly one person.

These are some of the changes introduced by trader and jewelry, they have enriched the game with new aspects, have enhanced possibilities and at the same time somewhat sped up the game and despite all this not changed the game after all! Bravo! ☑

EVALUATION

Expansion for Stone Age
With friends
Version: de
Rules: de en
In-game text: no

Comments:
Playable by five * No fundamental changes to the game * Adds nice new details

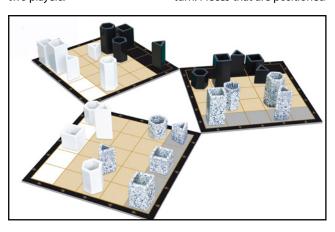**Compares to:**
Stone Age

Other editions:
Stone Age Style is the Goal, Rio Grande; other editions at 999 and Filosofia

TALAT
THE POWER OF THREE

Originally made from wood and published by Puzzlewood, the game on three boards is now available from Huch & friends. You play a game for three on three boards with three different sizes of pieces; each player uses one set of pieces and place to games at the same time – one each against each of the other two players.

You have nine pieces, three square columns, three triangular columns and three hexagonal columns. At the start you place the pieces at the baseline of your two boards; four pieces on one board and five pieces on the other. Pieces move straight or diagonally forward onto free spots, one piece can be moved per turn. Pieces that are positioned orthogonally or diagonally in front of or at the side of a stronger piece can be defeated. The higher a piece is the stronger it is, but the smallest triangle defeats the higher square, squares are more valuable than hexagons which in turn are more valuable than triangles. After the start set-up you must move or defeat, you cannot pass or move backwards, you cannot jump over a piece or defeat one of your own pieces. When no defeat is possible anymore on a board is is considered to be frozen. When two boards are frozen you score 5 points for each opposing piece you did beat and three points for each of your own pieces in the base line of an opponent.

The movement mechanisms are known per se, unusual and new is the idea to play with a number of boards equal to the number of players and to divide the pieces among the boards; takes some getting used to but is fascinating! This edition provides an affordable tidbit for fans of abstract tactical games and unusual rules. ☑

EVALUATION

Abstract position game
With friends
Version: multi
Rules: de en fr nl
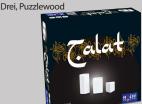In-game text: no

Comments:
Attractive, elegant components * Can be played only by three * Purely abstract game * Fascinating game mechanism

Compares to:
Drei, basically the first game of this kind, reminds one somewhat of simultaneous chess games

Other editions:
Drei, Puzzlewood

TEMPO TEMPO
WHAT KIND OF SPOTS DOES A COW HAVE?

4↑

Animals that are already known to small children show patterns – each player holds a set of animal cards with such patterned animals; these cards feature cow, hare, dog, cheetah, hyena and a ladybug. These animal cards are accompanied by pattern cards which are shuffled and laid out as a face-down stack.

The active player takes the stack of pattern cards and turns over the top card – the first player who manages to place the corresponding animal card from his hand on top of the pattern card, receives the pattern card and sets it down; the animal card is taken back in hand. There is a simple control mechanism if the correct animal has been found: the butterfly on the animal card must fly in the same direction as the butterfly on the pattern card. When a player has chosen the wrong animal, he must take the animal card and the pattern card out of the game; he has thus forfeited the chance for one of the four pattern cards corresponding to an animal card. When nobody can place a correct animal card, the pattern card goes out of the game, too.

When all pattern cards have been turned over you win if you could collect the most pattern cards.

Like all simple games this one, too, has its own attraction; the patterns are simply done, the colors are easily distinguished and the hole in the animal card is an especially nice idea; that way you can see rather well when placing the card whether the correct pattern is visible. The control mechanism with the butterflies is an additional training to recognize arrangements and directions, the animals are cute and easily recognized despite a certain abstract presentation. ☑

INFORMATION

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

Designer: T. Liesching, S. Kummer
Artist: Susanne Kummer
Price: ca. 8 Euro
Publisher: Huch & friends 2011
www.huchandfriends.de

EVALUATION

Pattern recognition
For children
Version: multi
Rules: de fr it
In-game text: no

Comments:
Very nice simple game for travel * Animals easily recognized * Patterns easy to distinguish

Compares to:
Reaction and pattern recognition games

Other editions:
Currently none

THE BLUE LION
ARSÈNE LUPIN CONTRA LADY X

In the Louvre diamonds from all over the world are showcased, among them the Blue Lion. It is not really surprising that master thief Arsène Lupin is very interested.

The game features 6 tiles, showing images on both sides, featuring Arsène, Lady X, the police man and the Blue Lion; each image is represented three times, always with one of the other images at its back. Players either embody Arsène or Lady X and want to be first to collect seven diamonds, either due to stealing the Blue Lion or by handing over the opponent to the police. Victory points are won by laying out combinations of three tiles: Blue Lion between 2x Arsène or 2x Lady X scores two diamonds, Arsène or Lady X between two police men one diamond and three times the Blue Lion in a row scores you three diamonds.

The tiles are thrown onto the table at the start; then players in turn place a tile to form a row of six, at any end of the row, you can turn over a tile before placing it, but cannot check the backside. Once in a game one player can pass his turn, then passing is not possible for the rest of the game. When the row is complete, you relocate tiles from end to end without turning them or you switch the two tiles in the middle or you turn over a tile. When you form a combination in this way, you score; if you happen to form a combination for your opponent, he scores! The middle from a combination scored goes out of the game temporarily according to exact rules and cannot score immediately when reintroduced into the game. The Blue Lion offers logic and memory training at its finest, an attractive think fun for two crafty tacticians. ☑

INFORMATION

PLAYERS:	AGE:	TIME:
2	8+	15+

Designer: S. Duchêne, B. Cathala
Artist: Cyril Bouquet
Price: ca. 8 Euro
Publisher: Jactalea 2011
www.jactalea.com

EVALUATION

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

Comments:
Logic memo game * Purely abstract despite the topic * Only playable for two * Ease to carry along

Compares to:
Other Placement games with set-formation for points

Other editions:
Currently none

TICKET TO RIDE INDIA
MAP COLLECTION 2

8↑

Two more maps for Ticket to Ride / Zug um Zug. Basic mechanics of all Ticket to Ride editions are 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 discarding cards in the color of the track or draw 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.
India is intended for 2-4 players and features 59 new destination cards; you are dealt 4 at the start of the game and keep 2. Later, if you want new ones, you draw 3

and must keep at least one. The map for India features ferries. For a ferry you must discard one locomotive card for each marked spot of the ferry track and train cards for the normal track spots. When you connect two cities of destination card with two separate tracks you score a bonus.
Schweiz is intended for 2-3 players, some of the new 46 destination cards connect Switzerland to neighboring countries. You may take locomotive cards like normal cards, but can use them only on tunnel tracks. For a tunnel you discard the necessary number of cards, then you turn up three cards and must discard an additional card from your hand for each card turned up that shows the color you used for the track.
Ticket to Ride India again offers new interesting details for the Game of the Year 2004, and in this case a revival of the Edition Switzerland for all who missed the first one. If you own Ticket to Ride, you will want India!

☑

INFORMATION

PLAYERS:	AGE:	TIME:
2-4	8+	60+

Designer: Alan R. Moon, Jan Vincent
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 do en as if fro it nil no se
In-game text: no

Comments:
Interesting Variants * Expansion, can only be used with Ticket to Ride or Ticket to Ride Europe * Map for Switzerland, formerly published as an independent game

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

Other editions:
Currently none

WAS IST WAS JUNIOR
MEIN ERSTES QUIZ

4↑

The „Was ist was Das Quizspiel" now has acquired something like a younger brother, explores have turned into pirates which are moving about on the abstract board. The tasks come from four different categories: Language, Daily Live/Environment, Colors/Shapes and Numbers/Amounts. As usual, the die determines the number of steps you can move

and the color of the spot reached with your move determines the category. In your turn you roll the die and move your pirate, in any direction, but you cannot change direction in a move. Then you draw a card in the color of your location. The big picture shows a self-explaining task, underneath three possible solutions are depicted. You choose one of

the solutions and take the card between thumb and forefinger in a way that the spot showing the solution of your choice is covered. When you turn over the card and your index finger is next to the wing of the parrot you picked the correct solution and you receive the card. If you are first to collect 5 cards you win. Possible variants would be to use more cards for a longer playing time; or each player must collect at least one card of each color, if you then have most cards at the end of the round you win; or you solve an additional task if you are standing on a spot of your own color at the end of the game; if you solve correctly you earn a bonus point.
That you can play the game without being able to read is correct, but adult assistance is recommended all the same, because some tasks might need a bit of explanation first; basically the game offers a very good selection of tasks and the self-control mechanism in ingeniously derived. ☑

INFORMATION

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

Designer: Anja Wrede
Artist: S. Lohr, O. Freudenreich
Price: ca. 20 Euro
Publisher: Kosmos 2011
www.kosmos.de

EVALUATION

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

Comments:
Very good control mechanism * Can be played alone after some explanations * Trains vocabulary and allocation

Compares to:
Was ist was Quizspiel and other quiz games for this age group

Other editions:
Currently none

AUTO GAME KENNZEICHENSPIEL
Publisher: University Games

Auto Games offers a series of uniformly packed games, the package is shaped like a car and offers fast, well-known games for use at home or on the road.
The Number Plate Game features 50 cards with number plates. Players must form a sentence using the letters and numbers on the plate, the order of the letters cannot be changed, the numbers can be inserted anywhere. The first player uttering a correct sentence gets the card. Of course you can play this with plates from cards encountered on the road. Variants for more games are listed.
*Version: multi * Rules: de fr nl * In-game text: no*

Word association game for 1 or more players, ages 8+

DER GRÜFFELO
Publisher: Kosmos

The well-known game mechanisms of all memo games, applied to a classic children's book, Der Grüffelo. On 24 pairs of cards Grüffelo and his friends can be found: the mouse, the fox, the owl, the snake, the frog and the butterflies. You play with standard memory rules: in your turn you turn up two tiles; if you have found a matching pair you keep it and turn up another two cards. If you turn up tiles that do not match your turn ends and you put back both tiles face down. When all pairs have been found, you win with the highest stack of tiles.
*Version: de * Rules: de * In-game text: no*

Memo game for 2-4 players, ages 4+

DEVIL'S CUBE
Publisher: Rekubus
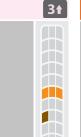
A puzzle cube made up from 38 individual parts in four different shapes offers several tasks to the player: First, you must find out how to combine the separate parts into a sturdy and stable cube. Then you need to place the numbers to result in Magical Squares on the outsides of the cube: The sum of all numbers in a horizontal, vertical and diagonal line is always the same for one side of the cube; each side has a different sum, though. And you have to think the other way round, because the direction in which numbers are written on one side is rotated as regards to the others.
*Version: de * Rules: de * In-game text: no*

Logical puzzle for 1 player, ages 8+

DIE PINGUINE AUS MADAGASCAR MEMO
Publisher: Noris

The well-known game mechanisms of all memo games, here applied to "Die Pinguine aus Madagascar". 32 tiles show pinguins Skipper, Kowalski, Private and Rico as well as the lemurs and monkeys from the TV series based on the films Madagascar and Madagascar 2. You play with standard memory rules: in your turn you turn up two tiles; if you have found a matching pair you keep it and turn up another two cards. If you turn up tiles that do not match your turn ends and you put back both tiles face down. When all pairs have been found, you win with the highest stack of tiles.
*Version: de * Rules: de * In-game text: no*

Memo game for 2-4 players, ages 3+

MISTER X FLUCHT DURCH LONDON
Publisher: Ravensburger
Designer: Gunter Baars

Mister X returns to London in a Bring-me-along size box! You play as many rounds as are necessary for each player to be Mister X once. He begins every round, then each detective has a move. Detectives pay for their moves with tickets and give them to Mister X, he scores their points. Once in a round Mister X can go underground for -3 points. When a detective moves to the spot with Mister X, he has caught him and the round ends. It also ends when the detectives run out of tickets or decide that they have no chance to catch Mr. X.; he wins with a move on his mission goal. At the end the player with the highest score wins.
*Version: multi * Rules: de fr it * In-game text: no*

Position game for 2-4 players, ages 8+

ÖSTERREICH MEMORY
Publisher: Ravensburger

The well-known game mechanisms of memory applied to Austria; 72 tiles show images from Austria, famous buildings, beautiful landscape and food and other products typically for Austria. You play with standard memory rules: in your turn you turn up two tiles; if you have found a matching pair you keep it and turn up another two tiles. If you turn up tiles that do not match your turn ends and you put back both tiles face down. Produced in cooperation with "Urlaub in Österreich"; the game features a separate little brochure explaining the images featured in the game.
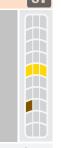*Version: multi * Rules: de fr it nl * In-game text: no*

Memo game for 2-8 players, ages 6+

SCHNAPP, LAND, FLUSS! REISEAUSGABE
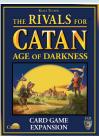**Publisher:** Amigo Spiele
Designer: Haim Shafir

The game comprises 33 category cards and 55 letter cards; 12 letter cards are openly distributed around the category cards, the top category is turned up. No players try to find a term fitting this category and starting with one of the 12 letters. If you name a correct one you simultaneously hit the card, if you are first to do so you get the card and a new category card is turned up. When all letters are given out, the player with most letters wins. In a variant you can name as many terms as you can manage using as many letters as you can and thus collect more than one card. You play several rounds until the cards are used up. *Version: de * Rules: de * In-game text: yes*
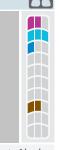
Association and reaction game for 2-6 players, ages 8+

THE RIVALS FOR CATAN AGE OF DARKNESS
Publisher: Mayfair Games
Designer: Klaus Teuber

The principality of each player with two settlements, 6 landscapes and 1 road is laid out. You roll 2 dice for resources and event, both 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 theme-sets: Zeit der Intrigen / The Era of Intrigue with 28 cards, Zeit der Handelsherren / The Era of Merchant Princes with 30 cards and Zeit der Barbaren /The Era of Barbarians with 32 cards.
*Version: en * Rules: de en * In-game text: yes*

Expansion Rivals of Catan for 2 players, ages 10+

TOP TRUMPS CLASSICS VULKANE
Publisher: Winning Moves

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

AGRICOLA

FARM HUSBANDRY IN THE 17TH CENTURY

Dear Reader! All critics are unanimous in their opinion that „Agricola" is one of the most spruce and richest games published in recent years. How Uwe Rosenberg, the Bohnanza King, managed to achieve this, is up to speculation. Bruno Faidutti supposes on his excellent review site that Rosenberg did miss the core of early economics, farmers and agriculture, in the equally demanding game of „Caylus" that was published two years earlier.

So, that's one more reason for taking a look and to enter the limelight with the – in the meantime widely and well known and multiple award-winning – system of farm husbandry. For a source of ideas for the universe of „Occupations" and „Minor Improvement" probably some of his many game testers might be responsible, the first edition of the game lists 138 of them by name. This seems to have been the only way how to publish this gaming heavyweight – when you pick up the box you can take this literally – with a time of a few months. Nowadays the farming universe has been expanded by "Farmers of the Moor" and other special cards, with an incredible potential for more. Even an Agricola World Championship has been arranged last November. Where will the limit be? For the uninitiated a visit to the Austrian Games Museum at Leopoldsdorf is recommended, where the ludophilic acres seem to be especially fertile – this needs to be taken with a semi-critic pinch of salt!

Website: www.spielen.at

The light of my lamp is barely sufficient to adequately light up the mass of farmers, sheep, wild boars, cows, wood, loam, reed, grain and vegetables, nutrition, fences and stables, tiles for fields, wooden huts, loam and stone, boards and the nearly 300 cards for improvements and occupations. And this is only talking about the core game, an agricultural box,

filled to brim and weighing two kilos. The rules book is an equal heavyweight, with extensive explanation on the flow of the game and detailed explanations, in miniature script, for every single card both for improvements and occupations. You will have to work hard for this game, by the sweat of your brow, literally. But what you reap for this is a really wonderful harvest of playing fun! Basically, the way to play is easily explained. Over 14 rounds your characters can visit different spots of action: These allow you to head for the aim of the game economically, that is, to build huts and keep them up, bear children, breed animals, set up stables and pastures, plow fields and plant grain and vegetables. A better education and minor and major improvements are there to assist you. And don't forget, your well looked-after animals will breed, so provide new pastures in time and maybe a stable or two. And at the end of the day all your characters want to eat and so you have to provide sufficient food; begging works, too, but if you will achieve the most prosperous farm in this way is written among the stars. And as to stars, "Agricola" unrestrictedly is to be awarded the highest rating: 5 Stars for game gourmets. ☑

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The chance element in „Agricola" is nearly non-existent and – if at all – only felt when the cards are dealt. But even against this minimal chance element experts have developed a drafting system. Be that as it may, for fans of strategic and tactical economics games with a basic goal of "optimization" will take this chance element in dealing the starting cards as a challenge to make the best of it. Farmers in the 17th century, after all, could not foresee all elements of fate, either.

Hugo's EXPERT TIP
Try to play the family version for your first game, this is challenging enough. Only after such a first game Occupations and Improvements can yield the full flavor of the early modern farming, because only then you will be able to correctly assess the myriads of possibilities. In a next step I would then add the "Farmers of the Moor" expansion, which will add another level of intensity to the life in the country.

Hugo's FLASHLIGHT
„Agricola" is no family game, and „Agricola" is now shallow game for in-between, Agricola is also not a purely strategic game as is chess – „Agricola" is a game of optimization with the flavor of a collectible card game, with wonderfully interlocking elements, with depth and an enormous calling for another game. More than one of my acquaintances has become more and more of an "Agricola" junkie from game to game. Compliments to Uwe Rosenberg for his gift to the gaming community!

PREVIEW:
HAMBURGUM
A small donation, please!

IMPRESSUM

Uwe Rosenberg

Ora & Labora