

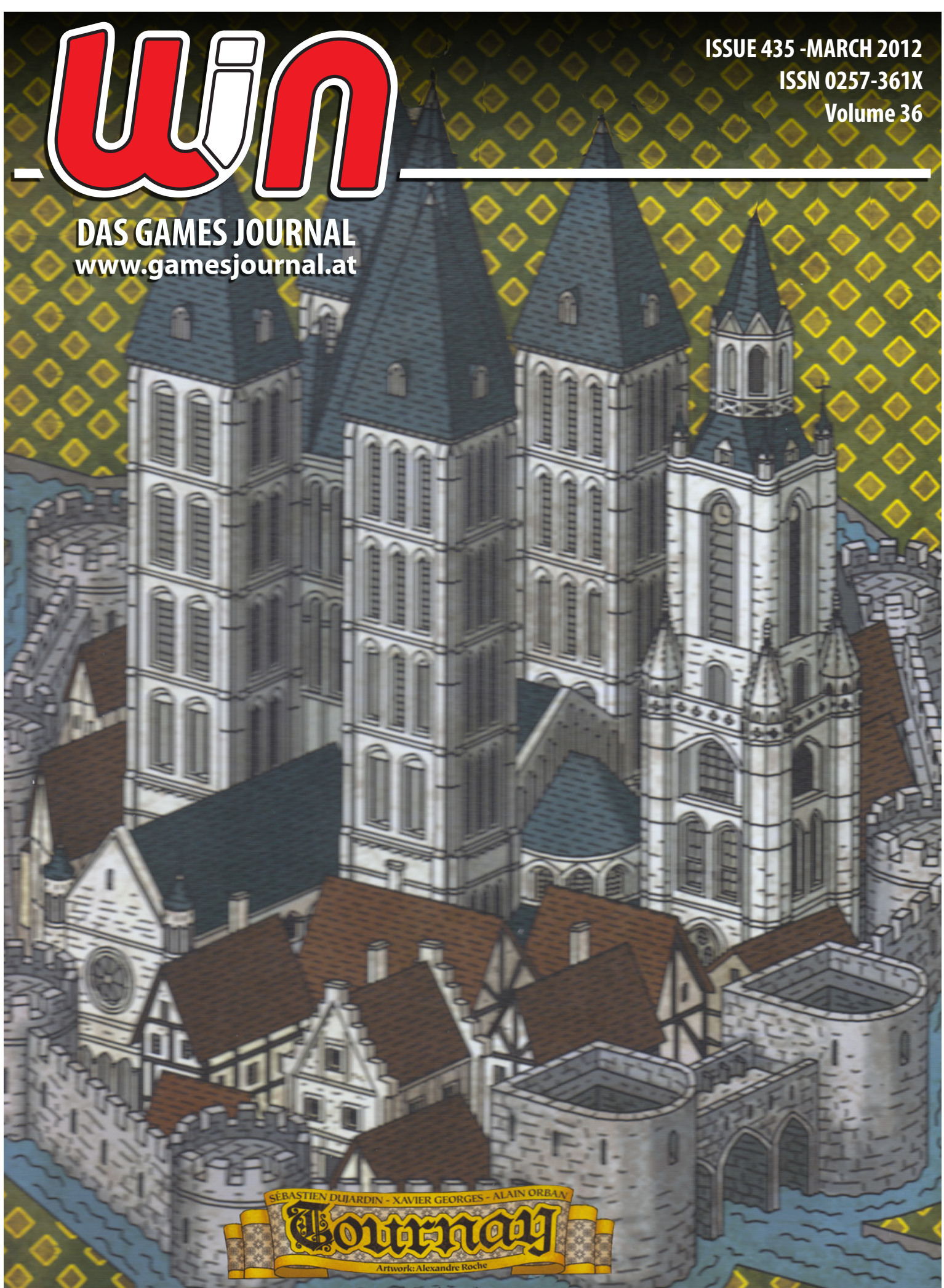
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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 54 GAMES

FEDERATION VS. KLINGONS

STAR TREK EXPEDITIONS

COOPERATION AMONG THE STAS



To boldly go where no Reiner has gone before! Master craftsman Knizia has come up once again with a cooperative game. No, as you can easily see from the title, he did not warm up "The Lord of the Rings" again, but has entered a completely new universe where – at least to my knowledge – he has not been before. There were plenty of games featuring the Star Trek license in previous years, but, if I may say so, something really nice for experiences players was not among them. This has now changed for good with Star Trek Expeditions. And by the way, for this game one did not choose the actors from the Classic Enterprise Series (William Shatner, Leonard Nimoy etc.) or other familiar faces from the other Star Trek series to illustrate the cards and model the pieces, but the actors from the last film, from 2009, directed by J.J. Abrams.

The Enterprise is in steady orbit around the planet Nibia – the planetary government would like Nibia to become a member of the Federation of Planets; at least that was the status, but at the start of negotiations

everything has changes. Suddenly Klingons are mentioned, Nibia is ravaged by civil war and the ecology is not in too good shape, either. Furthermore, as we learn from Spock, there was another space ship in orbit recently and the worst is yet to come, a Klingon Fleet is approaching Nibia. Time is running out ...

This state of affairs constitutes the three primary tasks of the Enterprise Crew (Kirk, Spock, McCoy, Uhura – they are all represented in the game by painted Clix Figurines). The planet Nibia must become a member of the Federation, civil war must end and the ecology must be put back on its feet. Points are awarded for each completed part of the mission, sometimes more, sometimes less, depending on the result of the mission. Aim of the game is to complete all three tasks with as many points as possible and to improve this score in further games. Should the status of one single part mission fall to Zero (which could happen due to the Enterprise retreating to negative score spots in Orbit) or should the Enterprise be

destroyed or the Klingon Fleet arrive before the three missions are completed then players have failed.

The three primary goals are always the same, but can take a different course depending on the success of the missions, sometimes with a better, high-score result or one with fewer points, therefore the subsequent missions in each game vary.

The planetary surface is equipped with 15 mission/task cards – backside up, including 3 location cards for the three main goals. There are 16 cards of the "normal" variety, and in a single game only six of them are

Gert Stöckl

Again, a fascinating cooperative game by Reiner Knizia, successfully targeting experienced players who can adjust the level of challenges they want to meet.

randomly chosen and used, which provides enough change and variety in the individual games. Those cards are then equipped with Discovery Tokens, which all are very useful and, in some cases, essential, sometimes even essential for survival. Some tokens improve weaponry or shields of the Enterprise, either permanently by a little bit or quite a lot once, for instance in order to inflict a phase hit on the steadily approaching Klingon cruiser, because the Enterprise comes second to the Klingon Cruiser in all



characteristics (shields, weaponry). Both these ships are featured as beautiful Clix miniatures in the game.

Each player takes one of the four Clix figures including the corresponding character card, which features the special abilities, which might be diplomacy or analysis, engineering, medical knowledge, etc., and also a special action for an extra move for the character; so can McCoy heal other characters that are on the same spot; Uhura, for instance, can transfer cards that she has just drawn, to other players. To time those special actions for maximum results is, among other things, the key to success. The special abilities of each character, too, determine for which task which character is best suited. It is important to undertake very difficult tasks, for instance the primary goal missions, only with support of the other relevant characters, located on the same spot – which means you must plan ahead for your moves very carefully. And not to forget the corresponding crew cards which you can acquire with some possibilities for actions. All those challenges demand that you equal or top a target value with the help of the Clix value of your character, a dice roll with a special six-sided die, the character's special abilities, relevant crew cards and other boni.

A turn of a player always starts with the drawing of a Stardate card; those cards result – depending on the chosen level of difficulty – in several situations or events, for instance advancing of the Stardate, attack of the Klingon Cruiser in orbit or it might happen that beaming of a character is not working or that you lose 2 clix on your character straight away. The card also determines the number of actions a player can implement in this round. The worse the events from the card are the more actions

the player has.

Depending on the location of the character there are several possibilities how you can use those actions. Only on board of the Enterprise you can use sickbay to heal the Clix value (roll of the six-sided die) of your character or start an attack on the Klingon Cruiser (attack Clix value of the Enterprise + die roll) or you can beam down to the planet on a location of your choice. On Nibia only you can pick up a Discovery Token, move one step or beam back to the Enterprise. On both locations you can draw an Energize Card which yields new crew members, several action cards for ship repairs and other possibilities or you can use the special ability of your character or you can hand over a crew member to another player provided both figurines are located on the same spot. The most important aim is of course to meet one of the challenges on the planet and, before that, find the location cards for the three main missions. In order to do so you can use Spock's special ability to look at a face-down card and replace it face-down. A bit of memo had to happen for Spock the Master Mind, as he shunned the Vulcan Academy and attended Star Fleet Academy. Each action with the exception of beaming can be implemented any number of times in a player's turn.

Now I would like to take a closer look at the challenges. You turn up those challenges when you enter a spot on the planet surface. Many of those challenges should be coped with before a certain Stardate, which puts immense pressure on all players; if you need to choose between challenges you should try to meet the one or those which contribute the most points to the respective primary target.



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

In the days before Easter Spring Cleaning is on the agenda, after the dark days of winter we want to let the sunshine in.

Do we need Spring Cleaning for our games cupboard, too? Could a Spring Cleaning make sense?

You have your favorite games stacked in the cupboard and keep them in benign retrospection. But are those memories still up to date?

Didn't we see over the last years that new games can provide unexpected fun, very often better and different from many of the classics?

You might begin to ponder if your games might be still current, are your favorites really still your favorites?

You can check this easily! Take them out of the cupboard and play them again! Turn your Spring Cleaning into a trip back into your gaming past!

And if you realize that things have changes, then now is the time to allocate the space in the cupboard anew. Once a year this could be a good idea!

Therefore have fun when reading this issue and if you would like to have more information, take a look at our database LUDORIUM, at <http://www.ludorium.at>. In our database you can find currently more than 28.000 texts and more than 20.000 images.

WIN The Games Journal can now be read as an eBook even on a Kindle, too (in German and English) and is therefore even easier to read on modern devices.

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The outcome of a challenge or the Stardate also determines which additional mission cards are used for the primary targets. Some challenges are so difficult, that you either must assemble several characters on the respective spot – each additional character adds +2 to the target value – or you must have a lot of useful crew members or action cards at hand that you can use or be extraordinarily lucky when rolling the die. A player can also intentionally fail to cope with a challenge successfully in order to try to meet the challenge again immediately or later in order to achieve a higher target value, but this incurs a penalty Clix which in turn can lower his values and he might make healing by Bones or on the ship necessary.

Only over the course of several games players will fully understand how the mechanisms work that were so perfectly created by Reiner Knizia to interact with each other. If you upgrade the level of difficulty accordingly by demanding implementation of all three events on a given Stardate card instead of one or two if can get really difficult to avoid destruction of the Enterprise or the Arrival of the Klingon Fleet before you have accomplished all three missions. Sometimes it can get very, very tight. In two of my games the last primary mission was accomplished on the last possible day, im-

mediately before the arrival of the Klingon Fleet, in another game only one more shot would have been necessary to destroy the Enterprise.

There is one drawback to this game that is a drawback common to all other cooperative games (albeit those without a traitor, mind you!), and that is one player promoting himself to game master and tells the other players what to do or tries to influence other players' actions massively. Especially Star Trek Expeditions is easy prey for such a player as you cannot show the cards you hold but may talk about them.

Notwithstanding I can recommend Star Trek Expeditions without any reservations to each Star Trek Fan and especially to all fans of the genre of cooperative board games. At this Stardate or point in time (01/2012) the game is only available with cards and tiles featuring text in English, but with German and English rules. And of course I must tell you that soon (in 2012) there will be published an expansion with three additional Bridge Officers from the Enterprise – Scotty, Chekov and Sulu – including new special abilities. Then you will also be able to play with five players. I myself do especially look forward to diverse other expansions, because, after all, the Romulans want to play their part, too.. ☑

Gert.Stoeckl@spielen.at

INFORMATION

Designer: Reiner Knizia
Artist: Chris Raimo, Ed Repka
Price: ca. 45 Euro
Publisher: WizKids 2011
www.wizkids.com

PLAYERS:
1-4

AGE:
14+

TIME:
60+

EVALUATION

Cooperative space adventure game
 With friends
 Version: en
 Rules: de en
 In-game text: yes

Comments:
 Components only in English * Adjustable level of difficulty * Planning and cooperation are essential * Topic and mechanisms go well together

Compares to:
 Shadows of Camelot, Battlestar Galactica (without traitor)

Other editions:
 Currently none



My rating:



PROFIT OUT OF DESTRUCTION

RUHM FÜR ROM

FIRE SALE

Lookout Games, publishers of games now considered epoch-making like "Bohnanza" or "Agricola", present the German version of "Glory to Rome" (the original was published in 2005 by Cambridge Games Factory), set in Imperial Rome after the great fire of 64 AD. Each player tries to build the city anew, nonetheless pursuing goals of their own since everyone wants to get the most valuable buildings, most of the riches as well as attract the best customers for their temples and stores.

Although Lookout Games announce "Glory to Rome" on their website under board games, it is in fact a card-based game. Every player gets a play-sheet, containing vital information and storage-space for the cards. Then all 144 Order cards are being shuffled thoroughly and everyone is dealt four of them plus one Senator Card. Five cards seems to be intended as a rule-of-thumb hand limit, although it may and will be exceeded from time to time; more on that later. Each card is used in several ways in the game. It serves both as a "patron" or "client", but also as money, building or raw material / resource.

The randomly selected starting player decides whether to play a "leader" card or better to wait for one round and reflect. Reflecting allows the player to fill his hand to the hand limit or to draw a face-down card or take an additional Senator card. This may often result in exceeding the hand limit – the rules do not ask to discard cards in that case, though. If the starting player chose this action, the round ends immediately and the left neighbor becomes the new starting player.

Playing a "leader" card triggers a somewhat longer round. The starting player chooses a card or a senator from his hand to perform the leader-action. The possible leader-actions (6 different roles) are conveniently detailed on the player sheets, on which the players also place their money, clients, building materials and finished buildings. Once the leader-action was taken, the other players in seating order decide whether they want to follow the leader and would thus perform the same action, or prefer to reflect / think, in other words pass and draw additional cards in that round.

The leader-action offers 6 different roles.

As a Patron you hire clients who help you in later rounds to perform the follow-the-leader-action – if this client matches the current round's leader.

As a Merchant you may put one card from your raw material stock into your Vault. Try to move the most valuable cards there, because each card's imprinted value counts as a victory point at the end, on the other hand, one should also have more cards of any sort than the other players to get the Merchant Bonus.

The number of cards that can be moved to the Clientele or Vault spaces is limited by the current Influence value (initially 2 points). Thus you may have 2 clients and 2

Martina, Martin & Markus

Glory to Rome offers a challenging tactical game with a nonetheless high factor of chance, which plays best with three players.

cards (of whatever coin value) in the Vault at the start of the game. More Influence is gained by completion of a building. For this one needs Architects and Craftsmen. Both perform similar activities. They lay foundations (put a card onto a building site in order to start a new building) or add building materials to an already started building. Architects take the cards in question from the stockpile, Craftsmen draw from the player's hand. By the way, buildings outside the city walls (special cards) are more expensive.

The stockpile is replenished by Laborers and by Legionaries. Laborers take a card from the Pool (the discard pile, so to speak), Legionaries, however, take from the Pool and steal from the hands of the neighbors (if they hold cards specified by the Legionary's player).

Senators can be used to take on any role. You can also use two cards of the same kind to take on a different role instead (e.g. 2 patrons make 1 legionnaire).

The buildings that need to be set up are each to be built of one kind of material (e.g. bricks). There are cheap ones and there are more expensive buildings (and therefore more valuable concerning victory points).

GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

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

The BAR in the evaluation box displays color codes for up to 10 features of a game.

USER GROUP

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

Kinder:

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

Familien:

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

Freunde:

Young people and adults play together as equals

Experten:

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

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of "family games"! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games! Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

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

Empty boxes: This feature is neglectable or not present
One colored box: This feature is present, but not essential
Two colored boxes: This feature is present and important in the game
Three colored boxes: This feature is dominant and essential

Chance:

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

Tactics:

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

Strategy:

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

Creativity:

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

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

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

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

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



For the cheaper ones less building material is needed, but they also yield less Influence (and eventually victory points), the completion of the more valuable buildings generally takes longer, but you gain more Influence. Many finished buildings yield additional benefits (e.g. more Influence or special actions), some of them directly upon completion of the building, others can be used from this point on in each round. These special benefits should be looked at thoroughly at any rate – there is an appendix to the rules dealing with these functions extensively, because the printed text on the cards is too short and may lead to confusion.

There are several ways to end the game – for example by completion of a certain building (Catacomb) or when the draw deck is exhausted. If a player is clearly in the lead, players may also decide to give up on his behalf. Then count the victory points – Influence and the points' value of cards in the Vaults (and some other bonuses, e.g. from buildings or tasks fulfilled) are added, the highest grand total wins.

"Glory of Rome" is a challenging strategy game, there are, however, chance elements as well, your strategy being influenced by the cards you have on your hand or which may still be in the draw deck. The multiple options of using Order cards (as a role card, or as a resource card etc.) make the game

very interesting, but probably rather complicated for beginners and inexperienced players. The game is designed for 2 – 5 people. Three is probably the ideal number of players, since some actions may take very long to perform in their entirety (for example when employing a lot of clients as well as using all of your buildings' benefits). The designers' suggested playing time of 60+ minutes was exceeded in every test game. Two player games lasted about two and a half hours; three player games lasted three hours. The suggested age (12+) seems justified, taking into account the rather long playing time and the game's complexity.

The rules are well stated and easy to understand, the playing sheets are helpful as well, because of the summary of possible roles and actions provided there. This edition of "Glory to Rome" provides also an expert version (additional cards).

An error has crept into the illustrations or was intentionally added – the Senator cards show a female senator, which was absolutely out of the question in ancient Rome. Anyway, "Glory to Rome," can equally be enjoyed by players of any sex. ☑

Martina & Martin Lhotzky
Marcus Steinwender

INFORMATION

Designer: Carl Chudyk

Artist: Ed Carter

Price: ca. 20 Euro

Publisher: Lookout Games 2011

www.lookout-games.de

PLAYERS:
2-5

AGE:
12+

TIME:
120+

EVALUATION

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

Comments:

Very attractive multiple functions of the cards * A few games will be necessary to get acquainted with the cards * Very nice and fun to play

Compares to:

Revolte in Rom, Ohne Furcht und Adel

Other editions:

Glory to Rome, Cambridge Games Factory



My rating:



FEEDING, LAYING EGGS, FIGHT

EVO

THE HARD LIFE OF DINOSAURS

EVO was initially published by the French Company Jeux Descartes in 2001. It was probably addressed more to families as the graphics were very "naïf" and colored. Then in 2011 Croc, a very well known French Role Play gamer and game designer (many RPG and, recently, Age des Dieux et Claustrophobia) decided to re-edit some games of the now dead Descartes range with his new Company "Studio Descartes", and he started with a new edition of EVO.

The following review will compare the two editions of this game trying to explain to the readers the main differences: we will refer to "E1" for the first edition and to "E2" for the second.

Let's start from the box: the happy group of brightly colored smiling "cartoon like dinosaurs" of E1 has been changed in E2 with a beautiful paint that show the deadly duel between a Tyrannosaurus Rex and a flying Pterosaur.

The map of E1 is composed of TWO double sided half-boards that could be composed in 4 different ways (front 1+ front 2, front 1 + back 1, etc.) in order to have a different map to use with 3-4-5 players. E2 has two complete double-sided maps: board 1 is larger and is used for 4 (front) or 5 (back) players, while board 2 is smaller and is used to play with 2 (front) or 3 (back) players. Of course the "zones" inside the maps are of the same types ("yellow" beaches, "green"

plains, "brown" hills and "white" mountains) but their number is different in the two editions. Some "white stars" indicate the starting areas in both games, but in E1 only one dinosaur is placed on the map at the beginning, while in E2 players start with 2 beasts. E1 has also 5 small rectangular identical boards, one for each player, to be used to improve your dinos with the "genes" that you will gain during the game. E2 has 5 large and beautiful boards, each depicting a different beast: of course also these boards are used to show your new "genes".

The betting tables (called "biology laboratory") of E1 and E2 are very similar, but E2 has better graphics. Each table shows 6 columns (for betting) and a player order track. The climatic tables are completely different: E1 has a rectangular board with arrows connecting a climatic zone to the others and shows the dice numbers necessities order to make the change. E2 has a wheel (circular board with moving arrows) and shows the consequences of the different climates using colored circles (see more details later): the passage from one kind of climate to another is done with special tokens revealed at the beginning of each turn (and not with a die).

Finally E1 has 50 wooden disks (10 in each color) to be used as "dinosaurs", 5 wooden cylinders (1 for each player and color), five colored cubes to mark the Victory Points

(VP), 62 small rectangular tiles (the "genes"), 1 black disk for the climatic table, one gray disk for the meteorite that will end the game, 26 "event" cards, one D6 die and a black bag (for the gene tiles). E2 has 40 wooden dinos (8 in each color), 5 colored cylinders, 13 round "climate" tokens (one of which is the "meteorite"), 36 "normal genes" tiles, 12 "special genes" tiles, 88 PM markers (used to mark VP and to pay the bets during the Mutation phase), 15 "event" cards, a special D6 die for the combats and a black bag. Let's look now at the game's flow: I will use

Pietro Cremona & Davide Genestreti

An attractive game on majorities, all in all more streamlined and interesting than the first edition

E2 rules and I will make notes when E1 is different.

After selecting the right board for the number of players, each get his 8 dinos (10 in E1), his bidding marker (colored cylinder), the personal board and 6 PM. Each "beast" starts the game with two fixed "genetic" characteristics: 2 "legs" and 1 "egg". This means that you may use TWO moves each turn (moving one dino two areas or two dinos one area) and that you may have one "baby" per turn. During the game you will get extra "genes" that will mutate your beast (more legs, more eggs, horns for combat, fur layers to survive in cold zones, thermoregulation layers for hot zones, and a certain number of special "genes" that will give extra capacities). E1 does not have the "special genes" but had "tail genes" (not included in E2), used to determine the first player in each turn, but it has also some special capacities acquired with the event cards.

Before starting, take 3 climate and the "meteorite" tokens and mix them together be-



fore placing them (face-down) on the table: then add to the pile the other 9 tokens (also face-down). The game will immediately end the moment the "meteorite" appears, so a game of EVO may last from 9 to 13 turns. In E1 you have a specific "track" and you start throwing dice to determine the end of the game after 9 turns: the more you advance the more likely that the meteorite arrives.

Randomly place the player markers (colored cylinders) in the turn order spaces inside the biology laboratory to determine the first turn order. Place the 36 genes in the bag and randomly add 8 specials (discard the remaining 4 specials without looking at them). Finally mix the event cards and place them near the board.

Each player places two of his dinos on the board, on the white stars (only one on E1). The first player may now start turn 1. Each turn is divided into 5 phases:

In Phase 1 (Climate) you reveal the first climate token and you adjust the wheel accordingly, turning it 1 or 2 positions clockwise or anti-clockwise as depicted on the token. The wheel now shows which is the "ideal" terrain on this turn (nothing happens to the dinos), and which are the "hot" terrains (you need thermoregulation genes to survive there), the "cold" terrains (you need fur layers genes to survive) and the lethal terrains (nobody may survive there). For example at start the wheel shows the beaches as ideal, plains as "cold" and hills and mountains as "lethal".

Here we have a major difference to E1 as it used 1D6 to change climate every turn and you could move forward only ONE section per turn (with 3-4-5-6) or backwards (with 1) while with a "2" there was no difference. Climate changes in E1 had a more regular cycle (torrid, temperate, cool, cold, cool, temperate, torrid) and you were able to better program the moves of your beasts.

In Phase 2 (Mutation) some genes are extracted from the bag and put on the biology laboratory (one per player and one in each column, and they must be all different). In E1 this operation was done at the end of each turn. Starting with the first player, in turn, everybody may bet a certain number of PM on one column of the laboratory to get one of the exposed genes. If someone bets higher on your column you have to move your marker in a different column: betting proceeds likewise until there is only 1 marker per column. Players then pay the PM they bid and take the gene: the turn order is rearranged using the column orders (i.e. the player who won the gene of column 1 will be first, etc.). Please note that column 1 does not give you any "gene" but only the opportunity to take an event card

(that may give you some advantages during the game or penalties to your opponents). Finally the number of dinos on the map is counted and the players with most beasts move backwards on the turn order.

In Phase 3 (Movement) we finally set our animals free to explore the map: you may move as many zones as you have "legs" on your personal table and it is up to you to decide if you will move one beast for more than one zone or different beasts just one zone each. With the movement you may transfer your dinos from one dangerous area to a safer one (always keep an eye at the climate wheel in order to understand where to put your dinosaurs, if you want them to survive). One beast per area is the maximum allowed and you cannot cross an occupied area. If you wish to enter an area occupied by another player's beast you must fight and try to push it out.

Combats are decided with the special die and only 5 results are possible:

- One of six faces shows a "cross" - the attacker lost the fight.
- One of six shows an automatic victory symbol.
- One of six shows that you win if you have the same number of horns as the defender
- Two of six shows that you win if you have at least one horn more than the defender
- One of six shows that you win if you have at least two horns more than the defender

If the attacker wins it enters the zone and the defender is eliminated: if the defender wins both beasts remain in their areas and none will die. If you still have some movement points available you may attack again in the same area.

In E1 combats were more deadly and depended on 1D6 die and the number of horns of each player: for example if you attacked with the same number of horns you could win with a "1" or a "2"; with 2 horns more than the defender you could win with "1-5", etc. The loser was ALWAYS eliminated. In Phase 4 (Birth) your beast will enjoy new "children" (one per "egg" on your personal table) and these babies are placed in zones adjacent to your dinosaurs. In E2 you may also place a new baby near a newborn one (thus forming a sort of chain, if you wish) and you will usually take this opportunity to "cut off" vital zones for your opponents who sometimes will not be able to safely put new babies on the board (thus the importance of the turn order). In E1 the babies could be placed only adjacent to their parents.

In Phase 5 (Survival) players must check if some of their dinos die: you look at the different areas and you check the climate wheel. In ideal terrain all the animals survive,

in hot terrain only those that have thermoregulation, in cold terrain only those with fur layers, and every beast die in the lethal terrains. The same system was valid for E1.

Then a new turn starts and you look at the following climate token, adjusting the wheel, and so on until the meteorite appears: when this happens the game stops immediately and the player with most PM win.

Some personal considerations about the differences in "playing" the two games:

(1) - Having 2 dinosaurs less E2 becomes a more strategic game: you need to keep your beasts well positioned in zones where you may easily reach the "ideal" terrain or zones that you may use with thermoregulation and/or furs. E1 was a more "crowded" game and thus more aggressive and tactical: you really "needed" to attack other beasts in order to gain a good terrain.

(2) - The "special genes" of E2 are very important and some of them may be very strong if you get them: for example "KILLER BABY" gives you the possibility to put a new baby in a zone with an opponent's dinosaur, with 60% chance to kill him; "WINGS" allows one of your beasts to move 2 zones paying only 1 point, and you may fly over a zone with another dino; "LARGE HORN" give you 2 extra points in combat, etc. Betting for the strongest genes is an important characteristic of the E2 game: E1 had no special genes but you could have in the biology laboratory two or more genes of the same type (not allowed in E2).

(3) - Betting becomes more difficult in E2: if you are displaced from a column you cannot bet immediately for the same column again, but you have to search a new one. So if you desperately need a particular gene you cannot bet too low ("0" or "1") because you risk to be overbid and lose the opportunity: in effect you may be unable to go back to that column if nobody attacks you again. In game E1 immediate overbid on the same column was allowed.

(4) - In E2 it is possible that the climate may change of two zones in a single turn and this is the most shocking difference, and it may happens that a very bad climate will kill most of your dinosaurs because they are unable to move to safe zones in just one turn. I do not know if this change was made on purpose or not, but we do not like this rule: therefore I suggest avoiding it and moving the wheel only one space even if the two spaces token is turned.

(5) - Event cards have been completely reconsidered: E1 had 26 very powerful cards that often gave a chaotic feeling to the game and a sense of frustration to the players (unable to counter some nasty at-

tacks). E2 has only 15 "more gentle" cards and some of the powers of the old cards have been transferred to the "special genes". This allows the players to decide if they really need or want a special power, but they must bet high to get it, thus losing VP.

In summary the new game is really more attractive, more refined and more interesting. Play is quite different in the two editions: in E1, with more dinosaurs that had to search for safe terrains every turn there was a lot of bitter attacks and the losers were always eliminated (remember that in E2 only defenders are killed if they lose a combat). As a consequence the situation on the map changed quickly from turn to turn and sometimes alliances were really a necessity: a sort of "kingmaker effect" was also possible. E2 is less bloody and invite to better program your strategy, moving your dinosaurs with tactical order to try to have the maximum of safe zones at your reach on the following turn.

The only rule that we do not like on E2 is the "two climatic zones" change because we think that it may have a too high impact on a otherwise very well balanced game: but "house rules" are there to be used, isn't ? ☒

Pietro Cremona & Davide Genestreti

INFORMATION

Designer: Philippe Keyaerts
Artist: S. Poinsonet, S. Gantier
Price: ca. 32 Euro
Publisher: Studio Descartes 2011
www.de.asmodee.com

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

EVALUATION

Placement and bidding game
 With friends
 Version: de
 Rules: de en es fr
 In-game text: no

Comments:

Fantastic graphics * Rules changed in comparison to the first edition * Changes are nearly all improvements * Topic and mechanisms go very well together

Compares to:
Evo

Other editions:

Asmodee editions in English, French and Spanish



Axel Meffert Passed Away - Kosmos Verlag Stuttgart mourns his long-time CEO

On March 13, 2012, Axel Meffert, the long-time CEO of Kosmos Verlag, Stuttgart, has passed away due to a severe illness. He was sixty-four years old and had been a member of the Executive Board of both Kosmos and Belser Verlag since 1995.

Axel Meffert was born on 27th of September 1947 at Bad Harzburg, studied Biology at TU Braunschweig from 1966 to 1971 and followed this up directly after obtaining his Biology Diploma with a course in Sociology at Göttingen University. Over a period of then 10 years Axel Meffert devoted himself as a teacher, an instructor of teachers, as a scientific assistant and editor-in-charge of the monthly publication "Unterricht Biologie" to the manifold didactic options for formatting and preparing scientific topics. It must have been during those times that Axel Meffert discovered not only his passion for relaying knowledge, but for being a mover, a doer and a publisher.

In 1987 he accepted the position of Program Manager of the Books department, followed this up a few years later with two years working for the Meister Verlag in Munich and returned to Kosmos in 1993 in the position as Publishing Manager. Since 1995 he was CEO of Kosmos. This appointment turned out to be an exceedingly felicitous choice for all areas of the Kosmos portfolio – for Books as well as for the Experimental Kits and Board Games.

Axel Meffert turned out to be the nearly perfect entrepreneur and publisher: Matter-of-fact and result-oriented in all matters of company economics, passionate and open for innovation in all matters of program development for all branches of Kosmos.

In the Book Department the turnover has more than doubled during Axel Meffert's aegis. He intensified and broadened the thematic range of the guidebook program as well as partnerships and cooperations and

the expansion of the program of Children's Books, spearheaded by „Die drei ???“.

With a keen sense for new didactic and thematic challenges Axel Meffert has guided the urgently needed re-launch and expansion of the Kosmos Experimental Kit range. The classic experimental kits for physics and chemistry were augmented under his aegis with products featuring latest technologic developments and catering to the new demands from children and parents as regards to educative toys. In the Technology range the new experimental kids introduced photovoltaic, solar energy and, especially spectacular, fuel cell technology to children and adolescents. At the same time Axel Meffert sped up the development of a number of budget-priced introductory experimental kits with a high experience level. As a patient and exact observer and listener Axel Meffert had realized that market demand was for products enabling children to try out different subjects with a rather low financial demand to find out their fields of interest, always keeping an eye on keeping up the fun.

Both the standard guidebook program and range of books on nature as well as the leading experimental kits were familiar terrain for Meffert, the scientist. Entirely new for him in 1995 was the world of board games. That his crowning achievement as a publisher happened in this area tells a lot about his entrepreneurial zeal and ingenuousness. In his seventeen years as CEO of Kosmos the publishing house grew from an economically rather unimportant small company into one of the leading game publishers in Germany. This was only possible because Axel Meffert had the rare talent to again and again create in himself, as well as in his employees, new innovative fun and enterprising spirit. Again and again Kosmos started new successful developments: The "Settlers of Catan" published by Kosmos introduced the winning concept of "Games Family", out of the legendary Kosmos range of "Games for Two" grew an entirely new type of board games and with great enthusiasm and zest Axel Meffert furthered the alliance of Literature and Games which over a long period remained a nearly exclusive domain of Kosmos.

How did this man, how did Axel Meffert manage to do all this? Books, experimental kits, games! And besides all that still have time to listen, time to discuss, time to be patient? Very easily? Yes, very easily, and therefore so rare: Axel Meffert wanted to be enthusiastic and could be enthusiastic – for everything that he did. He was a publisher body and soul and very successful!

Fritz Gruber

AFTER A NORMAN RAID

TOURNAY

HOW TO REBUILD A TOWN

It is amazing to see how many games use the name of existing towns: after Carcassonne, we got Caylus, Strasburg, Troyes, etc. and now it is up to Tournai, a Belgian town on the river Escaut founded as a Roman "castrum" (Tornacum) in the third century and then passed under the Franks domination: destroyed in the year 881 by a Norman raid, Tournai went under the French domination in the 12th century, then under the Flanders, and again France, Austria and France, until it became a Belgian town (very close to the actual border with France).

The game TOURNAY starts just after the 881 Norman raid and ask the players to help to rebuild the town: the players that liked TROYES (the first game from Pearl Games) will surely like also Tournay. The two games have in common a similar graphic (that give a good "medieval" feeling all along the game), some concepts of work placement (allowing you, for example, to pay for the use of workers of other players), colors, etc.: but do not think to find a "clone" of Troyes as the two games are quite different.

Tournay in effect is a card game combined with workers placement (to purchase and/or activate the cards).

When you open the nice box of TOURNAY you will find a small double sided mini-board that shows the center of the town (on the front side) and the Victory Points

(VP) track (on the back): it is placed in the middle of the table and it used for the set-up of the cards and to host some extra workers. You also find 90 cards for the basic game (in three colors, RED for Military, WHITE for Church and YELLOW for Commerce, as in Troyes), 18 cards for the expansion, 33 workers in three colors (again red, white and yellow, but each type as a different "shape", nice touch ...), 4 scoring markers (to be used at the end of the game to mark the VP), 15 Event cards, 20 round markers (showing gray workers or building damages), 6 Players Aids in three languages (French, English and German as it is the Rules booklet) and a handful of Deniers (1,5, 10).

Each player takes 1 Plaza card (used to host the available workers), 6 workers (2 per color) a scoring marker and 6 Deniers.

Then the 90 "action" cards are sorted per color and per "level" (I, II and III) and are placed in 9 small decks (covered) in a 3x3 grid below the mini-board: the players will take cards from those 9 decks and will place them in their own "district" (also a 3 rows by 3 columns grid).

Cards belong to one of the following categories: Buildings (found in Level I and II), Characters (Level I and II) and Prestige Building (only at Level III). A small icon helps players to understand to which category each card belongs. Each deck also has a "town

crier" card with a specific task that we will examine in detail later.

A few "icons" are printed on the cards: on the top left corner there is the cost to build the card (in Deniers) and the VP that it will grant at the end of the game (if any). On the bottom there are other icons that explain the use or the characteristics of that card: when you play for the first time you will surely encounter some problems in understanding those icons and you need to constantly refer to the Player Aid Chart, but after a few games everything will be easier.

When your turn arrives you may do two

Pietro Cremona

Tournay provides a nice and intriguing game if you take the time to play it more than three or four times

things:

- Play a card from your hand (optional): you pay the amount of Deniers printed on the high left corner and you place the card on your District. Some Prestige Building may require an extra "offer" in order to be used (sacrifice a worker or discard another card). You may play a card on top of an existing one, if necessary: if the cards have the same colors the old one remain on your district (cannot be activated anymore but gives you its VP at the game's end), otherwise the old card is discarded (and placed under its original deck). It is important to remember that once placed a card cannot be moved anymore.

- Perform ONE action (mandatory): you may freely use your workers or you may pay 2 Deniers (per worker) to use your opponents' ones



Workers allow you to do one of the following actions:

- Draw a card: you pay the same number of workers of the card's Level and the same color of the deck that you want to use. For example to take a Red Level II card you just have to "lay down" near your Plaza TWO Red workers. If you use one or more workers from your opponents you pay them (2 Deniers per worker) and you lay them down near their owner's Plaza. After having placed the workers you take the first TWO cards of the selected deck, you look at both, take one and put the other (exposed) on top of the deck. If a card is already exposed on top of a deck you may take it in your hand: otherwise you discard it (under the same deck) to take the following two. If one of the cards is a Town Crier you show it to everybody, then you place it under the deck and you take another card: the game immediately pauses to resolve the Events (see later).

- Activate one of your cards: you put one of your workers in your District, on top of one of the "unoccupied" cards of the same color and you perform its effect. If you want to use an opponent's workers you lay it down near his Plaza and you place a round marker (showing a GREY worker) on your card as a memory that it has been already activated.

- Combat an Event: this is done in two different ways, as explained by the icons printed on the Event card (either using 2 workers of the same color or 1 worker and 1 Denier): the workers are lay down near their Plaza and the money goes back to the bank. The Event must have already at least 1 Denier to be attacked. You keep the card in your hand (from now on it becomes a WALL, as indicated on the back of the card) and replace it with another one from the Event deck.

- Earn Deniers: you use one or more of your workers of the same color (laying them down near your Plaza) and you take 2 Deniers from the bank for each of them.

- Gather your workers: all your workers (those on the cards and those lay down) come back to your Plaza STANDING. You may also discard any round markers (grey workers or damage) that you have on your cards.

EVENTS are triggered by the Town Criers, as we have seen: play immediately stops and 1 Denier is placed on each Event card (if there are still empty circles). Then for each Denier on each card the players are affected once and must "pay" the consequences (laying down workers, losing money, putting a damage marker on their cards, etc.) or take a benefit (if you have the most cards and workers on the listed color you gain 3 Deniers). The only way to defend against an Event card is to play a WALL card from your hand. Each used Wall Card will give you 1 VP.

The Game ends in two ways:

- When TWO players have completed their District (9 cards visible) with at least TWO Prestige Building (PB).

- When ONE player has completed his District and a certain number of Town Criers already appeared (one more than the players) You first consider the Bonus VP granted by the PB: there are two numbers on each PB, the first is applied at the card's owner and the second to all the other players (For example the Yellow City Hall gives 2VP per yellow worker to the card's owner and 1 VP per yellow worker to the other players).

Then you add the VP granted by each card of your District and 1 VP for each Wall that you used during the game (not the ones that you still have in hand).

Victory goes, of course, to the players with most points

TOURNAY is a simple game, looking at the mechanics, but the real problem is getting acquainted to the "effects" of all the cards: this will take at least 3-4 games, after which you may finally have a better idea on which strategy to use, based on the first cards that you took from the decks. Initially it is suggested to get Level I cards that gives you some extra money (the yellow Quarry or the white Hospital, for example) because they are cheap to place (1 Denier) and you need to make some "reserve" in order to pay the cards of level II (that cost 3 Deniers) or level III (5 Deniers). Also remember that the Characters' "bonus" is activated only if you place or activate a Building on the corresponding row or column, so if you find a "good" Character (Journeyman, Councilor, Priest, etc.) place him in a good available position in your District in order to use it many times.

After having collected a couple of "good" Characters and 2-3 building cards try to acquire a Level III Prestige Building (PB) as its bonus may decide your final strategy: if, for example, you find the White "Saint Brice" PB you know that you have to take as many cards in different colors as possible because Saint Brice will grant you 4 VP for each group of 3 cards of different colors. If you got the Red "Pont de Trous" you have to collect cards that will allow you to purchase extra workers (the best is the White Level II Monastery card that will allow you to purchase a worker of any color when activated) as you will get 3 VP for each group of 3 workers of different colors, etc.

Once you have an idea of your strategy you have to search the necessities cards in the right decks so don't lose time in decks that will not grant you what you need.

Of course the more PB you have, the more VP you may collect at the end, but remember that each PB must be played on your District and will occupy the space of another card, so I think that 2 PB are usually enough to prepare a good winning strategy.

And do not forget that a card can be superposed to an old one (a mistake that is often done in the first games): this is especially effective when you have a card that is very useful at the beginning (for example the Yellow Level I Farmhouse that gives you 1 Denier for each "unoccupied" space of your District) and that becomes very poor later. Always try to superpose cards of the same color, if possible (in our example the best will be Level II Tollbooth over Level I Farmhouse, because it will give you 1 Denier for each "occupied" space in your District...), as the VP value of ALL the cards in your District is counted at the game's end.

TOURNAY therefore is not a game for the casual gamer or for families (and you need to play it a few times just to learn how to properly use the cards), but it is a nice game and if you accept to test it deeply you will be well rewarded later, coming back to it many times. ☑

Pietro Cremona

INFORMATION

Designer: Dujardin, Georges, Orban

Artist: Alexandre Roche

Price: ca. 25 Euro

Publisher: Pearl Games 2011

www.pearlgames.be

PLAYERS:

2-4

AGE:

12+

TIME:

60+

EVALUATION

Card management game

For experts

Version: multi

Rules: de en fr

In-game text: no

Comments:

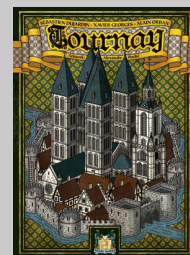
Not easily accessible, needs several trial games to get familiar with the game * Very nice implementation of the Worker Placement mechanism * Several different winning strategies are possible

Compares to:

All Worker placement games with card activation

Other editions:

Currently none



AGRICOLA WM DECK

WORLD CHAMPIONSHIP 2011



Agricola was and is one of the most successful games of the last few years in the genre of games for experts or for complex games. You improve and expand your farm, build and renovate huts, till the soil, have a family and look after your livestock. For the first Agricola World Championship 2011 in Vienna designer Uwe Rosenberg and

friends have created a special World Championship Deck. The deck comprises 60 Minor Improvements and 55 Occupations, split into five mini-decks – Alpha, Beta, Gamma, Delta and Epsilon; each deck comprises 11 Occupations and 12 Minor Improvements. The cards were developed and tested by players who play Agricola online



at play-agricola.com, the final development and editing was done by Uwe Rosenberg and Chris Deotte.

For an example of the cards the cards in one of the mini decks – Alpha – are listed by name: Amazon, Attic, Apple Picker, Borrower, Buried Treasure, Cloister Dweller, Contractor, Cookies, Drained Pool, Edible Roots, Food Connoisseur, Godfather, Hedge Master, Hoarder, Keys, Lamp Oil, Open Gate, Price-winning Sheep, Ruins, Steamer, Sunday Worker, Undisturbed Pond, Village Fool. This deck can be played as a stand-alone set or used with the core game and all other decks and expansions, just like the Gamer's Deck.

One mini deck alone makes one want to immediately try all the wonderful possibilities and opportunities offered by these cards; so this expansion again is a must for all fans of card-driven agriculture, but you should have some experience with playing Agricola the core game before trying out this expansion. ☑

INFORMATION

PLAYERS:
1-5

AGE:
12+

TIME:
150+

Designer: U. Rosenberg & friends
Artist: Klemens Franz
Price: ca. 13 Euro
Publisher: Lookout Games 2011
www.lookout-games.com

EVALUATION

Worker placement game
For experts
Version: de
Rules: de en
In-game text: yes

Comments:
Expansion comprising five mini decks* Stand-alone or to be combined with all other decks and expansions* For experienced Agricola players

Compares to:
All other decks and expansions for Agricola

Other editions:
World Championship Deck 2011, Z-Man Games



BATTLESHIP

DAS SPIEL ZUM FILM



Battleship - a new version of the classic game, this time based on the film of the same name. As in all versions of this game each player places his ships on his board, the opponent must guess the positions correctly to sink the ships. Corresponding to the film the adversaries this time are Navy versus Aliens; the game without electronic components

is packet into a carrier box that splits into two game boards, complete with components. The rules offer four different ways to play the game: In the classic version players alternate in naming coordinates, the other player states if a hit or a miss was achieved at these coordinates; both results are marked accordingly. A ship has



been sunk when all of its individual positions – they vary from 2 to 5 depending on the kind of ship - have been hit = named. Within this classic version you can play the volley version – you fire as many shots, that is, name as many coordinates in your turn as you still have ships in your fleet. In the standard game using mission cards you draw the top card from your deck and follow its directions; in the expert game with missions you draw 5 cards for your hand at the start of the game and can then in your turn either draw two cards – there is a limit of 10 cards for your hand at the end of the turn - or play one or two cards and follow its or their instructions. If you are first to sink the opposing fleet you win.

A classic standard in the true sense of the meaning – always good, always a good deduction and logic training, always top components and design and always excellently geared to the topic. ☑

INFORMATION

PLAYERS:
2

AGE:
7+

TIME:
30+

Designer: not stated
Artist: not stated
Price: ca. 25 Euro
Publisher: Hasbro / MB 2012
www.hasbro.de

EVALUATION

Deduction and placement game
For children
Version: de
Rules: de en
In-game text: no

Comments:
Based on the film of the same name* Without electronics* Storage box splits into game boards* Four different ways to play

Compares to:
All other versions of Flottenmanöver / Battleship

Other editions:
Battleship Hasbro USA



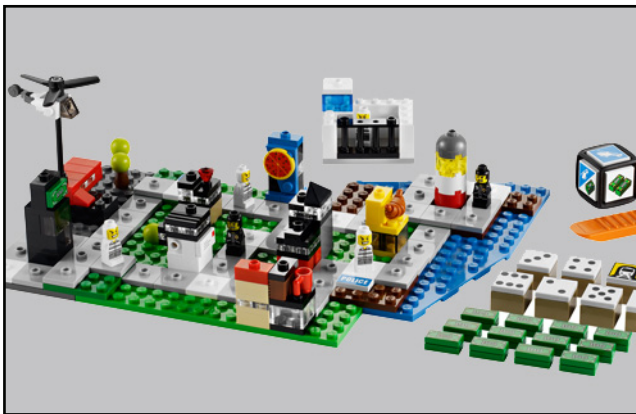
CITY ALARM

POLICEMEN CATCHING THIEVES



Alarm in the streets of Lego City! The thieves must be taken into custody by the policemen. One player or team embodies the thieves who need to steal 10 stacks of money in order to win the game; the other player or the other team play the policemen who must take all thieves into custody. The thieves have the first move, then thieves

and policeman alternate their turns. In your turn you turn up a movement block and move as many spots as indicated. All in all there are 7 such movement blocks, showing numbers 1-6 and a symbol for the subway; when you turn up the subway you move directly to a subway station of your choice. When all movement stones have been



turned up, you turn them back over them and shuffle them before reuse. Should thieves stand next to a building at the end of their move thieves roll the die to determine if they can steal money: If the die shows money they receive two stacks. If the die shows money and a helicopter, thieves get one stack of money and set off an alarm. If the die shows only the helicopter alarm is set off and thieves do not get money. When the alarm is set off policemen can relocate the helicopter on another building, this building is protected, and thieves cannot steal money there. The die is modifiable, the rules list variants: Jail – Robbery, you can relocate policeman or helicopter – or Subway, if you enter a station regularly you can go on to a free station of your choice.

City Alarm fits perfectly into the range of all other Lego games, it is easy and quick, features good standard mechanisms nicely combined and has a high incentive to invent your own versions. ☒

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: not stated

Artist: not stated

Price: ca. 20 Euro

Publisher: Lego 2012

www.lego.de/Legospiele

EVALUATION

Roll & move games

For children

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Modifiable dice * Three versions already listed in the rules * Good for two players * Players can invent their own versions

Compares to:

All other games in the Lego program

Other editions:

Currently none



CYCLADES HADES

HADES OR HEROES AND CREATURES

Players control Sparta, Athens Corinth, Thebes or Argos, and use wealth, troops and good relations to the gods for prestige. By building, intellectual advancement or conflicts you try to be the first to own two metropolises. In each round you place mythological creatures, influence the hierarchy of the gods, earn income, donate sacrifices to

one of the gods and implement actions, which depend on the hierarchy and the available gods. In Cyclades Hades there peace on the island but it is rumored that Hades will return with his phalanxes of Undead and Ghost ships; all city states must prove their abilities in four modules to recruit powerful heroes and to win the favor of the gods. **Free**



Positioning: You bid for starting positions and use only components from the core game only.

Hades & His Undead: In the God phase you roll two combat dice for the Hades track, at value 9 Hades enters the game, replaces one of the gods and allows a player to recruit Undead. At the end of the round Hades disappears and the track is reset to 0.

Heroes and Creatures: A hero is recruited like a mythological creature and remains in play while he lives and his maintenance is paid for. **Divine Favors:** When Hades is not in play you draw a Divine Favor card for the active god immediately above Apollo and receive the additional favor with the standard one. A priestess can be used to pay for hero maintenance or to keep a creature for one more round.

Cyclades Hades offers an interesting and very well working expansion; due to the bidding for the starting position in Module 1 or with Hades the game becomes more conflict-focused. ☒

INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
90+

Designer: B. Cathala, L. Maublanc

Artist: Miguel Coimbra

Price: ca. 30 Euro

Publisher: Editions du Matagot 11

www.de.asmodee.com

EVALUATION

Resources management

For experts

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

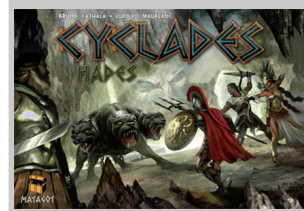
Needs core game to play * Four different modules * Conflicts are easier due to bidding for starting position and Hades

Compares to:

Cyclades

Other editions:

Currently none



DAS HAUS ANUBIS

PFAD DER 7 SÜNDEN

8+

The search for Nina has led the Anubis friends into a mysterious world of fantasy where they stumble upon a mysterious path – the Path of the 7 Deadly Sins. They must follow this path to reach Nina and on their way must master tasks for each of the 7 Deadly sins – Lust, Pride, Greed, Envy, Sloth, Gluttony and Wrath. You move your marker up to

three steps or stay in place. When on a special square the effect of the square is implemented immediately: On Power spots you are given Power cubes. On a card spot you turn up a card from the next Sin stack and implement its effect. If you are on a Task spot you must accomplish a task of the corresponding sin. You cannot pass a Task spot if you have



not yet accomplished this task but must stop your move there and try to accomplish the task. In order to do so you must reach a minimum value that is stated on the Task spot. You can add the value of a roll of the white dice, power stones and destiny numbers on cards to reach this value. Your fellow players can raise the value by the roll of a black die, but pay for it by discarding power stones. If you do not master a task the number of steps for your character is reduced by 1 step, in can only go down to 1; if you master a task your range is raised by 1, up to a maximum of 3 steps. If you are first to master the last task for Wrath, you win the game and bring Nina and your friends home.

Pfad der 7 Sünden is the fourth stand-alone game in the series Das Haus Anubis, featuring a very unusual topic. The games uses standard mechanism very nicely and also features very pretty components, all in all a must for fans of the series. ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
45+

Designer: not stated

Artist: not stated

Price: ca. 23 Euro

Publisher: Studio100 2011

www.studio100.de

EVALUATION

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

Comments:

4th game of the series * 7 Deadly Sins are a very rare topic * Standard mechanism very well combined

Compares to:

Other games in the Das Haus Anubis series

Other editions:
Currently none



DAS KLEINE ICH BIN ICH

WÜRFELWETTLAUF

5+

The book by Mira Lobe tells the story of a little animal that looks a bit like many other animals and goes searching for its identity. After a long journey it realizes that it is simply itself and not anybody else. The game tells the story: players start at the flower meadow and journey from animal to animal. Each player chooses one of the pieces and puts it on the

flower meadow, separates his puzzle and places the parts face-down around the pattern board. Each part is marked on the back with one of the four animals – frog, horse, hippo or dog. In your turn you roll all three dice and can then decide if you want to roll again and which ones to re-roll, all in all you can roll three times. Then you implement the



results: For each self symbol showing on the dice you can move your marker one step forward, if you want. For each animal in your roll you check if you stand on a spot showing this animal; if yes you take a puzzle part marked with this animal, turn it over and place it on your board. You can combine the results of the dice any way you like, so you can take an animal, move one step to reach the next kind of animal and take a puzzle part again. If you are first to complete your puzzle and get back to flower meadow you win.

The animals are pictured with different frequency on the track, frog and horse are present in two sections, dog and hippo only in one, longer section each; so you can use a little bit of tactic in deciding where to take from or horse. The game is a very beautiful and felicitous transformation of the book and the story is still after 40 years, for both readers and players. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
15+

Designer: Wolfgang Dirscherl

Artist: Susi Weigel, Mira Lobe

Price: ca. 27 Euro

Publisher: Selecta 2012

www.selecta-spielzeug.de

EVALUATION

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

Comments:

Game based on the Childrens' Book of the same name * Beautiful, very individual drawings * First tactical considerations on where to pick up an animal

Compares to:

Other roll & move game with collecting items

Other editions:
Currently none



DER GROSSE WURF

THREE TWOS AND 2 FIVES FOR ME!

8+

You try to tumble over the dice already in the arena by throwing your die so that you can take dice out of the arena. When can you take dice? When they show identical results! You start with 6 to 9 dice, depending on the number of players, and place one of them into the arena at the start of the game, showing a random number. In your turn you must throw

one die into the arena; when two or more dice show identical numbers after the throw you take all of them and end your turn. Identical numbers can occur several times; that is, if there are different numbers present more than once, you take all those dice, for instance, two fives and three threes. When all dice show different numbers, you can



either end your turn or throw another die. If you end your turn the die thrown into the arena is lost. Before your throw you can rearrange dice in the arena and then throw the die at those dice hoping to change the numbers on those dice. Dice that show an X after the throw are taken out of the game immediately, regardless of the results on other dice. If you are out of dice after a roll you are out of the game. Should the arena be empty after a throw the next player must throw all his remaining dice into the arena and is out, if he does not achieve identical numbers. Dice that end up in a slanted position are rerolled outside the arena and placed into the arena as it is before checking for identical numbers or Xs. Last one in the game owning one or more dice wins.

This is a really nice mixture of risk, tactic, and vexation, a bit of dexterity and lots and lots of luck! Lots and lots of fun by most simple means! ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
30+

Designer: Dieter Nüßle
Artist: Franz Vohwinkel
Price: ca. 14 Euro
Publisher: Ravensburger 2012
www.ravensburger.de

EVALUATION

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

Comments:
Very simple rules * Lots of fun to play * Pure chance with a bit of tactic and dexterity

Compares to:
First game of its kind

Other editions:
Currently none



ENTHÜLLT

INDISCREET QUESTIONS - TRUE ANSWERS?

16+



The game comprises 150 cards with questions, 30 each on the categories of Love, Sex, Life, Spirituality and Leisure. In your turn you roll the die, take the top card from the resulting category, read out the question and answer it. If you roll the question mark you may think up a question and put it to any fellow player. If you must answer you have 3 minutes to do

so. You can replace questions in the category Sex with questions from the Life category and can play the version "Duty or Truth"; if you do not want to answer or cannot answer you must accomplish a task set by the other players. All non-active players are jury and reward the active player with 0 to 5 points, but not individually, the complete jury must



agree the number of points. The rules do not mention of a task is evaluated by the jury with points, too – I am sure it would be! If you are first to reach a preset number of points – between 100 points in case of two players and 25 points in case of seven or 8 players - you win.

Enthüllt is another new game in the genre of communications game, which attracts attention first due to the size of its box. The mechanisms are standard ones for such games, you should answer more or less indiscreet questions as truthfully or as fanciful as you can; a nice detail is the joint awarding of points for all currently inactive players – it could happen that the discussion on truthfulness or individuality of an answer among the jury members turns out to be more interesting and more communicative than the answer to the question if one believes in ghosts and has proof for this believe. ☑

INFORMATION

PLAYERS:
2-8

AGE:
18+

TIME:
var

Designer: V. Belunina, G. Twint
Artist: Volker Maas
Price: ca. 11 Euro
Publisher: Hutter Trade 2011
www.hutter-trade.com

EVALUATION

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

Comments:
Standard mechanisms
* Jury with joint points awarding is a nice detail
* Good for fans of such games

Compares to:
Other party games with very indiscreet questions

Other editions:
Currently none



F3

FOR FAME & FORTUNE

After Diver! Dive! Die! and before Murder! Mystery! Mastermind! (announced for 2012) comes For Fame & Fortune, a set collecting game. There are five suits or colors, each featuring 13 cards, as well as 13 Wild Fortune cards, multiplier cards and modification cards, all of which are used to make up the best possible combination of cards: Complete

Fulfillment, a sequence of cards 10-14 of the same color - 5 Fortunes, five cards of the same value - Partial Fulfillment, a sequence of any 5 consecutive numbers in one color - Rainbow Fulfillment, a sequence of any 5 consecutive numbers, each card in a different color - 4 Fortunes, 4 cards of the same value, and finally 3½ Fortunes, three identical

numbers + 2 other identical numbers, equal to Full House in Poker. Ties in combinations are resolved by higher numbers and then by card rank - Dove, Sword, Heart, Clover and Diamond. First you place cards for a bid, adhering to exact rules, and hand other cards on to your neighbor. Then you draw cards and discard cards, in this phase other players can steal a card from the discard piles. After five turns you make up the best possible combination with cards from your hand, bid cards and "stolen cards". The basic game can be played by up to five players, for a game of six or a variant you use the Wild Fortune Cards; they can replace any card of the same number; when ranking combinations those with Wild Fortune Cards are always considered to be the lowest. F3 offers a very nice mix of well-known standard mechanisms, if you like Rummy and all other set collecting games with cards, you will like F3, too. ☑



INFORMATION

PLAYERS:
2-6

AGE:
14+

TIME:
30+

Designer: T. Lei, M. Tham, E. Ng
Artist: Tianyun
Price: ca. 5 Euro
Publisher: Black Dove Games 11
www.blackdovegames.com

EVALUATION

Set collecting with cards
With friends
Version: en
Rules: en
In-game text: no

Comments:
Mix of well-known standard mechanisms for set collecting * Wild Fortune cards used in game for six or as a variant * Multiplier cards are a nice detail

Compares to:
Rummy and other set collection games

Other editions:
Currently none



FRESCO

EXPANSION MODULE 7 THE SCROLLS

Fresco Expansion Module 7 offers yet another expansion module for Fresco, again separately packed. The expansion features 10 new tiles, "The Scrolls", in two colors, on the crème-colored tiles horizontal parts of the fresco are marked, on the blue tiles vertical parts, always all five squares of a row. At the start of the game the tiles are sorted by color, shuffled

and stacked face-down. Then each player is dealt one tile of each color, the rest of the tiles is set aside. Put your tiles behind your screen and orient them according to your view of the board.

If, in your turn and in the "Cathedral: Restore the Fresco" phase, you do restore one part of the fresco that is marked on one

of your tiles, you may place the Bishop on this part and discard the tile; this earns you two victory points for each restored part of the fresco in this row, that is, each part without a fresco tile, and it does not matter if you or another player did restore those parts. If you can restore the part of the fresco that marks the intersection of the row and column marked on your scroll tiles you score 3 points for each restored part of row and column. Row and column are scored separately, so you score the intersection area twice. In a game for two players Leonardo is not given scroll tiles. When someone else restores the last part of a row or column marked on your tiles you cannot use the scroll tile anymore; such unused tiles are worthless at the end of the game.

If you own Fresco you will have an interesting expansion with this Scroll module; it needs good planning to use both tiles in an optimum way. ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
90+

Designer: Wolfgang Panning u.a.
Artist: Oliver Schlemmer
Price: ca. 10 Euro
Publisher: Queen Games 2011
www.queen-games.de

EVALUATION

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

Comments:
Second, separately packed expansion * Needs core game to play * Can be combined with other expansion modules

Compares to:
Fresco Core Game and Expansion
The Glaziers

Other editions:
Currently none



FUNNY FRIENDS DUO

CAT FACES CAT – A FLOWER EARNED!

3+

Funny Friends is a series of games in the Beleduc range which always uses the same characters, albeit not always all of them, to transport a variety of game mechanisms and educational contents. Funny Friends Duo is a dice game featuring four of the Funny Friends; the game is played with four pairs of animals: Two cats, dogs, cows and horses. The ani-

mals frolic about on the meadow and help players to collect flowers. The meadow is laid out and the flower tiles are stacked in the middle of the meadow. At the start the animals are placed in front of the board border segments of the same color, that is, they stand opposite to each other, but each animal looks outward, in direction of the players.



You roll both color dice and turn around an animal of the color shown on each of the dice. When you have turned two animals and afterwards two identical animals look at each other, that is, towards the middle of the meadow, you are awarded a flower tile. If you manage to turn two identical animals inwards or even make up two pairs facing each other you receive two flower tiles. But you must turn around two animals in your turn: Should the cats face each other and the next player rolls two cats, he cannot turn one cat outwards and back inwards again to earn another flower tile for cats facing each other. If you are first to collect five flower tiles you win.

Funny Friends is an enchanting game for toddlers, thrilling despite extremely simple rules – which animals will face each other next? Will I earn a flower tile? And quite casually children train allocation and recognition of shapes and colors. ☑

INFORMATION

PLAYERS:
2-4

AGE:
3+

TIME:
10+

Designer: Christine Welz
Artist: Markus Binz
Price: ca. 20 Euro
Publisher: Beleduc 2011
www.beleduc.de

EVALUATION

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

Comments:
Very simple rules * Beautiful components * Familiar characters

Compares to:
Basically all dice game, first game with those mechanisms

Other editions:
Currently none



GALAXIA

ONE VISIT TO EACH PLANET

1+

7+

Galaxia is another game in the Logicus series, this time with a topic of interplanetary travel. You place the planetary disc corresponding to the chosen level of difficulty into the game unit and place one planet into each of the holes around the edge. The travel code tells you the order in which you should visit the planets. In order to visit the

planets you place the spaceship into the start position and then draw the string from planet to planet, you may only visit each planet once and must return to the space ship. The Travel Code determines the order in which you must visit the planets. In the "Starter" level of difficulty a starter code is 1314-1314. The first number of the Code tells

you how far you must count from the space ship to determine the first planet of your journey, in this example it would be the first planet. As a small clue there is the rule that the first planet can always be found in clockwise direction. Then you must count on from each planet the number of planets determined by the next number, but you must decide whether to proceed in clockwise or counter-clockwise direction. For control and assistance the solutions are given on the back of each task card, the planets are numbered in the order you need to visit them and the pattern of the string is also depicted.

Galaxia is a wonderful extension of the range of Logicus game, despite the very short rules the principle of the code is clear very quickly due to the "only one visit per planet" rule; a collection of sophisticated puzzles where you can undo a mistake easily by "thinking" back along the string. ☑



INFORMATION

PLAYERS:
1+

AGE:
7+

TIME:
10+

Designer: Ariel Laden
Artist: V. Maas, O. Freudenreich
Price: ca. 20 Euro
Publisher: Huch & friends 2011
www.huchandfriends.de

EVALUATION

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

Comments:
Nice topic * Very concise, short rules * Four different levels of difficulty

Compares to:
Other logic games with a sequence topic

Other editions:
Currently none



GARY GOUDA

ONE MORE! TOO FAT! GARY IS STUCK!

4↑

The greedy mouse is on the hunt for cheese again and nothing will stop him! He even risks to get stuck in a mouse hole that is too tight for him to get through because he has eaten too much cheese.

At the start of the game the mice holes are placed in the box; Cat Kiki blocks one of the holes. When it is your turn you draw

four cheese pieces or up to four pieces and put them into the corresponding rooms, the symbols are underneath the cheese pieces and on the floors of the rooms. Then you throw the dice stick and place Gary Gouda into the resulting room in one of the corners. A second throw determines Gary's target room. Now you move Gary through



the mice holes through rooms with cheese and you decide how much cheese you want to take. Each cheese piece that Gary picks up is put underneath his belly. You can choose if you want to pick up cheese or not, because some holes are too narrow for Gary to get through even with only one piece of cheese. If Gary is too greedy, he might get stuck in a hole and lose the cheese he carries, all those cheese pieces go out of the game. Of course, you cannot move Gary through the hole that is blocked by Kiki the Cat. When Gary reaches this target room you keep the cheese pieces he carries. When all cheese tiles have been collected you win with most cheese tiles. Gary Gouda is a really three-dimensional memo game, the big box with rooms is a marvelous game board and it is lots of fun and a good training for estimating size to push Gary Gouda through the holes and risk picking up yet another piece of cheese, because surely he will fit through here, won't he? ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
20+

Designer: Guido Hoffmann
Artist: Michael Schober
Price: ca. 25 Euro
Publisher: Haba 2011
www.haba.de

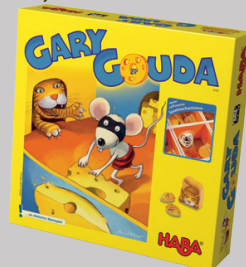
EVALUATION

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

Comments:
Very beautiful components
* Fancy 3D house * Simple rules

Compares to:
Schloss Schlottstein and other 3D memo games

Other editions:
Currently none



GHOST STORIES

BLACK SECRET EXPANSION

In the cooperative adventure game Ghost stories players embody Taoist monks protecting a village from the evil aspects of Wu-Feng.

In this Black Secret expansions players face Wu-Feng himself for the first time. In the village catacombs three urns are hidden holding Wu-Feng's ashes. He sends his demons down into

the catacombs to find the relics and bring them back to life. One of the players takes up the role of Wu-Feng; this raises the number of players to 2-5; he can call upon ghosts and demons who can throw curses on the Taoist monks. The Taoists have new weapons, too, Blood Mantras and the ability Blood Brothers. Wu Feng can interfere at the start



of a turn on a player's board, never on a neutral board, and also when the symbol "Add a Ghost" appears. He can place the Ghost in the Village, summon a Demon into the catacombs or throw a Curse. There is now a new phase before the Yin-Phase of a player's board, each Demon in the catacombs has one action, either movement or searching. When the demons manage to find the three icons, The Shadow of Wu-Feng appears. This shadow is invincible; it can only be defeated when players manage to accomplish the goal of exorcising all incarnations of Wu-Feng in the game. In order to do so they now have several Blood Mantras of different levels at their command.

The introduction of the 5th player as a direct adversary has been managed wonderfully, the balance of the game remains, density, possibilities and difficulty have grown, cooperation at its best! Specialists can use both White Moon and Black Secret expansions together with the core game. ☑

INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
90+

Designer: Antoine Bauza
Artist: Pierô
Price: ca. 30 Euro
Publisher: Repos Production 11
www.rprod.com

EVALUATION

Cooperative game
For experts
Version: multi
Rules: de en fr
In-game text: no

Comments:
5th player embodies the adversary * New possibilities for both factions * Needs basic game to play * Can be combined with White Moon

Compares to:
All tactical cooperative games

Other editions:
Currently none



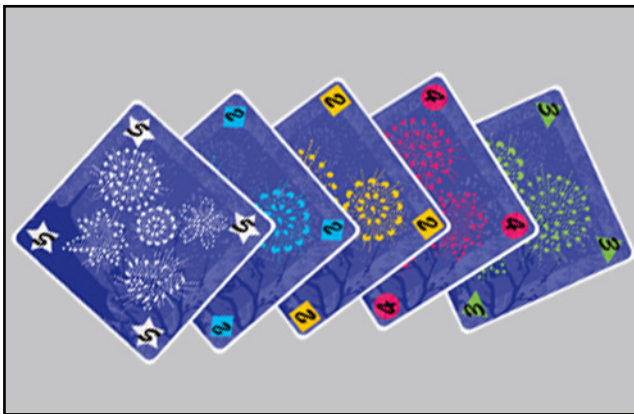
HANABI

THIS CARD IS BLUE!

8+

Players are pyrotechnics who should assemble one fireworks each in five colors from cards with numbers 1-5 in ascending order. You hold 4 or 5 cards in a way that you yourself see the backside and your fellow players the front side. 8 blue chips are placed into the tin lid, 3 red chips onto the table. In your turn you can either give information

or discard a card or play a card. If you give information, you choose a player and tell him one color or one number in his cards, pointing to the respective card or cards, and place a blue chip from the box lid onto the table. If no chip is in the lid you cannot give information. If you discard a card you draw a new one from stock and put a blue chip back



into the lid. If you play a card this card must either continue one of the fireworks already on the table or start a new one, only one of each color is allowed. For a mistake you take a red chip. If you complete a fireworks with card 5 you put a blue chip back into the lid. When the 3rd red chip is taken, all players have lost together. When all fireworks are completed before the draw pile is empty all have won together with a score of 25 points. When the last card is drawn from stock each player has one more turn and then you add the value of the highest card in each of the fireworks for the score of the game.

Hanabi is a very unusual und very interesting game; you need to consider each action very carefully, chips are scarce and a mistake is quickly made. It is better to discard a card unused than play the wrong one and take the 3rd red chip! Antoine Bauza is turning out to be a surety for fascinating game ideas! ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
25+

Designer: Antoine Bauza

Artist: Albertine Ralenti

Price: ca. 10 Euro

Publisher: Cocktail Games 2011

www.cocktailgames.com

EVALUATION

Cooperative card game
For families

Version: fr

Rules: fr

In-game text: no

Comments:

Nice topic * Practical tin box * Very unusual and very well working variation of cooperative play

Compares to:

Basically all cooperative, first game with this combination of mechanisms

Other editions:

Hanabi & Ikebana, Les XII Singes



JOHN DEERE

JOHNNYS FARM

3+

John Deere manufactures machines for agricultural purposes, Siku manufactures model vehicles and when a games company cooperates with both of them the result is a cute game on the topic of a farm where a model tractor called Johnny is doing all the work on the farm. In your turn you roll the die: For a fruit, vegetable or grain symbol

you drive the tractor to the corresponding field and turn over one of the four harvest chip that were placed there at the start of the game – if it shows the color of your trailer you can take it and place it in the trailer. If you roll a symbol that you already have in your trailer you drive the tractor once around the board, just for fun! If you roll the house symbol



you drive the tractor to the farm and look after the animals. You can choose the animal which you want to assist: The horses neigh and want to be taken to the pasture – all players hop around the room like a horse. Dog Bello is hungry – all players bark and the active player feeds them – either with real tidbits or just by pantomime. Kitten Mia wants to be cuddled; the active player strokes his neighbor and the other players meow and purr. Cock Hanno crows because Cow Erna needs to be milked – all players chant the verse about Erna. If you manage to be the first to fill your trailer with all four chips you win the game.

With the exception of "cute" and "felicitous" one need not say much more, the tractor is a nice enticement for playing, the topic is nice for children and goes well with the mechanism, and the rules are simple and short, exactly right for beginners. All the action is fun, too! ☑

INFORMATION

PLAYERS:
2-4

AGE:
3+

TIME:
10+

Designer: Tom Schuster

Artist: not stated

Price: ca. 21 Euro

Publisher: Schmidt Spiele 2011

www.schmidtspiele.de

EVALUATION

Memo and action game
For children

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Cute model tractor * Nice topic for children * Very simple rules * Good mix of memo and action

Compares to:

All collecting games with dice-determined destinations

Other editions:

Currently none



KIKERIKIMÄH!?

WHICH KIND OF FEET DOES
A DOLPHIN HAVE??



10 task cards are stacked face-down, 56 animal cards are shuffled and dealt evenly to all players; if you were dealt doubles, you set them aside – then each player stacks his remaining cards face-down. You turn over the top task card and name the task – describe the animal's habitat, describe snout/beak, describe animal without naming

it, describe feet, draw animals with your fingers, describe food, move like the animal, describe its head, make its noise, imitate the animal's movement with your fingers, describe color, describe skin surface, imitate the animal's way of sleeping, describe its tail, describe its weight or describe/show how the animal eats. Then you look secretly at your top



animal card and accomplish the task according to this animal. The other players search their stacks for the animal they believe you described and lay out the card face-down. Then the cards are checked – a pair between the active player and another player or a pair between two non-active players is set aside. If you are first to shed all cards you win, maybe several players together. In a game for two players a card that was not correct goes back under the card stack of the guessing player, the correct card is taken from his stack and set aside for a negative points; if you have fewest negative points at the end you win.

Kikerikimäh is another typical Adlung game – lots of fun with lots of information; does a snake have legs? If yes, what do they look like? Or what are the legs of a jellyfish like? How do you imitate the walk of a dolphin? Laughter and eureka effect are guaranteed! ☑

INFORMATION

PLAYERS:
2-6

AGE:
5+/7+

TIME:
15+

Designer: H. Bücken, D. Hanneforth
Artist: Christoph Clasen
Price: ca. 8 Euro
Publisher: Adlung Spiele 2011
www.adlung-spiele.de

EVALUATION

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

Comments:
Minimum size * Nice mix of knowledge, creativity and action * Special rules for 2 players * Very beautiful, realistic illustrations

Compares to:
All games where you must recognize imitations or descriptions

Other editions:
Currently none



KINGS PLATE

IMMOBILE QUEEN, JUMPING HUNTERS



Kings Plate is based on Shogi and Chess, aim of the game is to defeat the opposing king. For this you can use different units or pieces with different abilities and characteristics. You do not need to use the same units or pieces in each game, in the classic game represented by metal tiles with reliefs. You can choose your units carefully or draw

them at random, for different strategies. An interesting detail is the different strength of some pieces in relation to the presence of other pieces on the board, so, for instance, the king has one additional level of strength, marked by a star, while the queen is on the board, or also the Lord, who grants all units, that touch his position square, one additional



level of strength. Some units can also jump over other units or move twice in a turn. You move a piece on the board or introduce a piece to the board, adjacent to a piece already on the board, you cannot pass a turn. In a variant of the game you collect sets of tiles and pay for drawing a card from stock or for picking up opposing cards.

The card game is played the same, the three editions Series I to III each feature one king for each player and different army units, which can be monsters or humans of different characteristics and strength. The three editions can be mixed.

Kings Plate is an interesting and unusual game, also due to the rather many possible players; it is an abstract game offering lots of challenges due to the varying strength of units, a treat for tacticians and strategists. ☑

INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
30+

Designer: Hiroki Kaneko
Artist: Hiroki Kaneko
Price: ca. 16 Euro (Karten)
Publisher: Japon Brand 2011
<http://japonbrand.games-jp.com>

EVALUATION

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

Comments:
Classic edition features metal tiles * A piece can have different strength depending on the presence of other pieces * Card games can be combined * Unusually large number of possible players

Compares to:
Shogi, Chess and other placement games with pieces of varying strength

Other editions:
Currently none



L'AVENTURE C'EST DUR

DRAGONS AND OTHER MONSTERS

8+

It's a hard life for an adventurer! Once again the kingdom is in peril; a dragon is laying waste to the land and destroys the harvest. As all his knights have deserted the king, he must in the tradition of all kings fall back on his daughter and offer her to the one you will dare to undertake the journey and defeat the dragon.

Players are adventurers travelling across the land and must cover a distance of 100 km, for five or six adventurers this is reduced to 80km. This distance is compiled by playing landscape cards showing stages of the trip. In order to defeat the dragon you collect combat cards. In your turn you draw two cards – there is no limit to the number of cards



you can hold - and play up to two cards. You can use Monsters to impede the journey other players, event cards can change the number of cards in your hand or let monsters attack. If you first to complete your journey you introduce the dragon card and remove all your landscape cards. From now on each player who has completed his journey can join the fight against the dragon and play combat cards against the dragon. If you would have to fight the dragon and do not play cards you must discard three cards from your hand. If you are the one to play the card that reduces the life points of the dragon to zero, you win the hand of the princess and the game. A cute little game with very pretty drawings; kilometer as a part aim of the game are an unusual method to influence the choice of cards to play; you can fight the dragon in a you-hit-the-dragon-as-hard-as-you-can-manage method or play tactical and with noble restriction to be the one to defeat it. ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
30+

Designer: Ludovic Chapellière
Artist: not stated
Price: ca. 10 Euro
Publisher: Le Joueur 2011
www.le-joueur.fr

EVALUATION

Fantasy card game
For families
Version: multi
Rules: de en es fr it nl
In-game text: yes

Comments:
Compact format * Very pretty illustrations * Travelling distance unusual mechanism for choosing cards

Compares to:
Other fantasy card games, Mille Bornes / 1000 km for distance cards

Other editions:
Currently none



LAKOTA

FIND A GAP OR BUILD A BRIDGE

8+

Rules and mechanism of this game can be described in one sentence: Place your own stock of sticks in a way that you are the first to get rid of all your sticks. Depending on the number of players you are given between 30 and 10 sticks. In your turn you either place a stick horizontally directly onto the round board – you should try to find as big as

possible a gap for it - or you place the stick as a bridge onto two neighboring sticks that do not yet carry a stick and are placed at the necessary distance. You may only use one hand to place a stick and may turn the board for a better view, but be careful and do not cause a collapse! If you build a bridge you have another turn and may place another stick



or build another bridge. You should try – when placing a stick – not to offer opportunities for building bridges to the following players. But you cannot pass your turn: If you cannot build a bridge or have another turn after building a bridge you must place a stick, even if you make it possible for the next player to build a bridge. You can build up to any number of levels, bridges must be placed on sticks in the same level, and you cannot build a slanted bridge. One Stick can only touch two other sticks and one stick can only be the basis for one other stick. If you cause a collapse you must take all sticks that fell and get one more stick from your right neighbor. Lakota is an elegant, sophisticated game, but not at all simple – you must try and make use of every opportunity to build a bridge in order to get rid of at least two sticks in a turn! A sense of proportion is essential! ☑

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
30+

Designer: Philippe Proux
Artist: Karl-Otto Homes
Price: ca. 23 Euro
Publisher: Kosmos 2012
www.kosmos.de

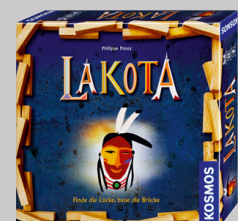
EVALUATION

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

Comments:
Very simple rules * Elegant, simple components * Good family game * Trains estimation of distances

Compares to:
Jenga, Kapla and other building games on several levels

Other editions:
Currently none



LEADER 1

HELL OF THE NORTH



Originally intended as an expansion for Leader 1, Hell of the North has developed into a stand-alone game, fully compatible with Leader 1. The name originates from the road race Paris-Roubaix, which features many cobblestone sections.

Players are managers of a bicycle racing stable and decide on position and condition of their

racers; the game comprises all challenges like terrain, springs, breaking away, falls, equipment problems and many more. The three cyclists in a team have different abilities, their starting energy depends on the number of distance markers on the hexes that where laid out for the track. A turn in the game comprises placement of the



cyclists who broke away, breaking away, announce peleton for pursuit, move peleton, move cyclists that were dropped by the peleton and handing-on of the peleton marker.

This new edition of the game features many characteristics typically for Northern road races; some of the track hex tiles feature cobble pavement sections; the game also features new characteristics for the cyclists. You can decide at the start of the race if you want to play with two or three cyclists per player, resulting in more individual tactics, or if you want to use one cyclist for each player, which will make alliances important for the result of the game. Possible events in the race are Slipstreaming, Running Risks like Crack or Fall, Punctures, Cobblestone and Weather, you can play one single race or a race comprising several stages. Hell of the North is an attractive, realistic simulation with a surprising amount of tactics, working well with any number of cyclists. ☑

INFORMATION

PLAYERS:
2-10

AGE:
14+

TIME:
45+

Designer: A. Ollier, C. Leclercq

Artist: G. de Michele, Erebus

Price: ca. 35 Euro

Publisher: Ghenos Games 2011

www.ghenosgames.com

EVALUATION

Bicycle race simulation
With friends

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Very attractive component, especially the cyclist figurines * Well working, rather complex simulation * Modular track construction * Stand-alone game, fully compatible to Leader 1

Compares to:

Leader 1, Giro d'Italia, Um Reifenbreite

Other editions:

Currently none



MEINE ERSTEN SPIELE

WO IST MEIN FUTTER?



2+

In the new series **Meine erste Spielwelt Bauernhof** children can play with the game components without rules and thereby train hand-eye-coordination and motor skills as well as color knowledge; the dice games teach first use of rules and emphasize a feeling of "we", later one can play the competitive version.

The animals start on their pastures, the food baskets are placed into their corners of the board; three bales of straw for each player are laid out in a row, sun side up.

In the cooperative version you roll the die and move your animal to the next spot of the color rolled. For the sun the child shows that it is happy and

chooses a color. For the moon a bale of straw is turned over to the night side. If you reach a pasture or the lake you take a food basket, if it shows your animal on the back side. Then you take the basket to the stable. After you brought the third basket to the stable you help other players to collect their baskets. If you all have all three baskets and the animals in the stable before the last bale of straw is turned over all have won together.

In the competitive version you do not turn over a bale of straw for the moon, but the child must yawn and stretch and pass the turn. If you take your animal to the stable with the food basket, you take a bale of straw, if you get the third bale of straw you win.

This is yet another excellent game in the series of games for toddlers; the change from toy to game is done subtly and playfully in the true meaning of the word. You can tell stories, name animals and other items on the farm and make the transit into the dice game via the colors. ☑



INFORMATION

PLAYERS:
1-3

AGE:
2+

TIME:
10+

Designer: Helene Schüpfer

Artist: Anna Lena Räckers

Price: ca. 25 Euro

Publisher: Haba 2011

www.haba.de

EVALUATION

Cooperative dice game
For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Components good for play without rules * First introduction to rules via dice game * Cooperative and competitive versions

Compares to:

All games in the series "Meine ersten Spiele"

Other editions:

Currently none



MONDO SAPIENS

CREATE INHABITED LANDSCAPES



Landscape tiles are heaped loosely; all search simultaneously for useful tiles, adhering to stringent rules. The first tile can be placed anywhere, the others always adjacent to a tile already there, in any orientation. If patterns at borders do not correspond they are scored as a connecting mistake. When you stop your search you take

the then top-most bonus chip. After 7 minus you score animals, completed landscape and bonus chips and win with most points after three such rounds. The advanced game offers special scorings and the expert game additional tasks to complete. Well, that was Mondo! But we are playing Mondo Sapiens! Well, yes! Why? It plays exactly the



same, with some small changes and additions. The animals have been replaced with fishermen, woodcutters and shepherds, and there are roads, too. In the introductory game each worker scores 1 point; each correct landscape scores 2 points, a road tile is worth 1 point, but connected roads on tiles cost you -1 point building costs. Volcanoes, mistakes and empty squares on the board score negative.

In the advanced game you are given villages that you can but need not place like normal tiles. Workers now only score when you have placed their village; if you scored most workers of a kind you score a bonus, too. In the expert game five different buildings are added, you may place one of them in your landscape and then score it in relation to items pictured on landscape tiles and the borders of your board.

Mondo Sapiens plays fast and well, is a bit more tactical than Mondo and therefore a bit better than Mondo, it is Mondo Sapiens after all! ✓

INFORMATION

PLAYERS:
1-4

AGE:
8+

TIME:
20+

Designer: Michael Schacht
Artist: O. Freudenreich, H. Schneider
Price: ca. 30 Euro
Publisher: Pegasus Spiele 2012
www.pegasus.de

EVALUATION

Spotting/placement game
For families
Version: de
Rules: de nl
In-game text: no

Comments:
Same mechanisms as in Mondo * Three different levels of difficulty * A bit more interesting than Mondo when compared directly * High fun value and re-play value

Compares to:
Mondo and all placement games about completed areas

Other editions:
White Goblin, The Netherlands



MONSTER DES ALLTAGS

STRESS AND ENTHUSIASM

6+

Monsters are daily fare in Pegasus games; from Zombies to Munchkins and from Killer Bunnies to high-flying dwarves we have met nearly everything that seems possible; or so I thought until I met the Monsters of Daily Life.

Christian Moser for some time now has spent time with those more or less cuddly things and

now we can get acquainted with them with the help of this game, that is re-acquainted, we all know them from our daily life. 30 monsters are presented, among them such nice ones as hysterics, dawdling, small hurts, grumbling or know-it-alls. Sounds like grabbing for effects, but that is not so – those monsters have been created with a



very sharp eye and a very intuitive and deep-looking one; you look at the cards and begin to ponder – why is the inner void blue and seemingly cute, and why is sloth a pink elephant with submarine-lips and funny hat? And why oh why is conformity grey and grinning broadly?

That those „nice“ monsters, after all, look rather similar – at least seen from the viewpoint of standard memo images –, does not deduct from the fun in any way, on the contrary! And this fun is achieved by following standard rules: in your turn you turn over two tiles. When both tiles show the same image you take the pair and can turn up another two tiles. If you reveal two tiles with different images you put both of them back face-down and your turn ends. When all pairs have been found, you win with most of them. And now I only need to remember, if secretiveness was grey-green, or more light-blue? Will the sub-titles in small print help? Let's find out in another game! ✓

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: not stated
Artist: C. Moser, H.-G. Schneider
Price: ca. 15 Euro
Publisher: Pegasus Spiele 2011
www.pegasus.de

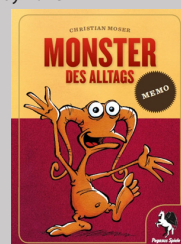
EVALUATION

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

Comments:
Monsters are explained in the rules * Profound, funny and revealing drawings that make you laugh and think at the same time

Compares to:
All memo games

Other editions:
Currently none



MY CAKE

CUPCAKE ON CUPCAKE!

6+

For some years now game publishers from Asia show their games at Essen; besides games from Japan and Korea games from Taiwan have been presented by the distributor and publisher Swan Panasia. In 2011, among other games, I was presented with My Cake, a card shedding game on the topic of pieces of cake.

96 cards show four different types of cakes and also different numbers of cakes, you can find between one and four pieces of cake on a card. The rules offer three different ways to play:

Fast Hand for Cake – each player has 4 plate cards laid out, the cake cards are dealt evenly to players. You draw a card from your stack and place it on one of

your plates or another player's plate with the same kind of cake; if one player is out of cards you count the number of cakes on all of your top cards, if you ended the game you score 3 points bonus and you win with most points. **My Stolen Cake** – you have two plates laid out and hold five cake cards, four cake cards are laid out on the table. You place a card from your hand on a card of other players or a card on the table to achieve a sum of five pieces and place all cards of the stack on one of your own plates. When all cards have been distributed you win with most cake cards. **Count the Cake** – all plate and cake cards are dealt evenly to players; in turn you place a card. When certain conditions are met you quickly place your hand on the stack; the slowest player takes all cards. If you are out of cards you win.

My Cake is yet another nice example for games from Asian publishers, featuring nicely combined standard mechanisms and pretty images that make you want to eat cake!



INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
10+

Designer: Bono Light

Artist: Nina

Price: ca. 10 Euro

Publisher: Swan Panasia 2011

www.swanpanasia.com

EVALUATION

Card shedding game

For families

Version: multi

Rules: cn en

In-game text: no

Comments:

Nice graphics * Three variants * Difficult to acquire

Compares to:

Other card shedding games with reactions on combinations

Other editions:

Chinese self-published edition at Light Games



NINJUTSU

NINJA BATTLE WITH DICE

8+

Ninjas in combat in the arena – you try to defeat the opposing Soke, the Ninjutsu Master, in order to win the duel. You place your 15 Ninjas with their backs turned toward the opposing forces, and you hold 5 action cards, 45 weapon cards and 3 so called Shuriken, which are Nina Battle Star. Die box lid is used for a dojo. Players alternate in

attacking; an attack comprises turning up and comparing of weapon cards, moving ninjas and combat. The attacker and the defender each play 3 weapon cards face up. Then each single pair is compared. For each of his own cards that is higher than the opponent's card the attacker may move a Ninja of his choice one step. If one player manages

to win all three pairs he receives another Shuriken. For pairs of the same value new cards are turned up. Movements won in phase 1 can be distributed among several Ninjas. When your own Ninja moves next to an opposing one, you fight with dice. The strength of each Ninja decides the die that will be rolled for him. If yours is the higher roll you receive the opposing Ninja, in case of a tie the attacker goes back to where he came from in this turn. If you discard a Shuriken you can roll again. Action cards can only be played by the attacker, with the one exception of "Neue Waffenkarte", you can play this card also as a defender. If you find and defeat the opposing Soke you win.

Looking at the set-up and the aim of the game, Stratego comes to mind immediately, but here the similarities already end. Ninjutsu offers an interesting mix of luck of the dice and tactics, highly original is the change-driven movement of the pieces. ☑



INFORMATION

PLAYERS:
2

AGE:
8+

TIME:
45+

Designer: not stated

Artist: not stated

Price: ca. 20 Euro

Publisher: University Games 11

www.universitygames.net

EVALUATION

Placement game

For families

Version: multi

Rules: de fr nl

In-game text: no

Comments:

Basic principle similar to Stratego * Very individual mechanism to move the pieces * Conflicts are not automatically won by the stronger piece

Compares to:

Stratego and other games with hidden strength of pieces

Other editions:

Currently none



NITRO DICE

BRAKE OR REAR END COLLISION?

Nitro Dice is a new car racing simulation featuring 100-sided dice for cars! A race track is laid out with cards and each player is given 9 cards. A round comprises Speed Determination and Movement phases. For Speed Determination all players, starting with the one in the lead, can change the speed of their car by one level for free or by two levels at

the cost of discarding any card, but never higher than the maximum card stated on the Vehicle Condition card. In the Movement phase you move as many steps as your car die shows. If someone is faster or equally fast as the car directly behind him in the same lane this car is pulled forward one step. If you move to another track card during move-



ment you pay Handling costs by discarding cards, either a card identical to the new track card or any three cards. For changing track, braking, avoiding of collisions or rear end collisions you must use corresponding cards or take damage; not paying for movement also results in damage to the car. Each damage reduces maximum speed and thus the limits of card you can hold; at the end of the round you draw cards according to your position in the race, up to limit for cards in hand. If a player has accomplished the necessary number of laps for the race and crosses the finish line first or is furthest beyond the finish line he wins. Nitro Dice is a nice addition to the range of car racing games with surprisingly few components for a well-working simulation; discarding cards when moving to another part of the track is a nice detail, as is the use of dice for cars as well as as speed indicators. ✓

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
60+

Designer: David E. Whitcher

Artist: Erik Lervold

Price: ca. 20 Euro

Publisher: Minion Games 2011

www.minion-games.com

EVALUATION

Car racing game

With friends

Version: en

Rules: en kr nl

In-game text: no

Comments:

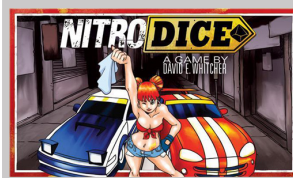
Standard mechanisms with nice details * Dice are car and speed indicator at the same time * Nice movement mechanism

Compares to:

Other Car racing games

Other editions:

Currently none



REGENBOGEN-LAND

RETURN THE COLORS TO THE RAINBOW!

4+

After a short summer rain a rainbow spans meadows and woods, but he has lost part of its colors, the magician has removed them magically. Players try to help and cooperate to collect the colored drops of the rainbow, but the magician runs after them and wants to take them away again. In your turn you roll the standard die and move forward or

backward accordingly, but not forward and backward in the same move. Instead of moving your marker you can give away the result of the roll to another player who can use it free himself or run away faster or move to a color drop and pick it up. If you stop on one of the spots that show the forest animals - mouse, owl, squirrel, marmot, rabbit or



raven, you get a color drop and place it on a fitting spot on the rainbow so that part of its color comes back. If you meet the Fairy you can roll again, even if the color drop is gone. If you end up at the magician, the witch, robber, snake or spider you must free yourself with an exact roll, then you can roll again and take the color drop. When all players have passed the raven you always also roll for the magician, using the purple die, and he moves 0, 1 or 2 spots. You cannot give away the magician's roll! When all color drops have been collected and all players have reached the end of the rainbow with an exact roll before the magician does so all players have won together. Regenbogen-Land is an enchanting cooperative game, which along the way teaches children about basic colors and secondary colors as well as planning and teamwork; to give away points can help all to win! ✓

INFORMATION

PLAYERS:
2-6

AGE:
4+

TIME:
20+

Designer: Ilse Dreher

Artist: Johann Rüttinger

Price: ca. 18 Euro

Publisher: Amigo Spiele 2011

www.amigo-spiele.de

EVALUATION

Cooperative game

For children

Version: de

Rules: de

In-game text: no

Comments:

Series Ö+Koo * Very beautiful components * Ingeniously simple way of making secondary colors * Cooperative and planning nicely incorporated

Compares to:

Other cooperative games and games on color mixing

Other editions:

Currently none



RIFFTAUCHER

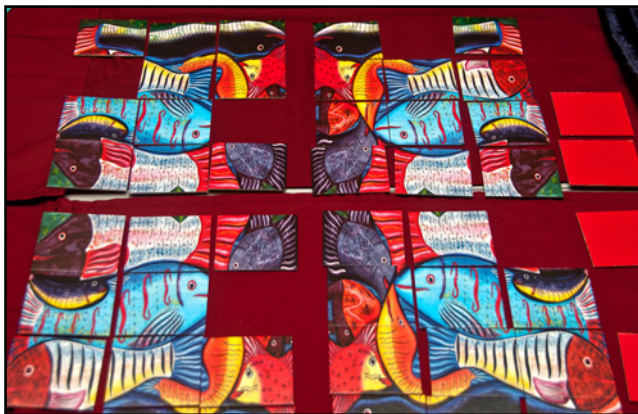
FISH AND THEIR MIRROR IMAGES



Rifftaucher is made up from 48 tiles which can be laid out to form four mirror images of fishes in a coral reef. For two players you lay out two of the four images, that is 24 tiles, 4 of them open, 20 face-down. For four players you use all 48 tiles and you turn up 6 of them, 42 remain face-down.

In his first turn each player takes

an open-faced tile and places it for his picture. From then on you place tiles horizontally or vertically adjacent to tiles already in the picture and have three choices: 1) you take one of the open-faced tile for your picture 2) you turn up three cards in a row – if one fits, you place it in your picture and put the others back and – after the first turning



up of three pictures – 3) you can turn up one of the cards that were turned up before and place it when it fits, and – if it fits – turn up two more cards. This way of turning-up tiles follows rather strict rules. When all face-down cards have been turned up once, phase 1 ends. In Phase 2 you can either take a fitting open-faced tile or you turn up any of the face-down tiles. If it fits you can turn up one more card and place it, should it fit. If you find a mistake in your picture you can relocate the tile or remove it from the picture and put it back face-down into the grid. You win if you are first to complete your picture. If you want to you can use all 48 tiles in a game for two, playing the big version, in this case you win if you are first to complete both pictures. As all games by Ferdinand Hein this one, too, is colorful and very beautiful and offers a tricky challenge to enjoy and master. ✓

INFORMATION

PLAYERS: 2, 4	AGE: 7+	TIME: 30+
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Designer: Ferdinand Hein
Artist: not stated
Price: ca. 21 Euro
Publisher: F-Hein-Spiele 2011
www.f-hein-spiele.de

EVALUATION

Placement/memo game
For families
Version: multi
Rules: de en fr
In-game text: no

Comments:
Playable for two or four
* Very beautiful design *
Available also as Rifftaucher
Monster Collector's Edition
with illustrations by Louis
Renard

Compares to:
Other placement games with a
memo mechanism, puzzles

Other editions:
Currently none



RISIKO EVOLUTION

PLAY YOUR PERSONAL RISK!

This Risk is not the Risk that we all know and have been playing for years: Draw a mission, roll the dice, somebody wins; you pack it up and start again next time with 42 countries.

Risiko Evolution is different; each copy of the game is a clean slate of a newly created world waiting for the actions and decisions of players in the unavoidable

conflicts, which develop in the course of the game and influence later games.

New and individually adaptable are factions, resources, etc. In the course of the game new components are added from sealed storage when certain situations occur.

At the start of your turn you can swap cards for stars or play a

“Scar” card, and then you can go to war or recruit troops.

Credit acquired during the game is rewarded with stars, if you have collected four of them you win.

When you win a game you are given a rocket and sign your name to the board.

Then you can choose to either name a continent or found and name a metropolis or remove a scar.

But you can also either change a continent bonus or fortify a city or tear up a region cards.

Players that were stopped but not eliminated can found a small town and name it or power up a region card. After 15 games your world is finalized and awaits further games!

Highly interesting and challenging, highly individual and an absolute must-have-and-play for fans of Risk that love surprises, even if they do not come from rolling the dice! ✓

INFORMATION

PLAYERS: 3-5	AGE: 13+	TIME: 90+
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Designer: R. Daviau, C. Dupuis
Artist: not stated
Price: ca. 60 Euro
Publisher: Hasbro 2011
www.hds-fantasy.de

EVALUATION

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

Comments:
Individual development of
each copy * Distributed by
Heidelberger * Board and
components change irre-
versibly during the game

Compares to:
Other editions of Risk, but basically
first game of its kind

Other editions:
Risk Legacy, Hasbro USA



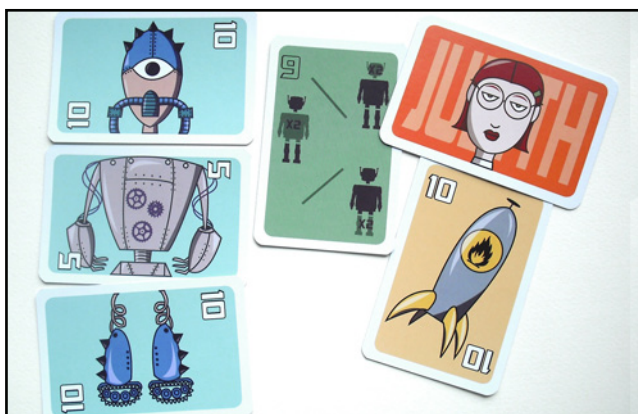
ROBOTROC

BODY, LEGS AND THE RIGHT HEAD!

7+

You are a scientist and want to construct the best robots from spare parts, using cards for heads, bodies and legs, all featuring different number values, and also bonus cards. Each player starts the game with a character card. In your first turn you take a card from the edge of the 9x5 cards grid and replace it with your character card; in your later turns

you always pick up a card adjacent to your character card, also diagonally, and replace it with your character card. The space you took the character card from is marked a token. You can always move your character card one "step", so if necessary, you must make an empty move to an adjacent token. When all cards have been collected, Phase II begins.



All lay out their cards open-faced and can set aside four cards as safe. Then all count the number of weapons on their cards and announce this number. Now all players can take cards up to the number of their weapons from the table, also from their own grid. In Phase III all players make up the best possible robot from their cards, corresponding as closely as possible to the bonus cards. You can add as many weapons to your robot as your bonus cards allow; the standard number is one weapon. Then you can make up additional complete robots from your cards, they are always worth 10 points, independent of the individual values of their parts. Who then has achieved the highest score wins.

RoboTroc is a nice, cute, very well working collecting game; if you know the bonus cards you have an advantage. Collecting and assembling the robots is fun and can turn out to be surprisingly tactical! An attractive find from Cannes! ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
15+

Designer: Cesare Mainardi
Artist: Maryline Weyl
Price: ca. 16 Euro
Publisher: Mainardi 2012
www.robotroc.com

EVALUATION

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

Comments:
Topic and mechanism go well together * Nice graphics * Simple rules * You can leave out Phase II when playing with children

Compares to:
Set collecting game with pre-set targets

Other editions:
Currently none



ROCKET JOCKEY

FROM VENUS TO MERCURY VIA MARS

10+

Mankind has colonized the Solar System and Rocket Jockeys connect and supply the colonies. You collect and use maneuver cards in order to deliver cargo and earn prestige points. You lay out the planes from Mercury to Pluto and place a cargo card next to it; the cargo card must have a number other than that of the planet. A turn com-

prises Fuel-up, Move cargoes and Layover. For Fuel-up you draw a maneuver card, either one from the display or from the face-down stack or the discard pile. In the Move Cargoes phase you can either draw another maneuver card or play any number of maneuver cards; each maneuver card has two numbers for start and destination planets;



the cargo cards are marked with the number of the destination planet. The more cards you use the more prestige you earn. You can only move cargo that you can deliver to the destination planet. Your four co-pilot cards are special actions for movement, reserving cargo or more maneuver cards; unused co-pilot cards earn you prestige at the end of the game. At the end of your turn you replace cargo cards. If you cannot replace all, you score the number of planets in your delivered cargo cards and the cargo cards are shuffled back into the pile. The game ends when the aliens – also a cargo card! – reach Earth. The planets are scored again and you win with most prestige points. Rocket Jockey offers a very nice and fun family game; I especially like the idea not to deliver directly but to "fly" complicated detours for more prestige. You are not awarded for cargo value but for the number of maneuver cards you used, but more than five are not profitable. ☑

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
45+

Designer: James Spurny
Artist: C. Chiang, F. Reynoso
Price: ca. 12 Euro
Publisher: Mayfair Games 2012
www.mayfairgames.com

EVALUATION

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

Comments:
Nice topic * Standard mechanisms, nicely combined * Rewards for complex maneuvers are a felicitous detail

Compares to:
Other set collecting games

Other editions:
Currently none



RUBIK'S RACE

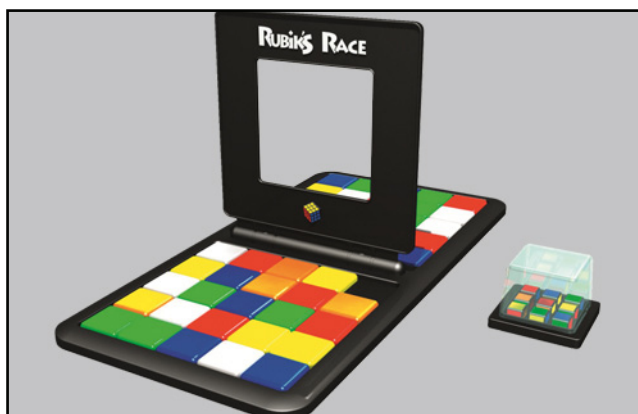
SHAKE, SLIDE AND WIN



Rubik's Cube, all the rage in the early eighties with its separate colored cubes that you could twist and turn, has provided the basis and the inspiration for a big range of secondary products that are still going strong. Rubik's Race is one of them, and a real game in the sense that there is a winner.

The frame is set up vertically

between the two halves of the game basis and you place 24 colored square tiles, 4 of each of the 6 colors, randomly into each half of the base, on square of the 5x5 grid remains empty. In a small see-through cube on a somewhat wider basis, the so called dice shaker, you shake all 9 color dice. Each of those dice shows 6 colors on its sides and you move



the shaker until all 9 dice are sitting in place and thus provide a color pattern of 3x3 squares. Now both players slide their tiles in their base until the tiles form the pattern in the middle of the grid, as provided by the shaker. Take care! The edge tiles cannot be used to form the pattern; you must reproduce the pattern with 9 squares in the middle of the 5x5 grid. Both players must create the same pattern; it cannot be a mirror image or the opposite. If you are the first to finish your pattern you pull down the frame over your basis and win the round. The rules provide versions that use all 24 tiles in the base and the free 25th space, too. The connection to Rubik's Cube is provided by the colors and the square tiles, but just like Rubik's Cube Rubik's Race is a wonderful abstract exercise in logic thinking and spatial arrangement, based on simple rules and providing lots of intellectual fun! ☑

INFORMATION

PLAYERS:
2

AGE:
5+

TIME:
15+

Designer: not stated

Artist: not stated

Price: ca. 20 Euro

Publisher: Jumbo 2011

www.jumbo.eu

EVALUATION

Sliding puzzle

For families

Version: multi

Rules: de fr nl

In-game text: no

Comments:

Simple rules * Compares to Rubik's Cube only in colors and the topic of pattern formation * Variants listed

Compares to:

All sliding puzzles within a given frame

Other editions:

Currently none



SPIEL

GAME OF DICE



As simple and elegant is its name, a game with dice, on dice, about dice, featuring 121 dice, 40 each in blue, red and yellow plus on white die. For those dice the rules list four different variants:

Raffzahn – a quick game of collecting as many dice as possible. Each player faces one side of the pyramid; one rolls the white die and all search their side for

free dice showing that number, only with one hand and you can take only one die at a time. **Abquetschen** – three players add their dice to the pyramid and try to cover opposing colors; you roll the white die and add as many dice to the pyramid, always adjacent to at least one die already in the pyramid. **Bunte Kuh** – all try simultaneously to shed their dice;



36 yellow dice are placed in the base; you get 10 dice and in your turn you roll the three remaining yellow dice, add their numbers and try to find a gap in the yellow dice where the sides add up to the same number to place one of your dice there. If you find one, you call "Stop" and place any die. If there is no corresponding gap you call "blank" and can place a die, too. **Eintrichtern** – you must remember sums of dice and uncover the same number; 36 yellow dice in the basis are covered with red dice. You roll three blue dice, add their values and lift one red die; if the number of the yellow sides below it equals the sum of the blue dice you keep the red die.

Of course these are only some of the games that could be played with those dice! You are challenged to invent your own games. And if you do not want to play, the beautiful pyramid is a very stylish deco object, too. ☑

INFORMATION

PLAYERS:
2-6

AGE:
6+

TIME:
30+

Designer: Reinhold Wittig u.a.

Artist: not stated

Price: ca. 32 Euro

Publisher: Abacusspiele 2011

www.abacusspiele.de

EVALUATION

Dice game collection

For families

Version: de

Rules: de

In-game text: no

Comments:

New edition featuring a reduced number of dice * Four versions listed * Highly incentive for inventing your own games * Beautiful decorative object

Compares to:

Das Spiel (previous editions)

Other editions:

Currently none



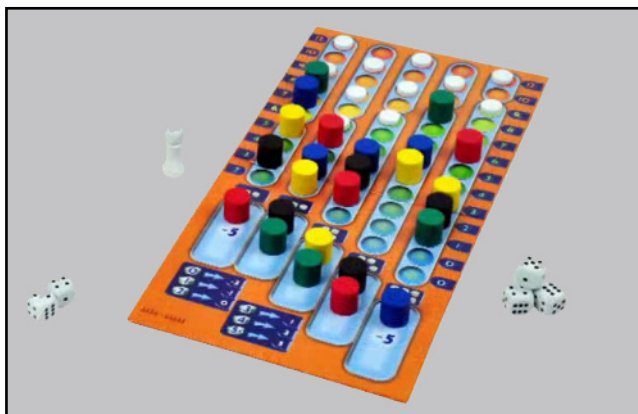
STEP BY STEP

EASYPLAY

8+

The spots in five columns of different length have a different value each and each column is assigned a different number of dice. At the start of the game you place a marker of your color in each of the starting spots, all of value -5. In your turn you decide on one of the columns and place the white runner either into the starting spot or on top of your

marker in its current position; then you roll the number of dice corresponding to the column. After checking the result you decide if you want to roll higher/equal to or lower/equal to for this round, pick up any number of dice from the first roll and reroll them. If the result equals your announcement of higher/equal to or lower/equal to you



move the white runner forward one step – if it encounters another marker it jumps over it – and then you can roll any number of dice again or stop; if the result does not fit your announcement your turn ends, you remove the white runner and you made no progress in this round. When you end your turn voluntarily after a successful roll you move your own marker forward to the position of the white runner. If your marker thereby ends directly on a chip you take the chip. A barrier in a column can only be crossed if at least three of your markers have left the starting position. When in each column at least one marker has passed the barrier you win with most points from positions of your markers and chips. Chips give you between -3 and +5 points, depending on the number you collected.

A game fitting its name – simple, nice, ideal for gamblers, with just enough tactics to stay with it, but all in all purely chance-dominated. ✓

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
30+

Designer: Uwe Rapp, Bernhard Lach
Artist: Dennis Lohausen
Price: ca. 15 Euro
Publisher: Schmidt Spiele 2012
www.schmidtspiele.de

EVALUATION

Position game with dice
For families
Version: multi
Rules: de en fr it nl
In-game text: no

Comments:
Series Easyplay * Simple rules * Very little tactics * Ideal for gamblers

Compares to:
Other dice games with Can't Stop Mechanism, result announcement in this form is new

Other editions:
Currently none



TIPTOI TOM & TINA

DIE GEHEIMNISVOLLE MASKE



7+

The first adventure of Tom and Tina is not a game, but a lively and living story, in which the player can interfere and take an active part. Therefore the end of the interactive game is uncertain – it depends on the player! Can he make the right decisions and solve the difficult tasks and puzzles to assist Tom and Tina to reveal the secret: Their Uncle Rich-

ard has disappeared. His diary furnishes them with an allusion to a mysterious mask. This mask could help to find Uncle Richard, but there is a secret opponent who tries to erase any clues. The tiptoi pen as narrator directs you through the game, tells you what is currently happening and what you might do next. Very often you can actively decide



where Tom and Tina should look or what they should check – you simply tip the pen onto the item. When you want them to change rooms you tip on the arrow and flip the ring-binder roof of the 3D-House, which serves as a game board, to the page of the room and tip the pen on the room number; the story continues in this room.

The narrator also poses tasks and questions that must be solved and answered in order for the adventure to continue. If you do not want to decide yourself which items or locations Tom and Tina should check you can leave this part to the narrator. You can save the adventure at any point and go on playing later; you can even solve a task several times if you like.

This is a fascinating adventure for listening, mastering challenges and combining facts into conclusions and solutions, you can also play in a team; you listen, puzzle and decide together what should happen next. ✓

INFORMATION

PLAYERS:
1+

AGE:
7+

TIME:
30+

Designer: H. Glumpler, M. Teubner
Artist: Dynamo u.a.
Price: ca. 35 Euro
Publisher: Ravensburger 2011
www.ravensburger.de

EVALUATION

Interactive audio game
For children
Version: de
Rules: de
In-game text: yes

Comments:
Series: Tom & Tina Abenteuer Spiele * 3D House for a game board * Solo or team play * Pen not included * Free download of files onto pen

Compares to:
Other games in the tiptoi series

Other editions:
Currently none



UBONGO JUNIOR

HIPPO, OSTRICH AND BULL!

5+

Ubongo junior now offers the colorful placement fun now for smaller children, too. Instead of 12 abstract geometric shapes there are only nine in different colors, each one illustrated with an animal that fits the shape well. The game features 50 individual boards, each with an easy side, for which you need two animals, and a more difficult side, for

which three animals are necessary. At the start of the game you decide which side you want to use and take 7 boards per player from the stack. Those boards are shuffled and placed in a stack for the game, with the side that you want to use hidden. As in the core game you draw a board, take the animals depicted on it from your stock and try to place



the animals correctly on the white square spots of the board as fast as you can. All tiles must be placed within the borders of the white area and no squares in that area may remain empty. If you manage to place your animals within the time set by the timer you call out "Ubongo" and draw jewels from the bag; the number you can draw depends on the number of players and whether you managed to finish first, second or third, and so on. When all boards have been played you win with most jewels. There is a rule how to combine Ubongo with Ubongo junior: For each player 6 boards are taken from the respective game, adults roll the special dice for the shapes they need to use.

Ubongo junior is a very attractive and felicitous version of the original Ubongo, the animal drawings give the still purely abstract game a cheerful flair and make it much more approachable, fun and challenge are great and entice one to play again and again! ☑

INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Grzegorz Rejchman
Artist: Annette Nora Kara
Price: ca. 20 Euro
Publisher: Kosmos 2012
www.kosmos.de

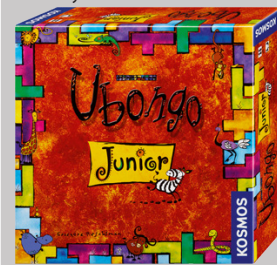
EVALUATION

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

Comments:
Very attractive and cheerful design * Fewer shapes *
Can be combined with the original game

Compares to:
All other editions of Ubongo

Other editions:
Currently none



WARHAMMER

CHAOS IN DER ALTEN WELT
DIE GEHÖRTE RATTE ERWEITERUNG

In the Old World of Warhammer players represent four Ruinous Powers and fight for dominance. These powers are rewarded with victory points when devastating and domination regions. All phases of the game are card-driven, 50 victory points at the end of round are the conditions necessary for victory; alternately, the gods excessively use their special means

of threat which are administrated via the dials. If you reach the notch "victory" on those, you win, too. When none of the powers has achieved victory when the stack of cards is exhausted, the Old World has saved itself! This expansion rules for a 5th player and a new Ruinous Power in the guise of the Horned Rat and the Skaven faction, which



can also be used in a game with less than five players. Furthermore, there is a set of Old World Cards for expert and an alternative set of Chaos cards and Improvement cards for the four Ruinous Powers featured in the core game; those sets can be used with the expansion or without it. But you can only use either the original decks or the new replacement decks from The Horned Rat; you cannot mix those two sets of cards. For the variant "The Realm of Chaos" the Old World stack is made up from expert cards only, which results in a more difficult and slightly cooperative game.

As in all games of that kind you must like the topic and have considerable experience in playing such game in order to enjoy it and use all possibilities in an optimum way. If you like the core game Chaos in the Old World you will want to expand it with Die Gehörnte Ratte Erweiterung – The Horned Rat Expansion. ☑

INFORMATION

PLAYERS:
2-5

AGE:
14+

TIME:
90+

Designer: E. Lang, J. Little, J. Hata
Artist: Michael Silsby u.a.
Price: ca. 20 Euro
Publisher: Heidelberger 2012
www.hds-fantasy.de

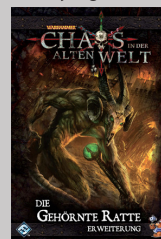
EVALUATION

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

Comments:
Needs basic game to play *
Only for fans of the Genre
* "Realm of Chaos" offers a cooperative version

Compares to:
Warhammer Chaos in the Old World

Other editions:
Warhammer Chaos in the Old World
The Horned Rat, Fantasy Flight Games



WÜRFEL BOHNANZA

CHINA, GREEN, STINK
AND RED BEANS = 4 COINS

10+

Now the bean farmers have switched to rolling dice to comply with bean orders, filled orders earn you money. The seven dice feature two groups of dice: Four dice with two Stink Beans (Saubohne), one China Bean, one Red Bean, one Green Bean (Brechtbohne) and one Blue Bean on a white background, and three dice with two Soy Beans,

one Garden Bean, one Green Bean (Brechtbohne) and two Blue Beans on a beige background. You are dealt two harvest cards and set them out open-faced; the second card is used to cover the filled orders on the first one. The six orders on a card are filled from bottom to top, orders 4-6 earn you coins. Numbers next to the orders denote the prob-



ability to fill them in one roll. You roll all dice or remaining dice and must place at least one die on the bean field after each roll; each die can be used for more than one order. After each roll other players can check the dice just rolled for use in their own orders, but only those just rolled, not those already sitting on the bean field. After order #3 you can hand in the card for coins earned – you use the filled order card and cards from the stack and flip them to the coin side – and draw a new one, the cover card becomes the new order card and the newly drawn card serves as cover card. If you are the first to earn 13 coins you win.

Some of the harvest orders on the cards are similar to poker combinations, but all in all the game fits nicely into the Bohniverse, it is fun and a felicitous family game; due to the different dice you can practice a little theory of probability and be surprised that it doesn't work. Quick, simple, nice and good! ☑

INFORMATION

PLAYERS:
2-5

AGE:
10+

TIME:
30+

Designer: Uwe Rosenberg
Artist: Björn Pertoft
Price: ca. 7 Euro
Publisher: Amigo Spiele 2012
www.amigo-spiele.de

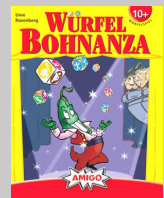
EVALUATION

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

Comments:
Mechanism and Bohnanza topic go well together *
All players always involved due to use of other's rolls *
Nice, family-friendly version of the card game

Compares to:
All dice game on combinations of symbols

Other editions:
Currently none



YAKARI

DAS KARTENSPIEL

6+

All members of the tribe are looking for Yakari and his friends, players help them. You discard cards and check for correlations, the more correlations you can achieve between the card from the tribe deck and your own card the more points you score; if you collect most points you have been the best helper and win. The game comprises cards for

the Sioux tribe and one set of cards for each of the players. You have your cards for a draw pile and draw two cards. One player is named Elder of the tribe and turns up one card from the tribe deck in each round. If it is a "friends" card showing 1, 2 or 3 characters on one of three possible backgrounds, you secretly choose a card from your hand



and place it face-down, then all cards are revealed and compared to the tribe card as regards to identical characters or identical background or number of characters. For each correlation you score one point and then replenish your hand from the draw-pile to two cards. Should you have played the identical card to that from the tribe desk you score additional points. When a special cards appears, you score double in case of the raccoons, the feather chases away friends, the suns gives you back a card and the shield fends off bad cards; the functions vary a bit depending on whether the card was played by a player or was turned up from the tribe deck.

As the decks of players and the tribe deck are identical, you can use a bit of tactics with a bit of card memory and if your cards in hand allow it; especially when using the special cards; this nicely balances the rather large element of luck from drawing cards. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
15+

Designer: Marco Pederzoli
Artist: Team Huch & friends
Price: ca. 9 Euro
Publisher: Huch & friends 2011
www.huchandfriends.de

EVALUATION

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

Comments:
Pretty design * Allows first tactical considerations as regards to the use of special cards * Good memory for cards is helpful

Compares to:
All card placement game with card comparison

Other editions:
Currently none



DAS BLECHROLLER QUARTETT

Publisher: Kerresinhio



Kerresinhio Quartett steht für Quartette mit ausgefallenen Themen für Spezialisten, für Sammler oder Fans, eine Ausgabe enthält 32 Karten zum Thema mit Foto und mit Informationen – mit den Karten kann man dann ein einfaches Quartett spielen oder nach dem Trumpf-Mechanismus oder man kann eigene Regeln erfinden.

Die Ausgabe Das Blechroller Quartett bringt Schaltroller von 1950 bis 2010, jede Karte mit ausführlichen Informationen zum jeweiligen Spieler, dazu eine Einführung in das Thema auf der Schachtelrückseite.

Version: de * Regeln: de * Text im Spiel: ja

Kartenspiel für 2 oder mehr Spieler ab 8 Jahren

DER HERR DER RINGE DIE REISE NACH RHOSGOBEL

Publisher: Heidelberger

Designer: Nate French



Schatten des Dürerwalds Die Reise nach Rhosgobel ist das dritte Abenteuer Pack zum LCG Der Herr der Ringe und enthält 60 Karten, davon 25 neue, Karten und Verteilung sind in jedem Pack gleich, es gibt keine Zufallsmischung und keine unterschiedlichen Häufigkeiten. Der Schwierigkeitsgrad des Szenarios „Die Reise nach Rhosgobel“ ist 6, die Karten dafür kommen aus dem Abenteuerpack und den Begegnungssets, „Spinnen des Dürerwalds“ und „Dol Guldur Orks“ aus dem Grundspiel. Neu kommt die Verbündeten-Zielkarte „Wilyador der Adler“, verlässt er das Spiel oder wird sein Spieler ausgeschaltet, haben die Spieler verloren. Version: de * Regeln: de en fr pl * Text im Spiel: ja

Erweiterung zum Kartenspiel für 1-2 Spieler ab 13 Jahren

DISNEY PIXAR CARDS 2 SUPER RACE EXPRESS

Publisher: Dujardin

Designer: Edmond Dujardin



Mille Bornes – 1.000 Kilometer im Design von Disney Pixar Cars 2, die Motive haben sich geändert, das Spielprinzip bleibt gleich: Man legt Karten aus und fährt damit ein Rennen; mit Kilometerkarten kommt man vorwärts, Hinderniskarten behindern andere Spieler, Hilfefkarten wehren einen Angriff ab, Trumpf macht immun gegen bestimmte Angriffe, man bekommt 100 km. Mit Blitzaktion legt man eine Trumpfkarte aus wenn man angegriffen wird, er bekommt 300 km. Man zieht eine Karte und legt eine Karte, wer exakt 1000 km vor sich liegen hat, gewinnt.

Version: de * Regeln: de en fr und andere * Text im Spiel: nein

Kartenlegespiel für 2-4 Spieler ab 6 Jahren

FRIESEMATENTEN DIE SCHATTENMÄNNER

Publisher: Amigo Spiele

Designer: Friedemann Frieze



Mit 60 Euro kauft man Fabriken und Statussymbole für Siegpunkte. Die Runden haben vier Phasen: Neue Karten in die Börse – Aktions- und Einflusskarten spielen – Karten aus der Börse ersteigern – Einnahmen kassieren. Die Versteigerung ist das Herzstück, wer sein Gebot nicht zahlen kann, gibt sein gesamtes Geld ab, und wer nicht unter einem Ereignis leiden will sollte es ersteigern und gegen die anderen spielen. Die Schattenmänner bringen 60 neue Karten und 40 Holzmarker. Die Holzmarker modifizieren Kartenwerte oder erlauben Mehrfachnutzen von Aktionskarten, einmal pro Marker auf der Karte und einmal für die Karte selbst. Version: de * Regeln: de * Text im Spiel: ja

Erweiterung zu Friesematenten für 2-4 Spieler ab 12 Jahren

IQ TWIST

Publisher: Jumbo

Designer: Raf Peeters



Bunte Formen, zusammengesetzt aus kurzen Zylindern, manche davon hohl, manche nicht. Es gibt je zwei Formen in vier Farben – rot, grün, blau und gelb, und die Formen bestehen aus drei, vier oder fünf solcher Zylinder, die gerade aneinandergefügt sind. Alle diese Formen sollen nun entsprechend einer der 100 verschiedenen Aufgaben in die Dose eingepasst werden, dazu werden Stifte als Hindernisse eingesetzt. Über diese Stifte darf nur ein Hohlzylinder der passenden Farbe gestülpt werden. Es gibt je zwei Stifte in gelb, grün und blau sowie einen in rot. Es werden nicht immer alle Stifte verwendet. Version: multi * Regeln: de en * Text im Spiel: nein

Setz- und Denkspiel für 1 Spieler ab 6 Jahren

MIT FELIX DURCH DEUTSCHLAND

Publisher: Die Spiegelburg



Im Rahmen der Spieleserie Felix gibt es nun auch ein Memo mit dem aktuellen Dreier-Mechanismus, man muss nicht Paare finden, sondern drei zusammengehörige Karten, und zwar immer das Bildpaar einer Sehenswürdigkeit, die beiden Karten nennen Attraktion und Standort, und das dazu passende Bundesland. Im Spiel sind insgesamt 20 solche Trios. Gespielt wird nach den Standardregeln mit einer Abweichung: Man deckt drei statt zwei Karten auf, auch wenn die ersten beiden schon verschieden sind. Findet man ein Trio, nimmt man es und deckt wieder drei Karten auf, ansonsten werden alle drei Karten zurückgelegt. Version: multi * Regeln: de en es fr it nl * Text im Spiel: nein

Merkspiel für 2-6 Spieler ab 6 Jahren

PRINZESSIN LILLIFEE DAS BLÜTENFEST

Publisher: Kai Haferkamp

Designer: Die Spiegelburg



Um zu gewinnen braucht man möglichst viele Blumen und die Rose, doch diese darf man erst pflücken, wenn alle anderen Blumen gepflückt sind. Man würfelt: Für eine Blumenfarbe darf man die Figur beliebig weit gerade in eine Richtung und nicht über die andere Figur oder die Rose verschieben, um eine Blume dieser Farbe zu erreichen und zu nehmen. Für das bunte Feld darf man eine Blume wählen. Das Rosensymbol erlaubt, die Rose beliebig zu versetzen. Sind alle Blumen gepflückt, kann man die Rose holen, es wird einmal pro Runde gezogen. Es gewinnt, wer die meisten Punkte aus Rose = 3 und Blumen = je 1 Punkt hat. Serie: Reisespiel. Version: multi * Regeln: de en es fr it nl * Text im Spiel: nein

Setz- und Sammelspiel mit Würfel für 2 Spieler ab 6 Jahren

SPACE HULK DEATH ANGEL MISSION PACK I

Publisher: Fantasy Flight Games

Designer: Corey Konieczka, Andrew Meredith



Kooperatives Kartenspiel zu Warhammer 40.000: Man soll als Space Marine der Blood Angels einen Space Hulk von außerirdischen Symbionten befreien, alle gewinnen oder verlieren gemeinsam. Von einer Standortkarte aus sollen die Space Marines die letzte Standortkarte erreichen und deren Siegbedingungen erfüllen oder im letzten Standort alle Symbionten in der Formation und beiden Signalstapeln auslösen. Sterben alle vorher, haben alle verloren. Das Mission Pack enthält 12 neue Location Cards, eine Hull Breach Terrain Card und 4 Adrenal Genestealer Cards, die Karten sind mit einer Icon markiert. Analog dazu Space Marine Pack I. Version: en * Regeln: de en pl * Text im Spiel: ja

Erweiterung zu Space Hulk Death Angel für 1-6 Spieler ab 13 Jahren

ULTIMATE WEREWOLF ARTIFACTS

Publisher: Bézier Games

Designer: Ted Alspach



Ultimate Werewolf ist eine Variante von „Werwölfe von Dürerwald“ und anderen Werewolf-Spielen, theoretisch spielbar für 31 Spieler und auch mit 7 Spielern, die Angaben zur Spieleranzahl variieren bei jeder Ausgabe von Ultimate Werewolf. In jeder Nacht tauchen im Dorf Werwölfe auf und holen sich einen Dorfbewohner, daher müssen sich die Dorfbewohner dringend dagegen wehren. Spielziel für jede Gruppe ist, die andere zu eliminieren und die eigene Identität zu verbergen. Artifacts bringt 40 Karten, jeder Spieler bekommt eine, er muss deren Nutzen ankündigen, dann die Karte zeigen und nutzen, aber nicht in der Nacht und nicht nach Eliminierung. Version: en * Regeln: en * Text im Spiel: ja.

Erweiterung zu Ultimate Werewolf für 5-40 Spieler ab 13 Jahren

HUGO KASTNER RECOMMENDS

DIE SIEBEN SIEGEL

TRICK ANNOUNCING AT ITS BEST!

Dear Readers! „Die sieben Siegel“ is a modern version of an excellent classic game from the 30ties of the last century, known as „Oh Hell!“ A short excerpt from my book „Die große Humboldt Enzyklopädie der Kartenspiele“: „It seems incredible, but this card game by Geoffrey Mott-Smith, intended as an alternative to bridge, combines a number of qualities which can only be found in an excellent game, regardless how simple it might seem to be. It is easily mastered, allows any number of players, does not need more components than a standard deck of 52 cards and does not, even after hundreds of games, allow for an absolutely correct prognosis immediately after dealing. This means, even for the most practiced tactician, that a small margin of variations remains. Furthermore, and that is intended for statistic fans, you can try to accomplish a record score in fixed rounds of players. In British and American family magazines also Blackout or Jungle Bridge have been used as names for this card game since its appearance in 1937, in German it is called „Trick Announcement“ in clear association with the aim of the game.“ Additional challenging variants can be found in the Enzyklopädie or in games, where with „Wizard“ or Range“ and many other games many representatives of this type of game offer entertainment of high value. „Die Sieben Siegel“, among experts, is considered to be the most challenging implementation of the basic principle. If you want to try your hand at trick announcement on the highest level is very welcome in the Austrian Games Museum.

Website: www.spielen.at

My lamp this time alights on a pack of 75 cards, a card board marker called „Saboteur“ and 27 announcement markers called Seals or Siegel, which are indicators for card assessment and execution of the game. This is all you need for a challenging evening. The number of cards that you deal to a round of three to five play-

ers is left entirely to you. The difficulty to optimally use the hand you are dealt and shove off unwanted tricks to opponents is inherent in any number of cards. Who makes the most exact announcement using the seals in the five card colors red, yellow, green, blue and purple as well as with the special seals black and white will be the winner in the end. Contrary to normal trick games you must announce each trick in every single color exactly or take a black penalty seal. And, also contrary to standard procedures, in many dealings there will be a player who, as saboteur, has only one goal: to make his opponents take unwanted tricks. Very often this unfriendly act is applauded by other players. Red as the only trump color has a special importance as you might trick a color with it that otherwise might slip through your fingers. Strategic considerations during announcement alternate with tactical maneuvers during the trick phase, always in accordance with cards already played. Very often you must aim at simple limitation of damage and not collect a series of tricks with dead cards. The Seven Seals put their stamp on many a round and seal many a player's fate ☒

Comments to: Hugo.Kastner@spielen.at

Homepage: www.hugo-kastner.at

**TIP #76**

Designer: Stefan Dorra

Artist: Doris Matthäus

Price: ca 10 Euro

Year: 2003

Publisher: Amigo Spiele

www.amigo-spiele.de

PLAYERS:

3-5

AGE:

10+

TIME:

30+

Tactic Info± Chance

Of course you need a bit of card luck, even in this version of trick announcement. But due to the demand for exact announcements for each color and especially due to the saboteur sophisticated tactical elements are introduced. Furthermore the lack of information on the opponents' hands can be intensified by the saboteur. Some rounds end on a narrow margin, others earn you an avalanche of penalty points.

Hugos EXPERT TIP

In our group we auction the saboteur, starting with a basic bid of three tricks. The player in the lead may only bid for the saboteur if makes a bid that is one point higher than his lead on the player in second place. The reason for this rule: In the last rounds the favorite cannot get by with a cheap bid on the saboteur.

Hugos FLASHLIGHT

„Die sieben Siegel“, from the start, demand exact calculation in assessing the power of the respective colors, a certain cold-bloodedness in raising the bid for the saboteur and last but not least a good memory for cards already played. Tension up to the last moment is a certainty in this rather demanding trick game, as nobody wants to end his turn with a penalty seal

PREVIEW:**BILLABONG**

Kangaroo hopping around the water-hole

IMPRESSUM

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

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

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

The cover art features a close-up of two Star Trek characters, likely Spock and Ilia, looking intensely at the viewer. Below them, a Starship Enterprise (NCC-1701) is shown in flight, firing its phasers. The background is a dramatic space scene with a planet's horizon and streaks of light.

STAR TREK[®]

Expeditions

A Cooperative Game by Reiner Knizia