

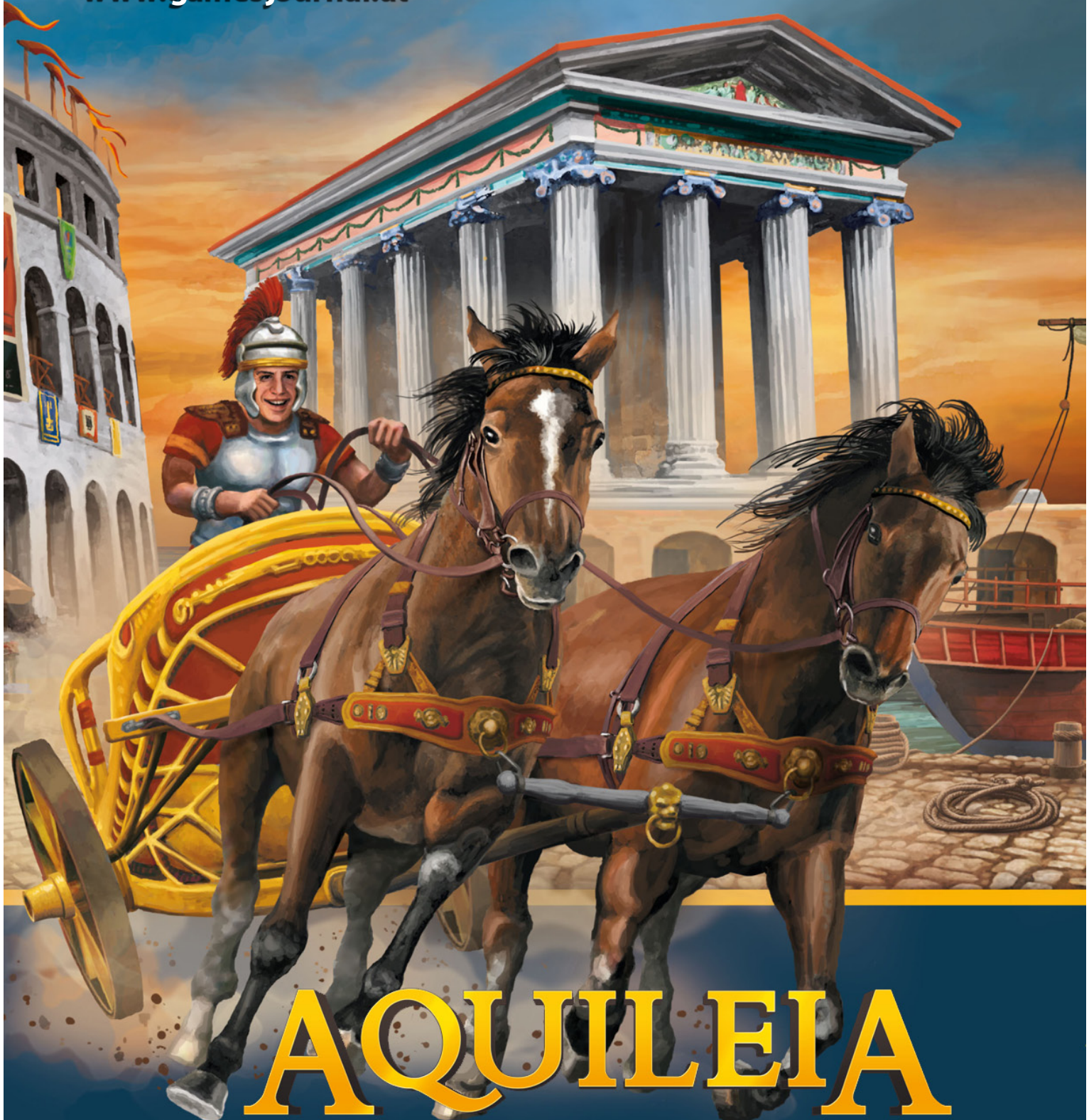
# win

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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

BLUE COMES INTO PLAY LAST

# INDIGO

LOTS OF FUN WITH VERY FEW RULES

8↑

„That's nearly too pretty to play“ Carmen reverently murmurs when I spread out the components on the table: A big board, that reminds one of an Indian scarf in its design, a few screens, 54 sturdy path tiles and especially 24 glittering glass jewels in three colors have captured her attention immediately. Test 1 - appeal and urge to play - has been passed with flying colors by the new game „Indigo“ from Ravensburger. Let's see how it will do with other evaluation criteria.

### Abstract and yet easily understood

Only four pages of rules and this includes more than a dozen crystal clear illustrations - the prospects look good for Indigo for the 2nd test - Game Rules. But at long last the content of the rules are the deciding factor and also if they can state clearly and coherently what is expected from the players.

Let's take a look!

Basically the new oeuvre by master designer Knizia is an abstract game, and yet you could have easily given a railway topic as easily as a flight from a mysterious labyrinth in any fantasy setting. But in this abstract form the whole thing looks simply marvelous and has to come across solely on the merits of its game mechanisms instead of its topic.

Aim of the game is to move 12 jewels, the value of which is determined by their color, to the six exit areas at the edges of the game board, using the meandering paths that are pictured on the path tiles. Each player - in a game for two - is assigned three exits and the player whose exit is used to take a jewel off the board receives the stone and scores the corresponding points - between 1 and 3

points are possible for a jewel. Jewels thus collected are hidden behind the screen to avoid constant counting and calculation by all other players and thus avoid unnecessary down times.

### Placement and movement

A turn in a game cannot be much simpler: If it is your move you place the path tile you currently hold anywhere on the board. This tile does not have to touch any other tile already placed. Should a new tile bor-

**Stefan Olschewski**

*No unnecessary ballast, the game convinces due to its clear focus on the important parts, the rising arc of suspense and the first class components.*

der another one already on the board jewels which border the newly placed tile are moved along the new path as far as possible.

As the green jewels and the blue one called sapphire on the central treasure tile are on principle harder to move to the edge of the board then the yellow amber jewels already arranged at edge location those emeralds and sapphires are of course more valuable



than the amber pieces. At the end of your turn you draw a path tile from the face-down stack and are done. "That's simple" comments Carmen with an approving nod towards the board and is absolutely right. "But probably in the end we will be faced with a mega-complicated scoring system ...."

To keep it simple and short, no, this does not happen, because - totally untypically for Reiner Knizia - "your own majority of pieces at the end of the game is not suddenly of no value, provided that you do not hold as many of them as the second oldest player in clockwise direction, and that only as long as there are not more than 3 amber pieces in play ... and it is not Thursday". In Indigo you simply add the value of all stones that you managed to acquire and if you have the most points you win. "Oh" Carmen breathes unbelievably. Test 2 passed with flying colors.

#### The ruse is hidden in the details

The things that grab you in Indigo are the little ideas that flower into fascinating results in the course of the game, especially in a game for three or four players: because in those games, an exit always belongs to two players. If you take a jewel out of such an exit and thus off the board the co-owner of this exit, who in this case suddenly turns into a fellow player rather than an opponent, receives an identical jewel from general stock.

This is a clever solution because instead of brooding over the game alone as is usually the case in abstract game there actually is communication in Indigo: Alliances are forged in order to keep a valuable stone from the player whom you believe to be in the lead, you cooperate to end freshly placed paths in a dead end or let them run into each other - because when that happens jewels that are on those paths do collide and are both taken out of the game without scoring.

#### Riveting up to the last move

The suspense in Indigo also comes from the fact that the only jewel that scores three points, the blue sapphire, enters the game last. Only after all five emerald jewels have been moved onto paths from the treasure tile in the middle of the board can you move off the sapphire that can so overrun competition from behind. So the end of the game when all jewels have left the board nearly always comes suddenly and the differences in the individual scores of players are usually very small.

While some players bemoan the change-governed blind drawing of the path tiles some players who look for a bit more tactic, have taken a closer look at the rules. Under the heading "tips" nearly undetected you

find a version which simply consists of having always two path tiles in hand and to select one of them, place one and draw one. Even this has been taken card off!

#### Resume

I admit I am no fan of abstract games. For me the topic of a game must invite me to play and transport me into another world, another setting. Astonishingly enough, Indigo succeeds very well in doing this. The design of the game is harmonious and of high value, the game keeps up the suspense and remains challenging even after a lot of plays and it is always fascinating to watch how the intertwined paths evolve.

My colleague Knut Michael Wolf has recently written in „Spielbox“, that Indigo is his personal favorite to win the red „Pöppel“ - I dare to go one step further and promise the game the award of „Spielehit“ already now and today. And maybe, it will even be enough to win „Spiel der Spiele“ because the game fascinates experienced players as well as families and is the best advertisement for games as a cultural asset that could be imagined. "Exactly", Carmen cries and has shuffled the path tiles again. "How about it? Do you want another match?" Everything is okay! The game has passed Test 3 - allure to play it again - again with flying colors. ☑

Stefan Olschewski



## 40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

Again and again I am put to the task to set the price of a new game in relation to the fun in playing the game that is provided by the box.

That there are different prices for one and the same game is nothing special, this happens for all the consumer goods in our daily life. Just take a look at a portal in Austria, for instance [www.geizhals.at](http://www.geizhals.at) and you will find many many examples for this.

Especially for games there is the portal [www.brettspielsuche.de](http://www.brettspielsuche.de), where you can check the prices for games from (nearly) all suppliers.

Take DIXIT, Spiel des Jahres 2010, for an example, it is still a product very much in demand, the price ranges from ca. 21 Euros at Amazon to nearly 28 Euros at Spiele-Offensive.de.

But a SdJ surely is a bad example, because as soon as it has won it becomes the cheapest game in the market. Good for us players, bad for the trade.

Therefore back to where I started: The price never is an indicator for a good or a bad game!

All the same, have fun 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 currently find more than 28.000 texts and more than 20.000 images.

WIN The Games Journal can now be read as an eBook on a Kindle, too (in German and English) and is therefore even easier to read on modern devices. If you like our WIN; subscribe to it: We have a PayPal account so that payment of 6 € for a 1 Year Subscription is easy and safe, see <http://www.gamesjournal.at>.

The printed edition of our Games Compendium GAME BY GAME 2012 is only available in a limited number, if you want to acquire a copy look for details at <http://www.gamescompanion.at>. ☑

### INFORMATION

**Designer:** Reiner Knizia

**Artist:** E. Freytag, W. Pepperle

**Price:** ca. 25 Euro

**Publisher:** Ravensburger 2012

[www.ravensburger.de](http://www.ravensburger.de)

PLAYERS:

2-4

AGE:

8+

TIME:

30+

### EVALUATION

Abstract placement game

For families

Version: de

Rules: de

In-game text: no

#### Comments:

Good, short rules with examples \* High allure for playing again \* Very beautiful components \* Very good family game

#### Compares to:

Metro, Wege and other games with places path networks

#### Other editions:

Currently none



## CONSTRUCTION WORK IN ANCIENT FRANCE

**BURDIGALA****RATHER WINE CELLAR THAN WINE**

Burdigala – ever heard about it? Bordeaux, that sounds much more familiar, but the association about good wine could detract too much from the game, so the ancient name for Bordeaux has been chosen as a title for the game. Or maybe it is simply fashionable to use ancient Roman names for new games, as we have gone throw all the Caribbean islands. However this may be, this game by Bruno Cathala is sent into last pre-Christian century and picks up the topic of settling Burdigala.

A Roman town planner - Publius Crassus - has been tasked to give the budding trade town of Burdigala a representative design in Caesars name; if you managed to do this then I really cannot say, but today's Bordeaux due to his generous layout comes across like an ancient metropolis despite having only about 700.00 inhabitants.

We, the players, are asked to assist Crassus in his task and thereby to keep an eye on our own personal advantage - yet another modern aspect, as proven by numerous boards of enquiry in Austria. We make good money from the construction of buildings, provided we are allowed to join in.

To join the building we must be on location at the right time by moving our pawn to the construction site. Additional income is available from the harbor (the centers of commerce), where we can acquire goods in the shape of so called Merchandise cards.

A third source of income is provided by the so called "Plot" cards, which furthermore also provide advantages during the game.

But of course, we do not look for profane money, we want to increase our prestige and collect "Prestige points"

In „Burdigala“ in his turn a player rolls two dice and decides which of the two he uses for movement; then he moves one of his two pawns onto a Check point (Street square) of a free building site and places a building cube there. Then he advances his marker on the prestige track for the number of remaining free spots in the site. When you occupy the last free spot and thus complete the building you remove the building site tile and receive the points stated on the back side.

In the game Bordeaux has been divided into 14 districts in which the 16 building tiles are distributed. Those building tiles show the

number of construction spots, the more there are the higher is the gain in prestige.

On each Check point only one pawn is allowed, when a building is completed, the corresponding street squares can no longer be entered. Thus the number of target spots is continuously reduced, if you cannot find a target for your pawn you must remove it from the game.

The game ends when one of the players is out of pawns or when all buildings have been constructed. The game also ends

**Christoph Proksch und Ursula Vik**

*A highly recommendable family game for cheerful groups, nothing for brooders.*

when all the Merchandise cards have been used up.

All in all this is a very simple game in which the basic flow of the game has been enriched by a few cute tricks and thus again and again provides surprises which in turn makes you want to play again.

First of all the two dice offer you a selection of two possible moves, but you can use each link only once in a turn; should you roll a double you are royally compensated for the lacking choice; your pawn may remove an opposing pawn on the target spot and relocate it to any spot of your choice - the jail is a favorite choice for this, because you can only escape from jail when you roll a double; furthermore, you can use waterways and express ways which provide useful shortcuts,



and finally a player can be available for being bribed: He takes one of the face-down corruption markers (resulting in negative points in the scoring) and can then do a second, complete turn.

When you achieve 7 for a dice results total you are in luck: You can either draw one of the face-down Merchandise cards or place another building cube on the same building site - but only if you are prepared to take a bribe (well, well, just as in current times; you scratch my back and I'll scratch yours. And you receive only the prestige points for the second cube you placed, but how nice if this lets you finish a valuable building.

Besides the building tiles - which are the main purpose of the game - Burdigala offers additional game elements: In addition to the already mentioned corruption markers you can acquire Merchandise cards (they show a variety of ancient trade goods), they are available in the harbor areas or when rolling a total of 7, and you can also acquire „Plot“ cards. One of those cards is handed to you at the start of the game; more of them you get when you have a pawn sitting on one of the check points associated with a building that was just finished, but not if you are the one who finishes it; the „Plot“ card is something of a consolation prize for those who do not score the points for the finished building.

These cards are surely the icing on the cake or the cherry on top in Burdigala. They deliver additional movement points or victory points, allow placing an additional building cube or the steal a Merchandise card from an opponent and much more. A player can hold three of those cards, as soon as he lays them out open-faced there bonus is activated.

The Merchandise cards, already mentioned several times, represent secret victory points, as they are collected face-down. At the end of the game they are revealed the more different ones you hold the more prestige points they give you. So a combination of three different goods is worth 6 victory points, five different ones are worth 15 points!

As a consequence you can see easily at the prestige track who is in the lead, „Plot“ cards too, show openly if they earn you prestige (a favorite target for opposing players), but the corruption markers and Merchandise cards are scored at the end of the game and so can all the same bring a surprise when the winner is calculated. Should I mention that you get rid of corruption markers during the course of the game, but not at its end .....

Burdigala is a prettily designed game, slightly remindful of Asterix, the rules are easily understood and clearly structured, including examples in text and pictures and the powers of all the „Plot“ cards are exactly

explained so that you can get an idea what is in store for you or what you could use to aggravate your opponents; what a pity that you do not have a choice among them.

The rules of the game are basically simple, luck definitely is one of the deciding factors but the additional mechanisms add a mite of tactic, so that finally it is not chance which decides about victory. Long mulling over or planning ahead is not necessary, but it is important where you build or if you are corruptible at the right moments; a bit of pondering usually happens right after rolling the dice because as we say in German „many roads lead to Rome“ or, in that case “to Burdigala”.

For experienced players Burdigala probably is too simple, it seems very well suited for families and others who want to try something a bit more challenging than „Risk“ or „Pachisi“, but do not look favorably at long and complex rules. Our round of gamers who have been playing together for decades, was absolutely taken with the „nice little surprises“ and we all agreed that the game has something to offer and that it is fun to play. It is a game among friends, rarely takes longer than an hour and absolutely invites one to try it once again immediately. ☑

Christoph Proksch und Ursula Vlk

## INFORMATION

**Designer:** Bruno Cathala

**Artist:** Maria-Paz Matthey

**Price:** ca. 27 Euro

**Publisher:** Id&A éditions 2011

[www.ideal-editions.com](http://www.ideal-editions.com)

**PLAYERS:**  
2-4

**AGE:**  
8+

**TIME:**  
45+

## EVALUATION

Placement and point collecting  
With friends  
Version: multi  
Rules: de en es fr it  
In-game text: no

### Comments:

Topic nicely implemented \* Easy to learn \* Interactive point collecting game \* Clear element of chance

### Compares to:

All placement game with dice-determined selection

### Other editions:

Currently none



My rating:



## 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)

#### Children:

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

#### Families:

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

#### Friends:

Young people and adults play together as equals

#### Experts:

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. ☑

THE STAR TREK UNIVERSE IS SETTLED

# STAR TREK CATAN

DILITHIUM FOR 5 AND OXYGEN FOR 8

„tlhIngan Hol Dajatlh'a", „ghobe". Seems I will to write in English after all, because I am afraid that some among my readers will not be fluent in Klingon; I have left out the rather complicated writing, too, because the notations similar to hieroglyphs are difficult to assign.

„Do you speak Klingon?" „No?" That is the translation of the first sentence and this takes us bang into the middle of the Star Trek Universe which has accompanied my parents, too, at the end of sixties of the previous century through the first years of television. But let me add one more thing:

„Hoch laDbe'chugh batlh blHeghbe" - "If you do not read everything carefully you will die without honor."

Star Trek, an absolute „Must have" for each fan of Science Fiction, and Catan, a „Must Have" for each fan of board games, this is a combination that some of us have been for a long time. The first steps have been taken with the Starfarers of Catan and the corresponding card game. So much for the teasers, expectations have been running correspondingly high.

The cover shows, how could it be otherwise, the Starship Enterprise, which we all asso-

ciate with Captain Kirk, Mr. Spock, Bones, Scotty and many more of the Characters in this successful series and the films. As I know my readers or at least am courageous enough to simply take for granted that my readers are familiar with the Settlers of Catan game I save us all an extensive explanation of the basic Settlers rules and will only go into the changes as regards to the original game.

The components and the resources have been adapted to the topic. Instead of roads there are small space stations mounted on bases. Instead of the settlements there are space stations and when those stations are extended to big space stations, the equivalent to cities, you put a new part on top them. Those space stations also have small plastic bases.

Instead of the familiar resources Clay/Bricks, Wood, Ore, Grain and Wool there are Tritanium, Oxygen, Food, Dilithium and Water. The



hexagon landscape tiles represent planets where we get the resources. The robber has turned into a green Klingon cruiser, a ship of the "Bird of Prey" Class.

The only change that actively changes game play is the introduction of support cards. At the start of the game each player is given one of the 10 cards and lays it out showing the A side, the first four cards are handed out as stated in the rules. The remaining 6 or 7 cards are laid-out face up. You can use that your card within your turn and can then turn it over to the B side or exchange it for one of the cards in the open display.

If you turn the card over to the B side the same action is available to your for a second time; when you use this action again you must afterwards exchange the card for a new one from the display. Some of the possible actions are trade a resource 2:1, draw a resource from another player with a higher score, demand resources from other players, and so on.

As the space stations are not swapped for

bigger ones as in the original game where you remove the settlements and replace them with cities, but extensions are added to the Small Space Station instead, you get a new station when you have made the first to expansions to a Big Space Station.

Otherwise the game is a Settlers game as we know it, roll, trade, construct, acquire 10 victory points and win.

Two ingenious ideas combined, Star Trek and Catan, or as my editor-in-chief uses to say, when you lose it's the fault of the dice and when you win you have ingeniously traded and faultlessly constructed.

The components are the absolute highlight of the game, the space ships are precisely shaped and the space stations remind one of the film. You have the feeling you have entered the series. Due to the bases the stations stand securely on the board.

The support cards have a minimal influence on the game, as we, at least in our games, always had the „wrong“ card on hand. What use can I make of Captain Kirk when no 7 is rolled, as he can only be used when that

happens, or how can I trade 2:1 if I do not have enough resources.

For each Star Trek Fan who is also a Settlers player this game is a 100% must to complete the collection, but otherwise - to buy the game only for the sake of the support card I believe not to be necessary. In previous years one would have received those 10 cards as a „Give away“ at a Fair, but of course you must finance the components and

**Kurt Schellenbauer**

*A harmonious synthesis of two universes and an absolute must for fans of both.*

that only works if you re-publish the game. Captain Kirk and Mr. Spock with wooden houses and wooden sticks for roads are simply not the real McCoy. But in all fairness the publisher has expressively mentioned at the back of the box that the mechanics of the game have been reproduced 1:1.

So, all in all, a good idea to enlarge the fan community for Settlers and to entice a few Science Fiction fans to the game board. To my readers I would like to say: Have you finished reading?

„Qapla“ „majQa“ Success! Bravo! Well done!  
☑

Kurt Schellenbauer



## INFORMATION

**Designer:** Klaus Teuber

**Artist:** Franz + Imelda Vohwinkel

**Price:** ca. 37 Euro

**Publisher:** Kosmos 2012

[www.kosmos.de](http://www.kosmos.de)

**PLAYERS:**  
3-4

**AGE:**  
10+

**TIME:**  
75+

## EVALUATION

resources management

With friends

Version: de

Rules: de

In-game text: yes

**Comments:**

Very beautiful components \* Unchanged rules \* Support cards as a new feature

**Compares to:**

All other editions of Settlers of Catan

**Other editions:**

At 999 games



My rating:

LET'S MEET THE PATRICIANS IN

# AQUILEIA

AND SPEED UP THE ECONOMY

Aquileia the Game takes back into the times of the Roman Empire. In those times Aquileia has been the second most important town within the Roman Empire. All important locations which were present in a Roman city are present in Aquileia as well. Those locations are Mercatus, Forum, Arena, Theatrum, Portus and Stadium. These are the locations where patricians can enhance their wealth. The board holds six areas with those names and therefore is rather tightly packed. So it is hard to keep track of something on the board, you must orientate yourself first and get used to the board.

Players take up the roles of patricians and for them the aim of the game is to enhance their personal wealth. But before you can

start to do business some preparations need to be made. Each player chooses a color of his liking and receives all components in this color, five henchmen, nine houses, one scorekeeper disc, one tiebreaker disc and one strength shield. Furthermore you are given some starting money to start up your business. This starting money is made up from one gold, one silver and two bronze coins.

For the game several kinds of cards are necessary. These cards must be sorted by their back sides and shuffled. After shuffling you place them on their respective areas on the board. Then there are blue dice and red dice, which are positioned next to each other on the board. With this we have finished all

preparations and we can begin to play the game.

The course of the game has been split into rounds, and each of those rounds is made up from two phases. Each round starts with the Placement Phase. In this phase players - in clockwise direction and in turn - place one of their henchman on a free action spot or the place the tiebreaker disc on the tiebreaker track. This placement phase

**Isabella Schranz**

*A nice worker placement game on the borderline of family game and a game with friends, the more players the more tactical it gets.*

continues until everyone has placed everything. This mechanism is very similar to that in Pillars of the Earth or Stone Age. This, of course, does not mean that this is bad! On the contrary, it is this mechanism that makes the game worthwhile playing. It makes the game interesting and the game works very well in this way!



The different action spaces on the board are distributed among the already mentioned areas, in which players can place their henchmen. The actions thus chosen are implemented in the Action Phase following the Placement Phase. For this implementation there is a fixed order which must always be adhered to. Should action spaces be empty they are simply ignored.

The first location is Mercatus. In this location you have the choice between five different actions. Using Dolus enables you to acquire additional money with the help of the red dice. In the action space Pecunia you can launder money, this means you change the denominations of your coins without changing the total amount. On the Dolus area as well as on the Pecunia area there is only room for one henchman, which means that in each round only one player can use those actions.

In the area Equi et arma a player can play weapon or horse cards that are on display. Depending on the spot where you place your henchman you pay a different price for each respective card. A problem arises from the fact that it is left open how the cards are replenished after some were bought. Basically two ways seem possible: Either you place a new card on the empty spot or the cards which are located behind the empty spot are moved forward. Well, this is not regulated or mentioned in the rule, which makes for anger among the players.

In the market you can - as was the custom in the Roman Empire - also buy slaves. A player can acquire up to three slave cards, depending on the position on which he did place his henchman and how much money he is prepared to spend.

The final possibility for an action in Mercatus is the Strength area. A player who took position in this area receives the blue dice to improve his own strength.

Strength is very important in the second location, the Arena. Players who did position one or more henchmen into this location have to enter into a Gladiatorial Combat. In order to win this combat you calculate the fighting strength of each of the players involved. Included in this strength are the values shown in the locations of the henchmen. Then all participants one after the other roll the red dice; when one or several of them show a bronze symbol you add one point to your strength value for each symbol.

This result can then be further enhanced by players using slave or weapon cards. The number of symbols pictured on those cards is added to the combat strength. Should one of the players have gathered the blue dice in the first location he can now roll a certain number of those dice for additional combat strength. Each die showing

a bronze symbol add one more strength point to your combat strength. Blue dice that you use in the Arena will be out of play for the Chariot Race in the Stadium, therefore you will do well to consider carefully if and how many dice you want to use.

When all participants have calculated their combat strength the winner of the combat is the player with the highest combat strength. In case of a tie the tiebreaker track comes into play. In the Placement Phase you also could place your tiebreaker disc on the tiebreaker track; now you check which one of the players involved in the tie did place his disc earlier. This player wins the tie and the Gladiatorial Combat. The winner of the combat receives three bronze coins from the bank and double the amount of his combat strength for victory points or he can draw a slave card from the deck. The bonus not chosen by the winner goes to the player in second place in the combat in addition to his two bronze coins that he receives. The player in third place in the combat receives one bronze coin.

Strength is not only of importance in the Arena, but also in the Stadium location. In the Stadium players can deposit several henchmen but they must decide on one side; you can either place your henchmen into the gold area or into the silver area. In the Stadium, as already mentioned, a horse chariot race is held. In order to win the race you must calculate your horse power for the race. For this you first add the values of the positions where you did place your own henchmen. Then you again can roll the red dice and add either the resulting gold or silver symbols - depending on the side you did choose - to your horse power. You can of course also use the horse cards that you hold to enhance your horse power. Any blue dice that might be left over from the Arena location can be used by their current order to add the resulting symbols to his horse power.

The chariot race is won by the participant owning the highest horse power. The winner of the race receives three gold coins or three silver coins, depending on the side where you placed your henchmen. In addition, he receives either the open or the face-down stadium card. To facilitate his decision he can look at both cards and choose one of them. The card that he did not choose is given to the player in second place in the race, together with two gold coins or two silver coins. The player in third place receives one gold or one silver coin from the bank. Should nobody have placed a henchman in the Stadium, the face-up stadium card and the top one from the deck are taken out of play.

The fourth location to be dealt with is Theatre. A player who has positioned a hench-

man there turns up the top theatre card and puts it to auction. The auction is started with any coin. Players can join the auction; in order to participate, the next bidder must raise the bid with an additional coin of any denomination. This is continued until the highest bid is determined and the bidder receives the card. He pays the price to the auctioneer. Should the highest bidder be the auctioneer, he pays the amount to the bank.

Both theatre cards and stadium cards are of importance for the end-of-game scoring. Therefore you should start early enough to collect them, as they earn you additional victory points in the end-of-game scoring that might help you win the game.

In the Forum location you can buy workshops, private banks or villas. For each of those buildings you pay the value which is indicated on the corresponding area to the bank. Then you place one of your houses on this area. The workshops and the private banks earn you money and victory points when they are activated in Portus. The villas, on the other hand, earn you victory points directly after you built them and need not be activated in order to do so.

The final location to deal with is Portus; and there the Latro or harbor thief is the first one to get active. If you did place your henchman on the Latro area you roll two red dice and steal the corresponding coin that is located beneath a henchman of another player; but this works only when a henchman is there, if not, Latro gets nothing.

Following the Latro action is the Harbor action, you can pay a coin corresponding to the location of your henchman in order to activate all workshops and private banks and receive the respective number of victory points or coins. If Latro did not steal from you you can use the coin under your henchman. If you cannot pay the corresponding coin you cannot implement the action.

The game is played over six rounds; players need not count rounds, they must only remember that the game ends with the round in which all Stadium cards have been used. Then a final scoring is done. On top of the victory points gained so far players receive points for the neutral Laurel cards as well as victory points for their villas. Each of your own villas is multiplied with the number of stadium and theatre cards of the same color. The theatre cards are bi-colored, a player can only choose one color for the final scoring. If you have the highest total of victory points you win the game.

The biggest disadvantage of the game, unfortunately, is provided by the rules. They are not very clear and sometimes hard to understand. One of the problems, for instance, is the point of the position in which the strength shield is placed in the first

Placement phase. This is explained in the rules for the Action phase and you must go through the examples with a fine comb to find an answer to the question.

Yet another problem is that certain restrictions or rules of usage are not explained when or where they appear first or must be applied but in other passages of the rules. Usually these queries can be resolved by a long and exhaustive search through the rules, which proves the point of much unstructured rules. For instance, the basic rules for money and cards, which are very important for the course of the game, are explained at the very start within the instructions for game preparation and at that point are usually disregarded or overlooked.

Very often a good rule decides on the success of a game. A standard player will not be very taken by such a rule as that of Aquileia. Those rules do not help in making a player take out the game again. And that's a pity, because Aquileia is a very good game, that is fun to play; in a game of four and five spaces for action get limited and therefore the game becomes quite tactical and you can try different strategies, for instance buildings plus harbor. ☑

Isabella Schranz

## INFORMATION

**Designer:** Cielo d'Oro  
**Artist:** G. Cramm, V. Boden  
**Price:** ca. 35 Euro  
**Publisher:** Zoch 2011  
[www.zoch-verlag.com](http://www.zoch-verlag.com)

PLAYERS:  
3-5

AGE:  
12+

TIME:  
90+

## EVALUATION

Worker placement game  
 With friends  
 Version: multi  
 Rules: de it fr nl  
 In-game text: no

### Comments:

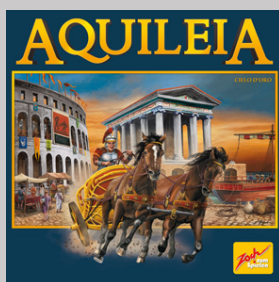
Unstructured rules \* Unusually simple components \* Allows for different winning strategies \* Good use of the worker placement mechanism

### Compares to:

Pillars of the Earth, Stone Age

### Other editions:

Currently none



## PORT FROM PORTUGAL

# VINTAGE

## VINTNER IN THE DOURO VALLEY

In 2001 several games on the topic of wine, wine making and vineyards were published. Vintage is one of those games. When playing Vintage you produce wine in the Douro Valley. This valley is situated in Portugal and since more than 2000 years wine is produced there. In 2001 the Douro Valley was made a World Heritage Site by UNESCO. The wine makers of this region are famous for their excellent port wine. During the game you acquire vineyards, plant and harvest.

The components of the game include four player boards, one double-sided game board (for a simple version and the standard version of the game), 36 cards with a white border and 36 brown cards for the simple version, three ships, nine green markers for harvest bonuses, 64 harvest quality marker, 80 hexagonal wooden pieces symbolizing port wine barrels, and 12 brown wooden markers symbolizing brandy barrels. Additional components are 24 action markers, six each in the four player colors, four overseers in the player colors, four scoring markers for each player, 12 estate tiles made of three tiles in each of the player colors, 60 vineyard cubes in five colors to represent the different grape varieties, three black cubes marking "old vineyards" and, finally, one die and one token for "first player".

The board shows the Douro valley on both sides; the front side features the board for the standard version of the game, the back side features the board for the simple version.

In this review I will only take a closer look at the standard version of the game for four players, as the simple version is only using other cards and fewer components and fewer rules than the standard version, and in a game for two or three players only the start-of-the-game setup is somewhat different from the standard four player version. The game is played over seven rounds, for marking them you shuffle the nine green harvest bonus markers and place seven of them on the Rounds Track of the board. Three each of the nine harvest bonus markers show values Zero, One and Two. This value is used during harvest actions in the game to determine the quality of the wine. Each player takes one player board, three estate tiles, one ship and six action markers and an overseer in his color.

The board on both sides is divided into the regions „BAIXO CORGO“, „CIMACORGO“ and „DOURO SUPERIOR“. In all four regions you

can find four spots to place a vineyard/estate.

While in the regions „CIMACORGO“ and „DOURO SUPERIOR“ the spots for estates show different values for the basic quality of the wine that will be produced there, all four spots in „BAIXO CORGO“ show a basic wine quality of two. In „DOURO SUPERIOR“ there are two spots with a basic quality of four and one spot each with a basic quality of two and three.

The best wine can be made in „CIMACORGO“; in this region there are two spots available with a basic quality of five and one each with quality values of three and four.

Maria Schranz

*A wonderful game idea with a very good basic concepts, which as regards to the end game has not been completely developed.*

On the left border of the board you find a space for „Vila Nova de Gaia“, where all players will put their ship at the start of the game.

The white-bordered cards are shuffled and stacked on the board on the spot marked for the draw pile, then the top four cards of the stack are placed face-open on the four spots reserved for them. The brown cards are only used in the simple version of the game and are set aside in the box.

Now each player puts one of his estate markers into the region of „BAIXO CORGO“; as each region offers only one harbor and all vineyards are directly connected to the harbor it does not matter which vineyard you choose in this region.

Above each vineyard you find a track for the grape varieties that can be planted in this vineyard. Only when three out of five different varieties are planted you can harvest in this vineyard.

After a player has deposited his estate tile on one of the spaces provided in the region of „BAIXO CORGO“, he takes one green, one yellow and one purple vineyard cube and places them above his estate tile on the track marking the varieties planted.

Only in „CIMACORGO“ it is possible to make old wine - black „old vineyard“ cubes - which enhances the quality of the port wine produced there.

Each player places one brandy barrel on one of the spots for available brandy on his player board.

Furthermore, you turn over the green harvest bonus marker of Round One.

Each player places his scoring marker on value three of the victory point track.

You determine the starting player and you play in clockwise direction. The first player and the player to his left place one of their action markers on the face-down harvest bonus marker of the second round.

Finally, before we can begin all players must set aside two of their action markers, they are not available for actions at this moment. Thus the first player and his left neighbor have 3 actions in the first round and the two other players have four actions each at their disposal. The set-aside actions markers come into play when you acquire additional vineyards.

In his turn a player has one action; this action can cost one or more action markers or the overseer. The overseer is worth any number of action markers depending on how you use him and can be used for any action of your choice with the exception of ship movement. When a player has executed his actions, the turn passes to his left neighbor. This is continued until either all players have passed or have used all available action markers and their overseer.

In your turn you can choose from the following actions:

- Buy a vineyard
- Plant a green/red grape variety
- Plant a yellow/white grape variety
- Plant a purple grape variety
- Plant „old vineyard“ grape variety
- Turn first player
- Harvest
- Move ship

- Age wine and sell
- Draw a card or play a card
- Pass

#### Buy a vineyard

On top of the area reserved for a vineyard you find a track for the grape varieties that were planted. In one spot of the track you find the number of victory points that are the price for the vineyard. At the end of the game you score the exact same number of victory points for the vineyard.

If you want to use this action you must buy this action first.

You can only buy one vineyard per round; the first player to buy a vineyard pays one action marker for the action, the second player pays two action markers, and so on. Instead of paying with action markers a player can pay the costs with the overseer. When you have placed the action markers or the overseer on the corresponding spot on the board you move your marker on the victory point track backwards the number of spots equal to the cost in victory points of the vineyard.

All vineyards in the region of „CIMACORGO“ cost four victory points, all vineyards in the region „DOURO SUPERIOR“ Have a price of three victory points; as all players start the game with three victory points and as you can only earn victory points from the action of „ageing and selling wine“ all players will quickly buy a vineyard in the region of „DOURO SUPERIOR“ to be able to produce more wine quite soon in the course of the game. Beneath the vineyard you just acquired the board states the basic quality of

the port wine produced in this vineyard.

#### Plant green/red grape variety:

For this action four action spots are available. The first player, who chooses this action in a round, pays for it with one action marker. The second player already pays two action markers for this action, and the fourth one therefore needs to spend four action markers. Here, too, a player can use the overseer to pay the cost instead of using several action markers. After payment you take a green or red vineyard cube and place it into the grape variety track on top of one of your own vineyards. You can only plant a grape variety once in each of your vineyards.

When it is a player's turn again in the same round, he can do this action again provided he can pay the necessary costs for it.

When this action results in five grape varieties being planted in a vineyard the basic quality of the port wine produced in this vineyard rises by 1.

#### Plant yellow/white grape variety:

This planting action is identical with the action plant green/red grapes; the only difference is the color of the grape varieties, you plant yellow or white grape varieties.

Plant purple grape variety:

In this area of the board you can only plant purple vineyard cubes. The prices are graded from one to four as well in this area, otherwise the action is identical to plant „green/red grape varieties“.

#### Plant „Old Vineyard“ grape variety:

The grape variety „Old vineyard“ - represented by the black cubes „Old Vineyard“



- can only be planted in a vineyard of the region "CIMACORGO". There are only three black "Old Vineyard" cubes, therefore this grape variety can only be planted in three vineyards in the region. Furthermore the board has only one available action spot for this. The price for this action is one action marker.

Planting the grape variety „Old Vineyard“ enhances the quality of the wine harvested in this vineyard by one. Should a total of five grape varieties be planted in a vineyard and one of them is „old Vineyard“ the basic quality of the wine produced there rises by two, one level for five varieties and one for „Old Vineyard“.

#### Position of first player:

This action has a price of one action marker, the player choosing it immediately receives the marker for „first player“ and becomes the first player in the next round; this is a very valuable action for this game and the current starting player is allowed to choose this action again.

#### Harvest:

Once per round each player can choose and implement the action „Harvest“.

In order to harvest port wine in a vineyard you must discard one barrel of brandy; that is, if you want to harvest port wine in three vineyards you need three barrels of brandy. It is possible, though, to produce brandy in a vineyard instead of port wine, but you can never produce or store more than three barrels of brandy. In the course of one „harvest“ action you can harvest in more than one vineyards, and it is also possible to harvest/produce brandy in one vineyard and port wine in one or more of the remaining vineyards. A barrel of brandy that was produced during such a harvest/production action cannot be used in the same action to har-

vest/produce port wine in another vineyard. Brandy that you have produced is instantly stored on your player board. Port wine that you produced remains in the vineyard and must be transported to your player board by using the ship.

The three regions produce different amounts of barrels, of port wine as well as of brandy. In the region BAIXO CORGO“ a harvest action results in two barrels of port wine for the vineyard or in two barrels of brandy for the player board. The region „CIMACORGO“ always yields three barrels each and „DOURO SUPERIOR“ always four barrels each.

When a player harvests brandy in „DOURO SUPERIOR“ he receives only 3 barrels of brandy. But should a player have discarded one barrel of brandy for this vineyard he can harvest one barrel of port wine in addition to three barrels of brandy.

After a player has placed the barrels of port wine resulting from a harvest/production action onto the vineyard the quality of the wine is determined; the quality is calculated from the basic quality plus the value of the harvest bonus marker of the current round. The player takes a brown harvest quality marker with this number and places it on those barrels of port wine.

When port wine is standing on a vineyard a player cannot choose this action, the wine must be transported off the vineyard before.

#### Move ship:

This is the only action where you cannot use the overseer instead of action markers. As already mentioned each region features one harbor. When you move the ship up river from „Vila Nova de Gaia“ past the regions, the passing of each harbor costs one action marker. When you move the ship down river

you are allowed to pass all harbors for free and pay only one action marker for arriving in „Vila Nova de Gaia“.

In each harbor the ship takes onboard the complete harvest; the player puts it onto his player board into one of the ship spaces there; you can never split or separate the barrels of one harvest action and the harvest quality marker must always remain on those barrels.

A ship that is situated in a harbor where you just did implement a harvest takes the harvest on board immediately and need not be moved beforehand.

When the ship has arrived in „Vila Nova de Gaia“ its owner decides for each of the harvest loads on board in which area of the cellar on his player board the will store a particular harvest. A cellar can store up to four different harvests. When all four of those areas are full, surplus harvests remain on ship spaces.

The cellar is divided into two areas, RUBY and TAWNY. Those areas are important for the following action of „ageing and selling“, as the quality of the port wine and the number of barrels in those two different areas can result in different amounts of victory points. Well, you store the port wine and place the harvest quality marker for each harvest into the corresponding spot over the barrels.

#### Ageing and Selling

In order to be able to choose this action you must have port wine stored in your cellar and first of all pay the necessary number of one to four action markers or use the overseer for payment.

Then you roll the die with values One, Two and Three and add the result to the value of each harvest quality marker; this gives you the real quality value for each harvest of the



corresponding port wine.

Now you must place all port wine stored in your cellar according to its storage area and quality into the corresponding RUBY or TAWNY ageing area on your playing board, you never can relocate a harvest, that was stored in the RUBY cellar area into a TAWNY ageing area or vice versa.

In theory you could do "Ageing and Selling" action several times in a round, but only when you place new port wine into the cellar first, as you must always age and sell all wine that is stored in the cellar when you use the action.

In the RUBY ageing area you can gain victory points with a lower number of barrels, but you need port wine of higher value for the same number of victory points.

Both ageing areas are divided into four rows; port wine that reaches the top row of one of the two ageing areas earns you four victory points, the second row from the top yields three victory points and the third row two victory points; but you only can get those victory points for a row when you have filled all spots for barrels in a row with port wine.

In the lowest row of the RUBY ageing area four barrels of port wine earn you one victory point, in the TAWNY ageing area you need five barrels for one victory point.

Let me give you an example for ageing: You have four barrels of port wine with a quality of seven in an area of the TAWNY cellar and in another area of the TAWNY cellar you have three barrels of quality seven and then you roll a three: Now you have four barrels of quality 10 and three barrels with quality nine.

In the top row of the TAWNY area there are 2 spots where you can only place port wine with a minimum quality of 11. As you do not have wine of that quality you must place the barrels of quality ten in the row below, in which qualities between 8 and 10 are necessary. In this row you can only place three barrels which yield three victory points. The fourth barrel of quality 10 must - due to the lack of available space - be placed in the next-lowest row, which only demands qualities between five and seven, but as you have no free space for your quality wine you must place him as lower quality. Then you place all three barrels of quality 9 into the same row. In this row there are four spots for barrels. As you have placed the necessary 3 barrels in the second row and the four necessary barrels in the third row from the top you receive the victory points for each row: For the three barrels in the second row three points and for the four barrels in the third row two victory points. Those victory points are marked immediately on the victory point track by moving the marker forward. The barrels in row two

and three of the TAWNY area are discarded. In the RUBY cellar area you have only three barrels with a quality of four, these must be placed into the lowest row of the RUBY ageing area; as only four barrels in this row would yield one victory point, the barrels remain in the ageing area.

#### Draw a card or play a card:

For this action 8 spots are provided. Each of these spots is marked with "1", so this action always costs you one action marker. You place one action marker on one of the action spots and either draw a card or play a card. You can only hold a maximum of two cards at any point in the game; should you choose this action when you already have two cards in hand and you draw a card you must discard one card before drawing the new one.

Cards allow you additional action or facilitate implementation of certain actions or help you to get the optimum result out of your actions. It would certainly exceed the scope of this review to explain all those cards.

#### Pass:

You abstain from further actions in this round.

#### Resume:

The topic and idea of the game has been very nicely illustrated and the symbols on the board are very helpful for accessing the game.

All in all the game seems to offer a huge selection of possible actions, but in reality the available choices can turn out to be very limited, because some actions can only be done wants and sometimes the costs for actions due to the choices of other players become exorbitant and unaffordable.

It actually happened in many of our games that during the last two rounds of a game players had to pass their turns or only had uninteresting or useless actions at their disposal.

Examples: You can only harvest once in a round. When you take this wine just harvested with the ship to „Vila Nova de Gaia“ and implement the action „Ageing and selling“ there and earn victory points for it, all other action are useless for the player as he can only earn victory points for sold wine and does not have more wine to turn into victory points.

In the same way the actions of planting grape variety become useless when you have five different varieties in all vineyards, and also in the region „CIMACORGO“, even if one of them is „Old Vineyard“, because you do not get additional victory points for a 6th variety.

The game could have developed into a very, very good game from the ideas and the basic concept, but due to the lack of decisions available towards the end of the

game you are left with the impression that the development has not been really finalized. Of course it happened in our games that players who did play the game several times could take this fact into account in their overall strategy for the game and so could partly avoid it, but this usually only was possible after at least three plays of the game. And that still allowed other players to undermine that with their actions.

Despite interesting mechanisms and a very interesting background story, I unfortunately cannot recommend getting yourself a copy of this game.

Another point for criticism is provided by the rules of the game, which make access of the game difficult. The box offers rules in English, German, French, Italian, Spanish and Portuguese. The Rules in English, German and Italian in some points contradict each other; especially in the action of harvest and the card „Oenologist bonus“, which gives you an advantage for the action „Ageing and selling“ we are not sure about the correct context of the rules.

Resume: A basically wonderful game idea has been introduced to the market in a not fully developed version. ☒

Maria Schranz

## INFORMATION

**Designer:** Gil D'Orey

**Artist:** Gil D'Orey & Né Santelmo

**Price:** ca. 35 Euro

**Publisher:** Mesaboardgames 2011

[www.mesaboardgames.pt](http://www.mesaboardgames.pt)

**PLAYERS:**  
2-4

**AGE:**  
10+

**TIME:**  
120+

## EVALUATION

Economic simulation

With friends

Version: multi

Rules: de en es fr it pt

In-game text: no

#### Comments:

Attractive game idea and topic \* Rules not optimally formulated \* End game not completely developed \* Very good illustrations and graphics

#### Compares to:

Vinhos

#### Other editions:

Currently none



## A FISTFUL OF PENGUINS

BRING 'EM BACK ALIVE!



Players are asked to catch animals for a zoo, each player starts with six penguins and 10\$. You take the number of dice for the round and roll them; then you can either 1) cash them in for money and tokens or 2) spend one penguin to roll a spare die and add it to your roll or to re-roll any number of your dice or 3) take penguins for the penguins

on your dice. 2) and 3) can be repeated as often as you want. The final result earns you penguins and money: One penguin on a die brings you one purple penguin marker, two penguins rolled bring you three penguin markers and if you manage to roll nine penguins you get 45 penguins; five purple penguins equal one golden one. A squirrel

rel earns you 1\$ from your left neighbor, two squirrels 1\$ from your left neighbor and 2\$ from his neighbor, and so on - this can wander around the table more than once! Each moose is worth 9\$, but only with a squirrel in the roll, without one they score 0. Each kangaroo earns you as many \$ as there are kangaroos. If you score kangaroos you get a kangaroo chip for the next round; you can use it to turn a die to the kangaroo side. Lions are worth 7\$ each, but if you score lions, you can only score lions and penguins. Camels are each worth 5\$, but only without lions; if there are lions in the result camels are worth 0, regardless if you score the lions or not. After three such rounds with 4, 5 and 6 starting dice you win with most money, penguins are 1\$ each at the end.

This is yet another dice game for combinations, but with a cute and unusual scoring mechanism, especially for the penguins; all in all a nice and fun family game. ☑



### INFORMATION

PLAYERS:  
1-6

AGE:  
8+

TIME:  
30+

**Designer:** Jonathan Franklin

**Artist:** Mike Raabe

**Price:** ca. 15 Euro

**Publisher:** Wattsalpoag Games 11  
[www.wattsalpoaggames.com](http://www.wattsalpoaggames.com)

### EVALUATION

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

**Comments:**  
Standard dice mechanisms  
\* Original scoring due to relations between animals and use of penguins

**Compares to:**  
All other dice games for combinations, from Würfelwurst to Würfel Bohnanza

**Other editions:**  
Currently none



## A GAME OF THRONES LCG

LIONS OF THE ROCK EXPANSION



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

Greyjoy or Martell. The Core Set of the game is a re-launch of the Collectible Card Game of the same name, you can play the Core Set alone or expand the game with Chapter Packs.

This deluxe expansion focuses again on House Lannister with its 55 new cards, which come in three copies each offering new strategies, tactics and the new

key word Melee, introduced with the Chapter Pack Series A Tale of Champions: When a character who features the key-word Melee is participating in a challenge, it gets + 1 STR for each participating character controlled by an opponent. Using cards from this expansion and from the Core Set you can build two pre-fabricated decks, Knife in your Back and The Power behind the Throne. Knife in your Back gives players a wide variety of unique characters to carry the fight into the enemy camp, but all the while Casterly Rock is the key to success. The Power behind the Throne uses "intrigue Challenge" excessively and proves that Lannister is the dominant card advantage house. But when your opponent can win Intrigue Challenge you must be wary because he can then gain ground even faster. "Lions of the Rock" returns to one of the main players in the saga of Westeros and intensifies events, a German edition "Die Löwen des Felsens" is announced. ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
14+

TIME:  
120+

**Designer:** Eric M. Lang et al

**Artist:** A. Navaro, T. Jedruszek

**Price:** ca. 30 Euro

**Publisher:** Fantasy Flight Games 11  
[www.fantasyflightgames.com](http://www.fantasyflightgames.com)

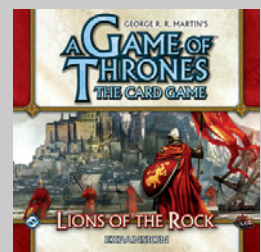
### EVALUATION

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

**Comments:**  
Deluxe expansion \* Lists for 2 pre-fabricated decks \* Needs Core Set to play

**Compares to:**  
All other editions of A Game of Thrones LCG and other LCGs

**Other editions:**  
Currently none



# AQUARIUM

BREED AND FEED FISH

Players create their own aquarium with colorful fish and are rewarded with stars. You start with one fish of the smallest size - there are three sizes - and can then in your turn pass and take money or shop at the market. You announce that you want to shop and then the other players can influence the cards in the market. First they

choose one of their Phase I action cards and play it face-down, then cards are revealed in turn and implemented; these cards influence the number and kind of cards in the market. Then in turn action cards of Phase II are selected and implemented, these cards influence the price. When this is done you take the final decision to buy all cards or



not to buy at all. When a feeding card is turned up the game is interrupted and you pay the necessary amount of money to feed your fish; fish you cannot feed are discarded. Each plant in your aquarium feeds a fish for free. A pair of identical fish can be put into the breeding tank; fish in the breeding tank need not be fed and earn you money at the start of each turn according to their size. After three or four feeding cards - depending on the number of players - the game ends and all surviving fish and plants earn you stars, color or size combinations of fish score bonus stars.

Aquarium is a harmonious and excellently working combination of a bit of luck, some tactics and a lot of interaction; the expensive helpers like "Fishybank" or "Plants" soon earn back the investment, because money for feeding your fish is the deciding element of the game if you want to build up and keep valuable combinations of fish! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
8+

TIME:  
45+

**Designer:** T. de Rycke, S. Vernyns

**Artist:** Steven Kees

**Price:** ca. 20 Euro

**Publisher:** Sandtimer 2011

[www.sandtimer.be](http://www.sandtimer.be)

## EVALUATION

Set assembling game  
With friends

Version: multi

Rules: de en fr nl

In-game text: no

### Comments:

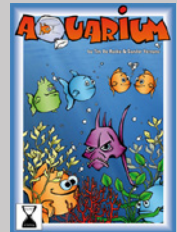
Two expansions available, one of them for a 5th and 6th player \* Very pretty graphics \* Very interactive, quickly played

### Compares to:

Set assembling games where you acquire a display

### Other editions:

Currently none



# BAOBAB

THROW BIRDS, DROP LEOPARD

6+

Baobab is the local name for the well-known African tree with its broad treetop, and such a tree must be formed with all its different inhabitants and visitors. The game features 110 cards showing branches, flowers, monkeys, leopards, snakes, bats, bees, birds and chameleons - all cards are distributed evenly among players and stacked face

down. In your turn you draw three cards from your stack and try to place up to three of them on the tree according to the rules - there is a different rule for each kind of card. Branches can be placed as you like; flowers must stick out of the treetop with one corner, monkeys with two corners. Bird cards are thrown like a Frisbee, bats



must be placed with your eyes closed, snakes are slid between two cards that one corner sticks out of the treetop; chameleons are used like the card that was placed immediately before the chameleon. Bees are very tricky, you can only place a branch or flower card directly on top of a bee - but should the tree top be already wide enough you can place another card next to the bee or slide a snake underneath. When cards drop off the tree while you try to place a card you must take them and set them aside separately, they earn you one penalty point each at the end. If you are out of cards you end the game, all count their cards they had to take and cards left in the stack, and you win with the lowest total.

Baobab is tremendous fun with simple means, challenging but well-working! The trunk of the tree is stable, the cards just slithery enough to make you hold your breath and it is great if you can answer to a bee with a snake! ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
20+

**Designer:** Josep Maria Allué

**Artist:** arteffekt.at

**Price:** ca. 11 Euro

**Publisher:** Piatnik 2012

[www.piatnik.com](http://www.piatnik.com)

## EVALUATION

Dexterity game with cards  
For families

Version: multi

Rules: de fr hu

In-game text: no

### Comments:

Enchanting topic and implementation \* Fantastic components \* Stable enough for younger children \* Challenging but not impossible \* Short, simple rules

### Compares to:

Dexterity games using cards, e.g. Card castle

### Other editions:

Currently none



# BIBI & TINA

WETT-RENNEN

5+

The two friends Bibi and Tina race each other to the Old Oak and back to Martinshof; who will arrive there first with the most berries? On their way back they take a risky shortcut through the quarry.

The board is laid out and the berry chips are placed on the marked spots; each player is given a horseshoe chip show-

ing Tina and one showing Bibi. At the start of the game all players bet secretly on who will win the race, Bibi or Tina, keep the horseshoe chip according to their choice and put the other back into the tin. Then in turn, players roll the die and move either Tina or Bibi as many spots as you rolled; occupied spots are jumped over and not count-



ed. On the way to the Old Oak you must take the paths at the side of the board; you can only use the shortcut in the middle through the quarry on your way back to Martinshof after passing the Old Oak.

If you end the move of Bibi or Tina on a berry chip you take it. If you end the move on a lump of rock in the quarry you lose a berry chip. If one of the figures reaches the finish with the exact roll of the die and thus wins the race, the player is awarded a berry chip and each player who did bet on actual winner of the race is also given a berry chip. Then all count their berry chips and you win with most berry chips. If you manage to collect your 8th berry chip while still on the track you win the game immediately.

Bibi & Tina Wett-Rennen is a cute, simple game of roll & move, mostly interesting due to the famous characters and also due to first tactical considerations resulting from betting on the winner and trying to collect berries. ✓

## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
20+

**Designer:** Christoph Cantzler

**Artist:** not stated

**Price:** ca. 6 Euro

**Publisher:** Schmidt Spiele 2011

[www.schmidtspiele.de](http://www.schmidtspiele.de)

## EVALUATION

Roll, move & collect  
For children

Version: multi

Rules: de fr it

In-game text: no

### Comments:

Packed in a tin \* Well-known characters \* First tactical considerations due to bets on winners

### Compares to:

All roll & move games with bets on winners

### Other editions:

Currently none



# COMPATIBILITY

HURDLER GOES WITH HASTE



Players sort themselves into pairs and want to be in the team that achieves the highest score with best concordance and reaches the finish first. One player names a number between 1 and 6 and thus selects the topic of the round from the top theme card. Now you choose a number of cards from your personal set of im-

age cards - all players hold the same cards - equal to the number showing on the location of your pawn and sort them face down from best suited to the topic to least suited to the topic. Then the cards are revealed one by one. For the members of a team identical cards in the same position in the sequence score 3 steps towards the fin-



ish, the same cards in different positions score one step on the track. Once in a game you can use your x2 marker, but only one player per round can do so. You announce the use of x2 marker and after selecting and sorting the cards you set the marker on a card and thus double the score for this card if there is concordance in the same position. The first team to reach the finish wins, in case of a tie the team that has more x2 markers left. In case of an uneven number of players no teams are formed; the game master of the round determines the topic of the round, all choose their cards and then all players other than the game master score for concordance with the game master. He himself scores the best score of the round, too.

Compatibility is an attractive variant association and concordance mechanisms, and gets more difficult towards the end as you can select fewer cards; the images on the cards are general enough to allow for lots of interpretations. ✓

## INFORMATION

PLAYERS:  
3-8

AGE:  
10+

TIME:  
45+

**Designer:** Craig Browne

**Artist:** A. Violet, P. Chapelle

**Price:** ca. 30 Euro

**Publisher:** Cocktail Games/Ystari 11

[www.cocktailgames.com](http://www.cocktailgames.com)

## EVALUATION

Association game  
With friends

Version: multi

Rules: de es fr it

In-game text: yes

### Comments:

600 different topics \* Images very general \* Not ideal for very differently structured groups

### Compares to:

Dixit and other games with topic-related choice of images

### Other editions:

Currently none



# COSMIC ENCOUNTER

COSMIC ALLIANCE



Players represent one of fifty alien races, which all have their own special and exclusive ability and uses this to conquer planetary systems and attack other player's planets. Usual the special abilities enable you to countermand a rule of the game. This edition of the game adds tech cards which you can explore in the technology variant of the

game. A turn comprises formation, determine destination, departure, alliances, planning, uncovering and resolving the situation.

This third expansion introduces 20 new races; the Schizoid has two different flares, players choose one of them at the start of the game, and the Schizoid cards are only used when the



Schizoid alien is played. The Horde alien is accompanied by Horde tokens, which represent the ships that are generated during the course of the game; they are considered to be unlimited. There are also components for an additional player and rules for the variant Team Cosmic, in which players form teams of two members. Partners can form alliances with different sides of a conflict in which they are not directly involved. If you use all three expansions with the core set you can play with eight now and use the set of 24 Cosmic Cards marked for large groups that are included in this expansion. Cosmic Quake also happens in Cosmic Alliance when the Cosmic Deck and the discard pile are exhausted; all discard their hand cards for a new Cosmic deck and are dealt 8 new cards.

This is space opera and space adventure at its best, a still unique mixture of negotiation, tactic and random cosmic events, offering nearly unlimited possibilities with the now 110 different Aliens. ✓

## INFORMATION

PLAYERS:  
3-6(8)

AGE:  
14+

TIME:  
120+

**Designer:** Kevin Wilson et al  
**Artist:** Andrew Navaro + Team  
**Price:** ca. 25 Euro  
**Publisher:** Fantasy Flight Games 12  
[www.hds-fantasy.de](http://www.hds-fantasy.de)

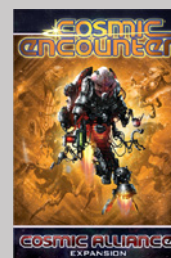
## EVALUATION

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

**Comments:**  
3rd expansion \* Needs  
Core Game to play \* Now  
altogether 110 Aliens

**Compares to:**  
Cosmic Encounter with all  
other expansions

**Other editions:**  
Currently none



# DA TONNI

DISCARD A MOUSE  
AND TURN BIN WALL!



Three garbage bins and one broom each are fixed to both sides of a wall; you face three bins and a broom. 54 cards showing different kinds of cat food - tins, fish, meat, milk and mouse - are shuffled and dealt evenly to both players. Each player has only bins for three of these categories. You hold your cards in one hand and sort the

current top card into the correct bin. Cards that do not fit into any of the bins or special cards that you do not want to play at that instant, go to the back of the deck. You can never play cards out of order, unwanted cards must be put to the bottom of the stack one by one! Special cards can be played whenever they appear: "Spin the bins" re-

sults in turning the wall, each player now is confronted with his opponent's bins. "Broom" = "Straying Cat" demands hitting the broom and thus ejecting cards from the opponent's bin. He must pick them up and stack them at the back of his deck. "Magnifying glass" also results in turning of the wall; you check your opponent's bins. If a card has been sorted into the wrong bin, he must take back the stack in that bin. When all bins have been checked, the wall is turned back and the game continues. Special cards that have been played are given to the opponent who puts them at the bottom of his deck. If a player has shed all his cards but the special cards into the bins, he calls out "Mealtime" and wins, if all cards have been sorted correctly.

An attractive game, also with the new topic, demanding quick reaction and clever hand management, special cards need to be cleverly played as you can only shed cards by using bins on both sides of the wall. ✓



## INFORMATION

PLAYERS:  
2

AGE:  
6+

TIME:  
20+

**Designer:** Sharon Galor  
**Artist:** not stated  
**Price:** ca. 15 Euro  
**Publisher:** Noris Spiele 2012  
[www.noris-spiele.de](http://www.noris-spiele.de)

## EVALUATION

Sorting and reaction game  
For children  
Version: multi  
Rules: de en fr it  
In-game text: no

**Comments:**  
New edition of Ab in die  
Tonne with another topic \*  
Good mix of memory and  
speed \* A little tactic due to  
use of special cards

**Compares to:**  
All card shedding games with sorting  
criteria

**Other editions:**  
Ab in die Tonne, Noris



## DAS LIGRETTO FUSSBALLSPIEL

### NOW WE GET SPORTIVE!



The Ligretto mechanism is well suited for a soccer topic; in 2012 a new game lets us play a soccer match based on the Ligretto rules. Five out of 24 Field Cards showing numbers between 2 and 25 are randomly chosen and laid out for the playing field. At each end of this row one team places its stack of Goal Cards with

the football shirt facing the team. 60 hand cards for each team are dealt evenly to all members of a team. Now each team tries to make its way from its own stack of Goal Cards at one end of the field to the opposing goal; each team must complete the field cards from left to right. To complete a field card all team players turn up



cards from their stack to place suitable cards underneath the Field Cards to make up the numeric value of each Field Card. You can place the top card just turned from your draw pile or the top card from one of your two personal discard piles. If necessary you shuffle your discard piles together for a new draw pile. When you reach the Goal pile, you turn over the top Goal card; all team members shuffle their hand cards and turn them over to show the shirt side. Now you turn up again cards as usual to lay out the Goal Scene depicted on the Goal Card. If your team manages that first you have achieved a Goal and take the card. All players' stacks are shuffled for a new draw pile and new fields cards are laid out for a new round. The first team to achieve five goals wins the game.

Das Ligretto Fußball-Spiel is very good fun! Character, allure, speed and hectic of the basic game have been kept intact and the flair of a soccer match has been nicely captured! ☑

### INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
15+

**Designer:** Michael Feldkötter

**Artist:** not stated

**Price:** ca. 9 Euro

**Publisher:** Schmidt Spiele 2012  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

### EVALUATION

Card shedding game  
For families

Version: multi

Rules: de fr it

In-game text: no

#### Comments:

Only numbers, no colors \*  
Each team plays on its own  
\* Soccer topic very nicely  
integrated \* Mechanism  
attractively and congenially  
adapted

#### Compares to:

Ligretto and other card shedding  
games with parameter completion

#### Other editions:

Currently none



## DAS MAGISCHE LABYRINTH

### ERWEITERUNG

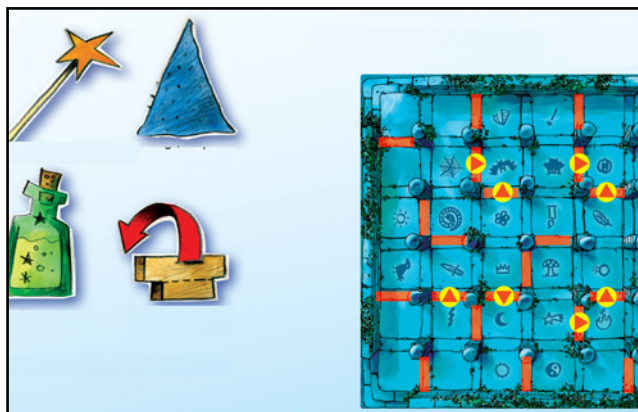


The labyrinth is set up by placing the wooden walls either according to the scheme provided in the rules or as you like and is then covered with the board. Each player starts in a corner spot and in his turn picks up the marble with his magician. Then you draw a magic symbol from the bag and in your turn you roll and move your magician up to

the number of steps rolled near-er to the current symbol. You can overtake other magician, but can only stop on an empty spot. If you lose the marble at a wall the marble rolls into a corner and you start again in your corner. You cannot test if there might be a wall but must move your magician speedily. When you reach the symbol you take

the symbol tile and a new one is drawn. If you have collected five symbol tiles you win.

In the expansion the rules of the game and the aim of the game stay the same, you must collect five symbols. Eight of the 24 walls in the basic game are replaced with magic walls that let the marble pass in one direction. Each player is given one magic wand, one magic potion and one nightcap and can use each of those items once in the game. The magic wand allows you to exchange the current symbol for a new one that you draw from the bag. With the magic potion you can move any distance, either to the symbol or until you are stopped by a wall. The nightcap is put on another magician, who must pass a turn. With this pretty and very well working expansion a little planning is introduced into the game: If you have remembered the path well, you can quickly grab a tile using the nightcap or the magic wand before another player reaches the tile! ☑



### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
30+

**Designer:** Dirk Baumann

**Artist:** Rolf Vogt

**Price:** ca. 15 Euro

**Publisher:** Drei Magier 2011  
[www.schmidtspiele.de](http://www.schmidtspiele.de)

### EVALUATION

Memo game

For children

Version: multi

Rules: de en fr it nl

In-game text: no

#### Comments:

Very pretty and well-  
working extension \* Needs  
basic game to play \* Few  
additional rules

#### Compares to:

Das Magische Labyrinth, Schloss  
Schlotterstein

#### Other editions:

Currently none



# DER FETTE PINGUIN

NOONE BREAKS THE ICE LIKE HE DOES



Players are meant to break the ice by being first to reach the end of the spiral track and to jump into the middle of the board with a crash - or so.

Each icebreaker is equipped with a penguin marker, a cover card and two answer cards, one in green for yes and one in red for no. The question cards are stacked, they show six questions

each on the topics of 1) Body & Soul, 2) Either/Or, 3) Relationships, 4) Life is short, 5) At the Bedside and 6) Checklist.

You draw a card, read out the headline of card, for instance „School“ or „Short & Concise“ and then you roll the die for the question to read. This can be something like „Would you rather be a teacher (green) or

a nursery teacher (reed)“ or „Would you rather be William Shakespeare (green) or Leonardo da Vinci (red)“ or maybe „did you ever buy a porn magazine?“ All answer with the card they deem to be correct and place the other one beneath the cover card. If you did read out the question you must guess at the answers and move one step forward for each correctly guessed answer. Symbols on the track spots introduce special rules. For a game on the road without a board or for especially courageous players there is a drinking game version; depending on the answer either the guesser or the person answering takes a sip of his drink.

A game absolutely and positively for adults only, as regards to the questions as well as regards to the drinking version; interpretations and discussions of the questions are encouraged and will happen, true answers are hoped for to break the ice; if you like that kind of game you will have fun with the penguin .... ✓



## INFORMATION

PLAYERS:  
3-8

AGE:  
18+

TIME:  
90+

**Designer:** Laursen, Rees-Andersen

**Artist:** Marco Prahm

**Price:** ca. 30 Euro

**Publisher:** Maal Games 2011

[www.maalgames.com](http://www.maalgames.com)

## EVALUATION

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

### Comments:

For adults only \* Idiomatic and positively suggestive questions \* Only for absolute fans of such games

### Compares to:

Privacy Scharf wie Chili

### Other editions:

Fat Penguin, Den Fede Pinguin



# DER VERSTECKTE SCHLÜSSEL

UNDER KNEE-HIGH  
AND NEXT TO SOMETHING BLUE

5+

Leopold the Ghost wants to give treasures to the new family in the castle and leaves hint on where the keys are hidden. One player in turn is the ghost and hides the key, the others search for it. The letter cards are sorted by color and stacked face-down. The ghost of the round turns up the top card of both stacks: The cards tell you what you must

implement when hiding keys. The blue cards tell you the height in which to cache the key and the compass tells you the part of the room. The compass markings should be talked over before the game. The pink cards show if the key is hidden or the chest with the key, and which colored item the key or the chest must touch. When

the ghost has hidden the key all but Leopold search for the key. When the ghost realizes that his cache is too difficult he can give hints like „warm“ or „cold“. Who finds the key or chest receives a treasure. When Leopold makes a mistake the other players are given a letter card; depending on whether the treasure has been found or not all or all but the finder get one. When the correctly hidden treasure is not found it is hidden again. After five to eight rounds you win with the highest score from letters and treasures. In the advanced version the dice are rolled; only the player or players who grab the tiles fitting to the dice result are allowed to look at the letter card corresponding to the dice color.

This is a fast and challenging treasure hunt, which can get turbulent; you should not only talk about the compass cards in relation to the room, but also about eventual taboo areas in the room, especially when playing the advanced version. ✓



## INFORMATION

PLAYERS:  
3-6

AGE:  
5+

TIME:  
20+

**Designer:** Inka + Markus Brand

**Artist:** Mark Robitzky

**Price:** ca. 12 Euro

**Publisher:** Haba 2012

[www.haba.de](http://www.haba.de)

## EVALUATION

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

### Comments:

Good mixture of observation and search/find \* Simple basic rules \* Can get turbulent with more players \* Partial visibility of the chest not always easily manageable

### Compares to:

All games in which items are hidden in the room

### Other editions:

Currently none



# DIXIT JINX

FRACTALS - MIDDLE LEFT IS CORRECT

8+

Dixit, the game on images and clue words now featuring abstract images! 71 picture cards show geometrical or abstract patterns and images on both sides! In relation to the number of players up to 30 picture cards are removed from the game and then 9 cards from the remaining stack are laid out in 3x3 grid.

The starting player is the first

game master and draws the top position card from the stack and with this card - the arrow on the card must from the game master to the grid - determines the current image card, the one marked red on the position card. Then he gives a clue for this card, he can talk, sing, gesture or make a noise.

According to this clue all players

now choose a card and put their index finger on it as fast as they can. If two players choose the same card the one stays who calls "No go" first.

As soon as the correct card has been touched the game master stops the round. If you chose the correct card you get the card; the game master gets all cards that were chosen before the correct one and all other players take one card of their choice out of the game.

The grid is filled again and the next player in turn is game master. If the correct card is not chosen, all selected cards and the target card are removed from the grid. If there are not enough cards left to fill the grid you win with most cards.

As in Dixit the allure and the difficulty of the game are in the clue selection - too obviously is a disadvantage for the active player; here you are often reduced to the smallest common factor, for instance "circle", in order to score. Scoring itself is efficient and interesting. ☑



# HAPPY AUA

FROM THE GERMAN LANGUAGE LABYRINTH

German language - difficult language! Bastian Sick has collected print errors, spelling errors, funny expressions etc., all documented with pictures.

At the start of the game you agree on the number of cards you want to play, the rules suggest six cards. The game master for the round turns up the first card and shows it to all players,

the backside must remain hidden.

In a version of the „Nobody is perfect“ game mechanisms all players now write down as funny or witty and fancy comment on the current image and hand the sheet face-down to the game master. He shuffles all sheets and then reads out the first two comments; all players vote by

thumbs up or thumbs down if they like the second one better than the first or not, the favorite is placed on top; then the next sheet is drawn, read out and players again vote if they like this comment better than the current favorite or not; this is repeated until the final favorite is determined. If you wrote the final favorite who is now on top of the stack you win the round and receive the card. After a pre-set number of cards you win with most cards.

The choice of examples is fantastic, my personal favorites among the cards are "Schulbuchbestellung", haut-straftende Körperlotion" and „Gespräche mit nicht anwesenden Lehrkräften“, this one is even accompanied by an arrow pointing to the teachers that are not there. There is no limit to your imagination or sarcasm as regards to comments; I also like the direct comparison of the comments two by two, despite the rather long time for voting, because each comment is taken into consideration better in this way. ☑



## INFORMATION

PLAYERS:  
3-6

AGE:  
8+

TIME:  
20+

**Designer:** Josep M. Allué

**Artist:** Dominique Ehrhard

**Price:** ca. 15 Euro

**Publisher:** Libellud / Asmodee 12  
[www.de.asmodee.com](http://www.de.asmodee.com)

## EVALUATION

Communication game  
For families

Version: de

Rules: cz de en fi fr it nl no se sk

In-game text: no

**Comments:**

Manifold attractive images \* Interesting scoring method \* Flair of Dixit nicely transferred

**Compares to:**

Dixit, Vertippt and other games using clue phrases

**Other editions:**

Editions for Scandinavia, Poland, Italy and France as well as an international edition in five languages



## INFORMATION

PLAYERS:  
3-6

AGE:  
10+

TIME:  
45+

**Designer:** Bastian Sick

**Artist:** Pohl & Rick, Barbara Thoben

**Price:** ca. 6 Euro

**Publisher:** Kosmos 2011  
[www.kosmos.de](http://www.kosmos.de)

## EVALUATION

Creative language game  
With friends

Version: de

Rules: de

In-game text: yes

**Comments:**

Excellent choice of examples \* Nice way of scoring \* Double fun due to the comments of Bastian Sick

**Compares to:**

Nobody is perfect, Der Dativ ist dem Genetiv sein Tod

**Other editions:**

Currently none



# HEUTE SCHON GEKÜSST?

A GAME FOR TWO PEOPLE IN LOVE



A game for two people in love - you start the game by placing both hearts at the start; then you assess how well you know each other - the better the further ahead the black heart is moved. Finally, you note down two personal wishes and show them, they must be grantable at the end of the game. Now you play together to beat the black

heart. You draw a card and note down the answer to a question or implement an action. If you believe that your partner might have difficulties in answering the question you can set aside help chips out of the game; each chip that is removed allows the other player an additional attempt to answer. For a correct answer the pink heart moves



three steps, otherwise the black heart. For an action you first secretly note how many kiss chips your partner will award you. If you guessed correctly you move the pink heart one step and get the chips, otherwise the black heart moves. If there are no kiss chips in stock you give away your own. If you own seven or more chips at the end of the game your partner must grant you one of the wishes previously written down. When the pink heart reaches the finish before the black you win thanks to knowing each other really well; if not, you should work on it!

As is always the case with such games, you like them or not! If you like answering questions like "Do I believe you to be very creative?" or "Who would I sometimes like to be?" or love actions like "Imitate your partner eating spaghetti" or "Read your partner's hand" you will definitely have fun with this game and look forward to get your wish granted, maybe even without seven kiss chips. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
16+

TIME:  
45+

**Designer:** Claudia Hartmann  
**Artist:** Sabine Kondirolli, any.way  
**Price:** ca. 15 Euro  
**Publisher:** Huch! & friends 2012  
[www.huchandfriends.de](http://www.huchandfriends.de)

## EVALUATION

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

**Comments:**  
Standard mechanisms,  
nicely combined \* Cute  
details, pretty components  
\* Only for fans of the genre

**Compares to:**  
Liebesgeflüster and other partnership games

**Other editions:**  
Currently none



# ISEGRIM

SEVEN LYNX IN MOUNTAIN, WOOD AND STEPPE

8+

The double-sided cards each show two different animals - Eagle, Bear, Stag, Lynx or Wolf - in one of five landscapes - Mountain, Wood, Steppe, River or Lake. 15 cards are laid out in a circle; each player is dealt seven cards and two wooden cubes. The active player chooses another player, names him and places one of his cubes into the

circle. The chosen player must immediately, visibly and undoubtedly turn away his gaze from the card display. The active player now asks him a question on the number of one of the animals or landscape s currently visible. When the answer is correct, the questioned player swaps a card from hand with a card from the display; otherwise



the asking player does so, but he can only take a card that relates to the question he asked. When the questioned player does not avoid looking at the display clearly enough his answer is considered to be wrong. After the card swap has been affected the questioned player becomes active player. The cubes for each player guarantee an equal number of turns for all; if you are out of cubes cannot be named and questioned. If only one player has a cube left all players take back their cube. Should the last player with cubes have retained both of them, he can immediately swap two of his cards with the display. If you are first to hold seven cards showing the same animal in only three different landscapes you win.

Isegrim offers a well-working variety of the memo mechanism; the control for the number of moves is cleverly resolved. All in all a nice game for the whole family, where you can correct an answer by turning over cards when playing the advanced version. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20+

**Designer:** Florian Racky  
**Artist:** Felix Weihnacht, Heita  
**Price:** ca. 8 Euro  
**Publisher:** Racky Spiele 2011  
[www.racky-spiele.de](http://www.racky-spiele.de)

## EVALUATION

Set assembling game  
For families  
Version: multi  
Rules: de en  
In-game text: no

**Comments:**  
Pretty unusual images  
\* Interesting use of the  
memo mechanism \* Good  
mechanism for balancing  
the number of moves

**Compares to:**  
Set assembling games with a  
memory component

**Other editions:**  
Currently none



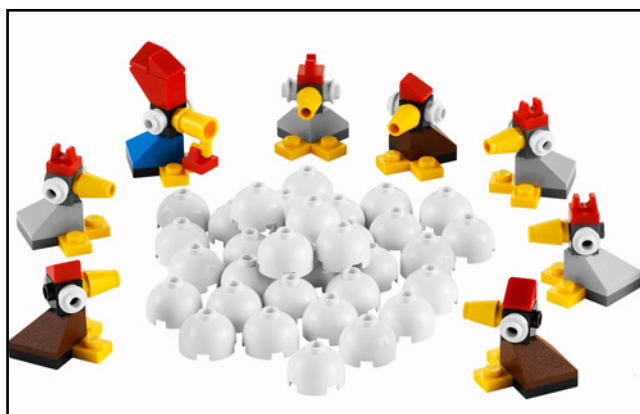
# KOKORIKO

GRAB THE WORM, GET EGGS

6+

Players collect chicken in order to get as many eggs as possible. The worm is placed into the middle and you roll the die in turn. If you rolled Gray or Brown you take a chicken of this color from stock or - if none is available there - from another player you're your choice; or you make your chicken of the color you rolled lay eggs; you take the

corresponding number of eggs from stock. If you rolled Blue you take the cockerel; he doubles the number of eggs while you have him and can let your chicken lay eggs. When you roll the worm all players grab for the worm; if you snatch it you get an egg from each of your chicken. If you roll White you steal an egg from another player. When



no eggs are left in stock you win with most eggs.

As always the rules lists versions: You can agree that all must shout Cock-a-doodle-doo when Blue is rolled and the first player to do so gets the cockerel. Or you can put the second pink tile on the die, representing the worm tail; if you roll pink you must grab the corresponding worm part or give back an egg. If you use the golden egg, it must be taken as the last from stock and then all white eggs are worth one point and the golden egg is worth three points; if you have the highest total of points you win.

As all other games in the Lego games range Kokoriko is simple, quickly explained and quickly played, and it is fun. As usual you are encouraged to invent your own rules and you can change the components and the dice according to those new rules with pieces from your own Lego stock. The variable die still is a wonderful stimulation for creative ideas! ☒

## INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
10+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 10 Euro

**Publisher:** Lego 2012

[www.lego.com/legogames](http://www.lego.com/legogames)

## EVALUATION

Assembling game with dice  
For children

Version: multi

Rules: de en fr it nl

In-game text: no

### Comments:

Short rules \* Versions listed  
\* High stimulation effect for inventing more versions

### Compares to:

All other Lego games and dice games for collecting items

### Other editions:

Currently none



# KOOKIZ

STACK AND STEAL COOKIES

8+

80 round cards, called Kookiz, represent 10 different kinds of colorful cookies which you should stack and collect while getting rid of your cards. The cards are shuffled and then four cards are drawn and displayed - for two and four players - and five cards in case of three and five players. The remaining cards are dealt evenly to all

players, who stack their cards face down. Finally, each player draws four cards from his stack. Now all play simultaneously: If you hold two or more identical Kookiz you must stack them open-faced on the table and draw the same number of cards from your stack. For a single Kookiz you have three possibilities: If there is an identical



Kookiz displayed in the middle you can put your Kookiz on top, stack both of them and draw a card from your stack; or you put your Kookiz on a stack of the same kind in front of another player and thus steal the stack from him and draw a card; or you put the Kookiz on an identical stack of your own already on the table, and draw a card. If you cannot do anything you pass until you can act again. If nobody can do anything all players draw one more card from their stack. If you are out of cards you end the round, score 3 bonus points for ending the round and all note the number of their stacks. Should someone have two stacks of the same kind they are combined into one before counting stacks. After five rounds you win with the highest score.

Kookiz is a fun version of the all-play-at-the-same-time-card-shedding games. There is no time for counting cards and applying some tactics to stacking, all that is needed is a quick eye and a quick reaction! ☒

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
20+

**Designer:** not stated

**Artist:** INGEORGE Design

**Price:** ca. 8 Euro

**Publisher:** Amigo Spiele 2012

[www.amigo-spiele.de](http://www.amigo-spiele.de)

## EVALUATION

Card stacking game  
For families

Version: de

Rules: de

In-game text: no

### Comments:

Very pretty design \* Plays fast and furious \* A bit confusing due to simultaneous play \* Trains observation and motor skills

### Compares to:

Ligretto and other card stacking games

### Other editions:

Currently none



## KRATERSCHRECK IM MONDVERSTECK

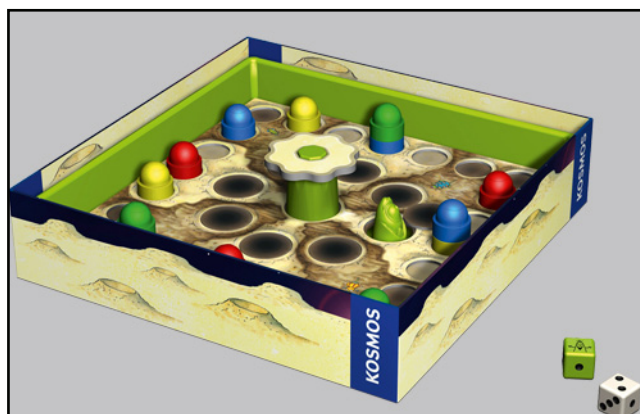
A WHACKY ADVENTURE ON THE MOON

6+

The little astronauts land on the moon and to their surprise find little green Alien Ansgar there, who jumps out of craters without warning and frightens them.

The game is set up in the box bottom, four foam buffers in the corner provide the springs for Ansgar's jumping mechanism. The holes in the craters are

covered and all players set their pawns onto the track, as evenly distributed as you can manage. First you roll the white die and move one of your pawns the number of steps that you rolled; you can choose the direction. If the space that you reach with your move is already occupied by one or more pawns you place your pawn on top of the



stack. Then you roll the green die and turn the wheel accordingly so that Ansgar moves underneath the craters as many steps as you rolled. If you roll Ansgar you can either turn the wheel for him three times or press the board down on the buffers by pushing down two opposing corners. This makes Ansgar jump out of the crater and he frightens all pawns that sit on spots that are aligned with this crater. They jump out of the box and thus out of the game. In a stack only the pawn at the bottom is frightened. If you the only one with a pawn still on the board you win.

Kraterschreck im Mondversteck basically is a very simple game of roll & move, which gets its allure from Ansgar's mechanics and its demands for good memory; you must pay close attention to remember where Ansgar currently sits and to either flee in time or to be safe on a stack. Younger children can play without problems; they might need help in turning the wheel for Ansgar's movements. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
6+

TIME:  
20+

**Designer:** Tom Espen  
**Artist:** Antje Bohnstedt  
**Price:** ca. 15 Euro  
**Publisher:** Kosmos 2011  
[www.kosmos.de](http://www.kosmos.de)

### EVALUATION

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

**Comments:**  
Nicely implemented idea  
\* Foam buffers work very well  
\* Younger children can play, but need help in turning the wheel

**Compares to:**  
All memo games on hidden positions

**Other editions:**  
Currently none



## KRYPTOS

CAN YOU CRACK THE CODE?



A Kryptos is code made up from letters and numbers, the clue for the code is the number, and SWAT7D would be Snow White and the 7 Dwarves. You pull the score card from the box and then push out the slipcase to the first mark on the top card, this reveals the code. If you cannot solve the code with this information you push the slipcase

forward to to the next mark and see the first clue. All in all there are two clues, the second one is a picture, and then the solution is given; depending on the number of clues you needed you score 3, 2 or 1 point and place the card at the corresponding side of the score card, face-down. You play five or ten cards and try to top your own

best score.

If you want to play a game for two, you play five or ten cards following the rules of the solo game and place them face-down at the score card. Then you note your total score and the other player solves the same cards; if you achieve the better score you win. You can also pose the questions to each other and alternate in solving the puzzles. In a game with more than two players you place the slipcase in the middle of the table and slide out the first code. Each player can make exactly one suggestion; then you slide out the first clue and all players make another suggestion, either the same one or a new one; this is repeated for the second clue, the picture. Then the solution is revealed and the player who called out the correct solution first is given the card. After ten rounds you win with most cards. ADH24H - difficult, isn't it? Maybe the picture of the hourglass helps? An ideal game for travelling or for queue times! ☑



### INFORMATION

PLAYERS:  
1+

AGE:  
12+

TIME:  
10+

**Designer:** Peter Neugebauer  
**Artist:** Ari Plikat  
**Price:** ca. 10 Euro  
**Publisher:** moses. Verlag 2011  
[www.moses-verlag.de](http://www.moses-verlag.de)

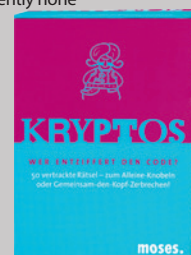
### EVALUATION

Logic puzzles  
With friends  
Version: de  
Rules: de  
In-game text: yes

**Comments:**  
Funny drawings \* Only for fans of such puzzles \*  
You need imagination and creativity \* Knowledge of German essential!

**Compares to:**  
All logic puzzles

**Other editions:**  
Currently none



# LAMBORGHINI

## THE OFFICIAL RACE GAME

The first thing that catches your eye when you see the box puts a gleam into the eyes of card aficionados: 55 Murciélago Lamborghini Miniatures in a scale of 1:87 are included as playing pieces for a car racing game in two versions.

The short version offers a simple game with the aim to be the first to cross the finish line, the long

game demands strategic, tactical and economic decisions.

At the start each player chooses a car and a driver as well as maneuver and technology cards; in the short game from an open display, in the long game by an auction to determine the order in which you can choose from the open display; you pay for your choice of driver and car



cards. In the set-up phase maneuver and equipment cards must be assigned and you receive additional cards; then the remaining equipment, maneuver and money cards turn into speed cards. For the qualifying to determine starting positions you draw one speed card, the cards are lined up accordingly. During the race cards move forward or sideways, only to or over free squares, by the value of the car and driver cards + the value of a speed card that you drew, possibly modified by maneuver or equipment card. Once per turn you can use slipstream and execute maneuvers. At the end of a race there is a voluntary economics phase; you can get new cards for the next race, sell your car or fire the driver; in the end you win with most money. Lamborghini is an attractive simulation of a car race using standard mechanisms and all events like accident, car out of control, pushing aside etc.; thanks to the model cards this is a special tidbit for fans of such games. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
10+

TIME:  
45+

**Designer:** Pierluca Zizzi

**Artist:** G. de Michele, D. Lazzari

**Price:** ca. 35 Euro

**Publisher:** Ghenos Games 2011

[www.ghenosgames.com](http://www.ghenosgames.com)

## EVALUATION

Car racing game  
With friends

Version: multi

Rules: de en es fr it

In-game text: no

### Comments:

Model cards for playing pieces \* Standard mechanisms attractively combined \* Track boards for Monza and Hockenheim \* Two versions with different levels of difficulty

### Compares to:

Bolide, Rallyman and other car racing games

### Other editions:

Currently none, Rio Grande edition announced



# MAUSGETRICKST

## GOATS VERSUS MICE FOR ROOTS

5+

Goats are planting valuable color roots, but the naughty mice steal and eat those roots. In a direct duel for the roots one player represents the mouse and tries to eat the roots and to protect at least one mouse from being caught; the other players represent the goats and try to save roots and catch three mice. The root garden is put together;

the mouse player sits in front of the open root garden; he acts below ground and starts the game by placing colored mice and roots at random underneath the tufts. The goat players sit at the other side of the root garden; they play above ground and cannot look below ground. The goat players roll the die: When the result is



one of the colors, pink, blue or yellow, they can catch a mouse or harvest a root if they pull a mouse or root of the color rolled out of the ground. When a root or mouse of the wrong color is pulled out it is put back. When the clover leaf is rolled, the goat players can choose any color. When the mouse is rolled, the mouse player has a turn and carefully eats, that is, removes a root of his choice; the goat players must not realize which one is removed. The mouse player may jiggle other roots for a bluff, but he may not take down a mouse. Holes in the ground that appear because roots or mice have been pulled out are carefully covered with ground tiles. The party that has fulfilled the winning condition first wins the game.

Tricked! But not the players, who can have fun with an enchanting memo game with very pretty, well-working components and rules that are easily and quickly mastered and provide a bit of bluff and a huge amount of fun. ☑

## INFORMATION

PLAYERS:  
2-4

AGE:  
5+

TIME:  
20+

**Designer:** Karin Hetling

**Artist:** Rabbix VFX et al

**Price:** ca. 30 Euro

**Publisher:** Ravensburger 2012

[www.ravensburger.de](http://www.ravensburger.de)

## EVALUATION

Memo game with dice  
For children

Version: de

Rules: de

In-game text: no

### Comments:

Very elaborate components \* Nicely varied memo mechanism \* Simple rules

### Compares to:

All memo games with partly hidden pawns, e.g. Buddel Company

### Other editions:

Currently none



# MR. TOM

7 WEIGH AS MUCH AS 5+2!



Mr. Tom is a funny little kraken sitting on a bubble of water and helping you with doing sums. The game features fish or groups of fishes showing numbers between 1 and 10, the bigger numbers are depicting bundles of fish. Those bundles with values between 6 and 10 are present once per number and are laid out face-

down, the other numbers from 1-5 are present two times each and these numbers or fishes are placed face-up. You place Mr. Tom on his blue water bubble. Then you draw a face-down fish and put it on one of Mr. Tom's arms. Now you take the necessary number of fish from the open-faced ones to make up the sum that equals the number



visible on the fish already hanging on Mr. Tom and put them on the other arm. If you calculated correctly Tom's arms are level and he looks straight ahead; if not he squints and his arms are at different levels.

For a game of two players no special rules are given, but for instance you can let one child pick up a face-down number and let it make up the sum; then you set aside the fish used to make up the number and let the other child make up the same total from different numbers still on the table. The numbers in the game are present often enough for this; you can make up each total from 6 to 10 at least three times from the smaller numbers in the game.

In any case, Mr. Tom is a very attractive and demonstrative educational games for making up sums up to 10; the weighing is a fantastic way to control the result and at the same time an unnoticed introduction to the way equations work. And motor skills are trained unobtrusively, too, at the same time. ✓

## INFORMATION

PLAYERS:  
1-2

AGE:  
4+

TIME:  
10+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 15 Euro

**Publisher:** Noris Spiele 2012

[www.noris-spiele.de](http://www.noris-spiele.de)

## EVALUATION

Educational game for sums  
For children

Version: multi

Rules: bg de en fr hu it nl pl ro

In-game text: no

### Comments:

Very attractive educational game \* Simple sums \* Weighing sums is a cute way of result control \* Very short scant rules

### Compares to:

All learning games for sums up to 10, first game with weighing sums

### Other editions:

Currently none



# PAPERCLIP RAILWAYS

STATIONARY TRACKS BETWEEN STATIONS

Players lay out a landscape together and then set up stations and place track made from paper clips.

A river made up from 30 blue and 2 silver paper clips is used as a measuring tape to lay out the playing area; you start with a starting city and take all components of its color. Depending on the number of players the

playing area has a different geometrical shape, border stations are positioned in the corners. The starting cards of all players are each placed between border stations and finally the river and obstacles are added according to instructions. In your turn you either draw cards up to the hand limit of six or set out a link from one of your



own station to a new or already existing station, both must have free capacities. A new station is placed from your hand according to the rules. Then you pay for the necessary clips with cards from your hand, place the link according to restrictions and mark both stations. Then you score for the two newly linked stations and the number of clips in the link. When the End of Line card appears or if only one player has clips or markers the game ends, 5 points are awarded for the longest track and you win with the highest total from victory points and station bonuses. As mentioned in the rules, the basic idea of the game is taken from String Railway, the differences are in the components and the rules for track building and station placement as well as in paying for your own clips for use in a link. There are two versions with different starting situations in the middle of the board, offering a clever and interesting addition to each collection of railway games. ✓

## INFORMATION

PLAYERS:  
2-5

AGE:  
10+

TIME:  
45+

**Designer:** Tony Boydell

**Artist:** Charlie Paull

**Price:** ca. 48 Euro

**Publisher:** Surprised Stare Games 11

[www.surprisedstaregames.co.uk](http://www.surprisedstaregames.co.uk)

## EVALUATION

Track building game  
With friends

Version: en

Rules: en

In-game text: yes

### Comments:

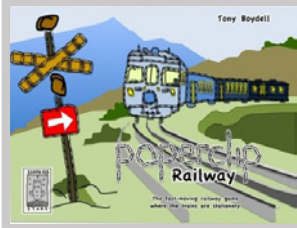
Inspired by String Railways \* Two versions with pre-set and free station arrangement in the middle of the board \* Cards also used as means for payment

### Compares to:

String Railways

### Other editions:

Currently none



# PIRATEN KAPERN

6000 POINTS WITH GOLD AND DIAMONDS

8+

Dice contest among pirates! You roll dice for as many identical symbols as possible, especially for valuable diamonds and gold. A pirate card is turned up and you roll all 8 dice. You can roll dice again; when you re-roll dice you need not set aside dice and you can re-roll dice again that you did set-aside before, but if you re-roll you must always re-

roll a minimum of two dice, you cannot re-roll a single die. Skulls are taboo and must always be set aside, they cannot be re-rolled. The third skull in your roll ends your turn without scoring. The pirate card influences your rolls and earns you bonus or penalty points: Treasure Island - you only score dice that were set on the Island card, but you



score also in case of three skulls; Pirate doubles your score, Skull Cards make you start the turn with one or two skulls already; Guardian allows you to re-roll one Skull and for Pirate Ships you must roll the number of sabers on the card. Animals are added for scoring combinations and Diamond and Gold Cards add diamonds and gold to your score. If you roll four or more skulls in your first roll you sail to Skull Island: You keep rolling as long as you can set aside a skull after each roll. When you cannot set aside a skull your turn ends and 100 points are deducted from the score of each of your fellow players. When you top 6000 points and a final round has been played you win with most points.

Piraten kapern offers a harmonious and well-made combination of standard dice game mechanisms with a time and again attractive and nicely fitting topic, a fun and fantastic family game for your holidays or in-between. ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
8+

TIME:  
30+

**Designer:** Haim Shafir

**Artist:** Jose Pedro

**Price:** ca. 10 Euro

**Publisher:** Amigo Spiele 2012

[www.amigo-spiele.de](http://www.amigo-spiele.de)

## EVALUATION

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

### Comments:

Standard mechanisms very well combined \* Topic and components go well together \* Pirate Card vary your tactic in rolling results

### Compares to:

Wanzen tanzen, Würfel Bohnanza, Würfel-Wurst, Heckmeck etc.

### Other editions:

Currently none



# RATTUS AFRICANUS

BLACK DEATH SPREADS TO NORTHERN AFRICA

In this 2nd expansion for Rattus the Black Death has reached Northern Africa but, luckily for all, those regions are also home to some very useful personalities and characters offering competent help for the fight against the Plague.

The expansion introduces four new Class cards Islam; these cards are added to the original

six cards and then you again choose six cards for the game. The basic rules of the Rattus core game also apply for using the expansion, but in a game of five and six players Knight and other Chivalry cards have a range of up to three steps. Region Cards can be used for extra points in scoring or use them to survive Black Death.



The new cards are: Astronomer - if you hold this card you may draw three region cards, chose one and discard the others. Explorer - if you hold this card you can draw region cards and place markers in one region, then all cards these are discarded. Sultan - while holding this card you can place a diplomacy marker underneath one of your markers in a region; at the end of the game you score extra points if you hold most diplomacy markers. Caravaner - while holding this card you can move the camel caravan marker two steps; in the starting region and in the region the camel moves through the player who currently holds most markers there can place another marker.

The Caravaner and Diplomacy introduce additional possibilities and strategies, more control via the region cards and especially the option to play with five and six players; all in all an exactly balanced expansion between keeping up the feeling of the core game and new features. ☑

## INFORMATION

PLAYERS:  
2-6

AGE:  
12+

TIME:  
45+

**Designer:** Åse und Henrik Berg

**Artist:** Alexander Roche

**Price:** ca. 37 Euro

**Publisher:** White Goblin Games 11

[www.whitegoblingames.com](http://www.whitegoblingames.com)

## EVALUATION

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

### Comments:

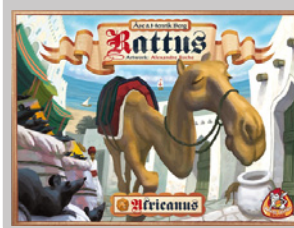
2nd expansion for Rattus \* Components for a 5th and 6th player \* New features weee balanced towards the core game

### Compares to:

Rattus, Rattus Pied Piper, Majority games with action cards

### Other editions:

Z-Man Games, USA



# REFLEXX

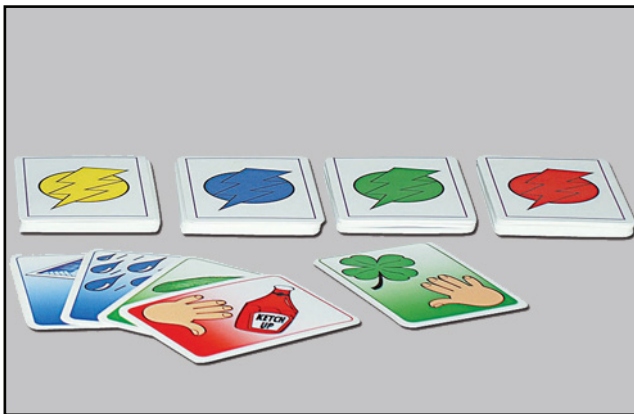
RIGHT HAND ON THE RIGHT STACK!

5+

36 picture cards show a right or left hand and an item, all in one of four colors - yellow, red, green or blue; the background of the card shows the same color, going from dark to light from bottom to top. 16 color cards in the same four colors are marked with a lightning symbol.

The picture cards are shuffled and stacked face down, and you

sort the color cards by their colors and stack them separately. The active player draws the top picture card from the stack so that only he can see the front side. Now he names the item pictured on the card and the hand, too - for instance, "stop sign - right hand" or "duck - left hand". Whoever, among the other players, puts his right hand



first on the stack of red cards in case of the stop sign or his left hand on the stack of yellow cards in case of the duck wins a color card from this stack. If the player should already own a color card of this particular color he does not receive another one. If you are the first to own one card of each color, you win.

This is a surprisingly simple idea, which develops into a fast and fun game - on the one hand it is more difficult for some players than one would believe possible to recognize a left or right hand or use the correct hand and on the other hand some of the pictures are open for different interpretations.

Who associates yellow immediately with duck? And you are not obliged to say duckling or fledgling. And grapes, maybe the first association is not green but blue? And I am thinking hard to come up with a blue bird, because the name bluebird does only exist in English, in German that bird is called Hüttensänger. ☑

## INFORMATION

PLAYERS:  
3-4

AGE:  
5+

TIME:  
10+

**Designer:** Peggy Brown  
**Artist:** Arthur Wagner  
**Price:** ca. 11 Euro  
**Publisher:** Piatnik 2012  
[www.piatnik.com](http://www.piatnik.com)

## EVALUATION

Reaction game with cards  
For families  
Version: multi  
Rules: de fr hu  
In-game text: no

**Comments:**  
Cute game idea \* Very simple rules \* Plays very fast \* Items not always clearly color-related

**Compares to:**  
All reaction games with spoken commands

**Other editions:**  
Currently none



# SCHACHEN

CHESS WITHOUT A BOARD IN 30 MINUTES

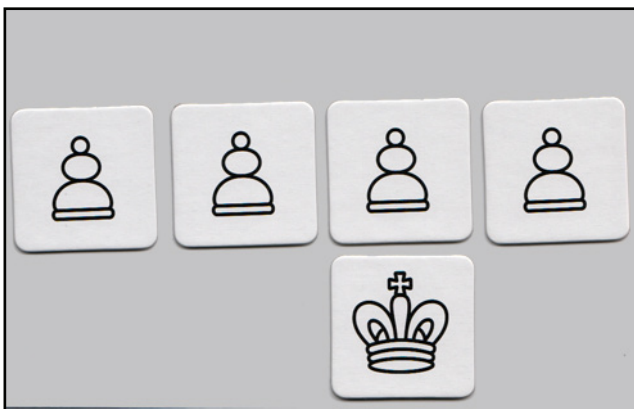


As is to be expected with such a subtitle, the chess rules had to be somewhat changed for this game, which in turn makes possible new and interesting strategies.

As in Chess you must checkmate the opposing king, but you need not be familiar with the standard chess rules, the movement of the pieces is ex-

plained in the rules.

Each player holds tiles for one King, one Queen, two Rooks, Two Knights, two Bishops and eight Pawns, corresponding to the pieces in a standard chess game. You start with a display made up from King and four Pawns, the remaining tiles are shuffled face down and stacked, you take up three of them.



First, you must move a piece according to the rules and then you can enter a piece from your hand to the board and draw a piece from the stack.

For moving a piece there are slightly different rules, there is no castling and the king can only move backwards, if he captures a piece, but the board itself is virtual and unlimited.

To capture a piece you can enter any space, otherwise you can only move a piece to an empty spot that is adjacent to another piece, be it yours or the opponent's.

To enter a piece you place a Pawn on an empty square to the left or right to another of your pawns, any other piece can only be entered directly behind your own pawn. You cannot protect the king from check by entering a piece.

With very simple means Schachen offers an unusual version, which strongly differs from other versions due to the unlimited board. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
6+

TIME:  
30+

**Designer:** H. Glumpler, M. Schmidt  
**Artist:** Carsten Fuhrmann  
**Price:** ca. 15 Euro  
**Publisher:** Mücke Spiele 2011  
[www.muecke-spiele.de](http://www.muecke-spiele.de)

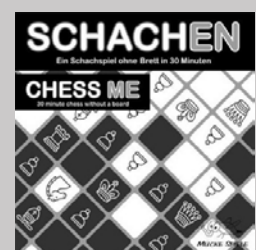
## EVALUATION

Chess variant  
With friends  
Version: multi  
Rules: de en  
In-game text: no

**Comments:**  
Compact edition \* Unusual due to virtual board \* Knowledge of Chess rules not mandatory

**Compares to:**  
Other Chess variants

**Other editions:**  
Currently none



# SCHWEINE SCHWARZE

FLIIIIIIIEG



The ever hungry little piglet starts moving about: All players stand or sit down forming a circle. The youngest player starts the game and presses the tummy of the little piglet, which immediately starts to play some music. Now this player throws the piglet to another player; the player at whom the piglet is thrown should not be

a neighbor of the thrower but a randomly chosen player within the circle. If you hold the piglet when the music stops has lost the current round of the game. This player must quit the game. The now youngest player again presses the tummy of the piglet to start a new round and throws the musical piglet at another player of his choice. The



last player left in the game wins the game.

This is one of the most often varied and favored game mechanisms and is in this version featuring the famous piglet from Pop the Pig; the hungry piglet has been a huge success when it was gobbling up hamburgers and also cuts a nice and fun figure in this variation of Pass the Bomb for toddlers.

Of course you can try to throw the piglet in a somewhat nasty way so that the player at whom it is thrown has some trouble catching it; this is a trick that older children glean on to rather quickly, but then of course there is the danger that the pig is immediately returned to the previous thrower in the same nasty way and he might be the one holding it when the music stops. You can let the thrower pick up the pig when it touches the floor, this avoids too raucous throwing of the pig, and you can also say that the thrower holds it in case the music stops while the pig is in mid-air. ☑

## INFORMATION

PLAYERS:  
2-8

AGE:  
4+

TIME:  
10+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 17 Euro

**Publisher:** Goliath Toys 2011

[www.goliathtoys.de](http://www.goliathtoys.de)

## EVALUATION

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

### Comments:

Standard game mechanism  
\* Part of the Pop the pig series \* Good reaction training

### Compares to:

Pass the Bomb, Heiß und Fettig

### Other editions:

Holle Bolle Big Biggendans



# SIEBENPUNKT

CREATE HABITATS

9+

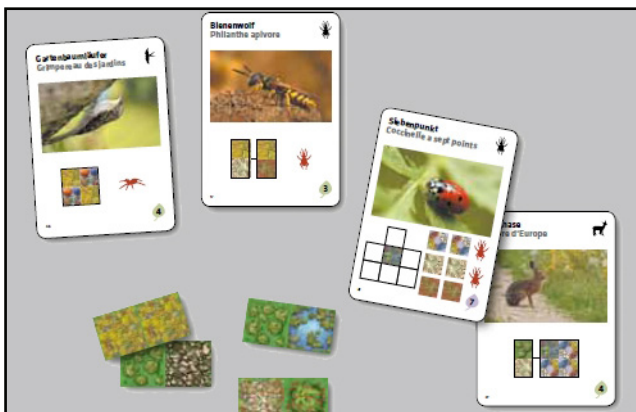
As a farmer you need to husband your land economically and ecologically; Aim of the game is to enhance the variety of species in the neighborhood of your farm.

The game features landscape tiles with four kinds of fruit trees, four different mixtures of seeds as well as bushes, water areas, stone cairns and fields.

The animals are sorted into the categories of arachnids, birds, invertebrates, mammals, reptiles, amphibians and insects. In a procedure of choosing and handing on tiles you end up with three landscape tiles per round which you can place on your field; you can build over tiles already there, you can let halves stick out over the acre

borders and you can also place a tile into storage or discard it. After placement you observe animals: You check animal cards from the display if there is a habitat on your acre; if yes you mark the animal and set it aside. The habitat must be present exactly as pictured on the card and should also hold the necessary food in the shape of the card of the food animal; this is not mandatory, but if more than one player claims an animal it goes to the one who can provide the necessary food. After six rounds there is a final check for habitats and now mandatory food animals for all animals you claimed; if necessary you adjust your score and hand back an animal. In the expert game you should incorporate ecological adjustment areas into your acre according to order cards.

A fascinatingly simple and informative game in which you can learn a lot, especially in the expert game; very often you must weigh merits of different orders as rarely can comply with all ecological demands. ☑



## INFORMATION

PLAYERS:  
2-5

AGE:  
9+

TIME:  
45+

**Designer:** Cyril Bucher

**Artist:** Simon Müller

**Price:** ca. 33 Euro

**Publisher:** Fata Morgana 2011

[www.fatamorgana.ch](http://www.fatamorgana.ch)

## EVALUATION

Tile placement  
For families  
Version: multi  
Rules: de fr  
In-game text: no

### Comments:

Two different levels of difficulty \* Lots of Information on animals \* Very tactical advanced game

### Compares to:

Eine Frage der Ähre, placement games with tile layout, games with animal and ecology topics

### Other editions:

Currently none



# SPACE BASTARDS

KRÖTER, KARTOFFELOIDEN UND KAKTUSANER

Far beyond the seven stars and near to the seven black holes some planetoids harbor beings with familiar problems: the benign dictator wants to hand on his job and we collect supporters among the creature species of Toadlings, Spuds, Toucanosaurs, Cactusoids and Sluggies. You reign for 12 months and if you do a good job you are the new

dictator.

Each player starts with six supporters per species, a space ship and a map of the ships inside plus a set of actions cards and five coins.

A planetoid is selected; each player takes up a hidden monster and then in turn places it completely on the planetoid. When there is not enough room, you

can shuffle about the monsters already there; if this still does not result in enough room, you must place your smallest available monster; this is continued until each player has one monster on each planetoid. Then relationship cards are displayed and one species card is placed on both sides; this determines the relations between species in the categories of Love, Laser Gun Fire, Eating, Trade, Diplomacy, Migration, Mutation and Relationship Change. Over 12 rounds you plan your action, chosen cards are returned to you after six rounds; after planning actions are executed, you can move your spaceship and embark or disembark your creatures. In some rounds only movement without action happens. After every four rounds you score majorities on planetoids.

The game is entirely defined by the species relationships; the situation constantly changes due to killing, eating and change or relationships, sometimes chaos reigns - so it is more of a game for quick decisions or a very long game. ☑



## INFORMATION

PLAYERS:  
2-5

AGE:  
12+

TIME:  
90+

**Designer:** Jiří Mikoláš

**Artist:** Martin Málek

**Price:** ca. 25 Euro

**Publisher:** Jira's Games 2011

[www.jirasgames.com](http://www.jirasgames.com)

## EVALUATION

Placement game on majorities

For experts

Version: multi

Rules: cz de en + fr

In-game text: no

**Comments:**

Relations between Aliens

dominate the game \*

Results often unpredictable

\* Long duration \* Some

tactic possible

**Compares to:**

Cosmic Encounter for Alien Relations and Interaction

**Other editions:**

Currently none



# SPARTA

ANCIENT CONFLICTS  
IN MODERN INTERPRETATION



Sparta offers the conflicts of ancient city states in a modern interpretation and reduced to abstract mechanisms between two players.

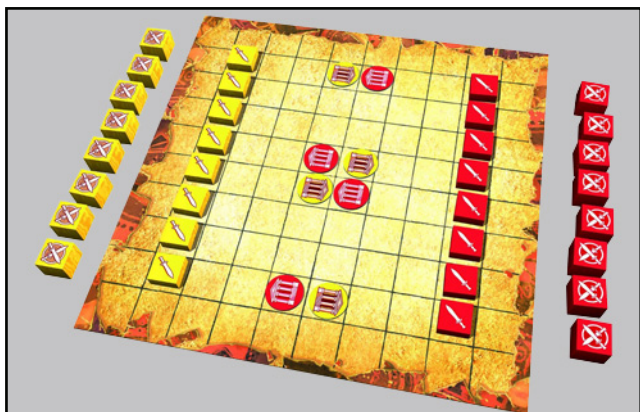
Players start the game with eight fighters of a color and place them on a board of 10x10 squares on the marked squares. Eight city tiles are laid out according to the rules; each player

is assigned four of them by showing the appropriate color. Each player also has eight hero pieces, which game into play in the course of the game.

Players move fighters and later heroes across the board to defeat opposing pieces and conquer cities. In your turn you must move one of your own pieces. A fighter moves up to two squares

horizontally, vertically or diagonally, a hero up to three squares; both can only move on free squares and can change direction in their move, but not return to the starting position of the turn. When a fighter moves into an owned city he is upgraded to a hero, pieces are switched and the fighter is removed from the game. When a fighter or hero moves onto an opposing city the city is conquered and flipped to show the color of the new owner. A fighter does not turn hero this way! When a fighter stands in an owned city at the start of the turn you can upgrade him to hero instead of moving him. Pieces that are enclosed in unbroken line by opposing pieces are defeated and removed. If you control all cities or defeat all opposing pieces but one you win the game.

A seemingly standard game according to the basic idea, but Sparta is a very strategic and challenging game and interesting due to the decision between upgrading pieces and conquering opposing cities. ☑



## INFORMATION

PLAYERS:  
2

AGE:  
10+

TIME:  
30+

**Designer:** Yannick Holtkamp

**Artist:** Claus Stephan

**Price:** ca. 25 Euro

**Publisher:** Queen Games 2011

[www.queen-games.de](http://www.queen-games.de)

## EVALUATION

Abstract placement game

With friends

Version: de

Rules: de

In-game text: no

**Comments:**

Topic only present in the

graphic design \* Good addition

to the range of two-

player games \* Interesting

balance between strengthening

pieces and conquering cities

**Compares to:**

All abstract placement game with

removing pieces and conquering

positions

**Other editions:**

Currently none



# STAR WARS

## QUICKFIRE ACTION-ARENA



Star Wars obviously is a really inexhaustible source and inspiration for games; this time for a game featuring an aim & shoot mechanism. Characters from the Star Wars Universe fight each other; the illustrations are taken from the computer-animated Clone Wars episodes. Quickfire Action Arena picks up the conflict topic for an action

and dexterity game, the players embody Yoda and Anakin among others or characters from the Dark Side. Each player tries to eliminate the opposing units from the arena. Each player is given eight cardboard pieces with images of the characters and corresponding basis, red for the Republic and blue for the Separatists. Both players dis-



tribute the characters to their liking in 8 of the 15 holes provided for each side, all in their own half of the board, the characters look at their player. Both players shoot simultaneously and try to be first in shooting all eight opposing characters out of the arena.

The game mechanism was already used in Ben 10 Die Schlacht gegen Vilgax and other titles; the atmosphere of the computer-animated films has been nicely transported. Good against Evil as a topic seems to be ubiquitous topic that appears again and again, in all fairy tales, comics or computer games, in books and games. The fun with shooter games also seems to be a basic interest of children and many adults; this mechanism also appears again and again and in many versions. Viewed under these auspices, Star Wars Quick Fire is a solidly made action game that offers a training effect for hand-eye coordination. If so desired you can play a tournament with best of 3 or 5 rounds. ☑

## INFORMATION

PLAYERS:  
2

AGE:  
5+

TIME:  
5+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 20 Euro

**Publisher:** Dujardin 2011

[www.winning-moves.de](http://www.winning-moves.de)

## EVALUATION

Aim & shoot game  
For children  
Version: de  
Rules: de en fr  
In-game text: no

### Comments:

Game mechanism not to everybody's taste \*  
Interesting because of the Star Wars topic \* Trains hand-eye coordination

### Compares to:

Ben 10 Die Schlacht gegen Vilgax, Bakugan Quickshot, Hot Shot and other

### Other editions:

Dujardin, Frankreich, 2009



# STREIFEN TONI

## THE LONGEST WORM IS THE WINNER!



Rain has fallen and the earthworms decide to run their next race in the open above ground. First, each player chooses a worm head and all heads are placed next to each other in a horizontal line. Depending on the number of players you remove cards from the game; in a game with five you use all cards, a game of four is played

with 46 cards, a game of three with 36 and two players use 26 cards. The correct number of cards is well shuffled and each player is dealt three cards showing worm body parts of different colors. Six more cards are placed face-down in the middle of the table. In your turn you take one of your hand cards and place it face-down into the



display on the table; then you take a card from the display - it must be another one than the one you placed - and place the card open-faced either next to your worm head or at the end of your worm. Finally, you draw a card from the stack. When the stack is finished, each player has three more turns without drawing a card, so that each player has placed a total of ten body parts next to his worm head; the last six cards remain in the display. The player with the longest worm wins the game.

Just as in the board game Da ist der Wurm drin, play in Streifen Toni is exclusively governed by chance. You might try to remember which worm part you place where, but it is much more likely that this worm part ends up being picked up by another player before it is your turn again. But the age group for which the game is intended doesn't mind; the mechanism is exactly right, each part is added with the same zest, because it is simply fun to see the worm stretch and grow! ☑

## INFORMATION

PLAYERS:  
2-5

AGE:  
4+

TIME:  
10+

**Designer:** Carmen Kleinert

**Artist:** Heidemarie Rüttinger

**Price:** ca. 8 Euro

**Publisher:** Zoch Verlag 2012

[www.zoch-verlag.com](http://www.zoch-verlag.com)

## EVALUATION

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

### Comments:

Card game based on the Children Game of the Year 2011 \* Topic and design analogous to Da ist der Wurm drin \* Selection of worm parts by drawing cards \* Components very easy to handle

### Compares to:

Da ist der Wurm drin as regards to topic and design

### Other editions:

Currently none



# TENERIFFA

AN ISLAND IS DEVELOPED

10+

Tenerife in the 16th century; the island has caught the eye of Spanish noblemen and is developed; players embody those noblemen and let their henchmen build houses and export Malvasian wine. For this purpose they employ merchants and farmers, but also thieves, because one has to stay ahead of all those opponents who in their turn send out thieves to stay your plans raids.

During the first five or six rounds of the game you execute actions in the corresponding number of towns and then the Town Hall is built. When the Town Hall is complete the Town Hall is scored at the end of the round and the player with the highest score wins the game. All rounds follow the scheme of turn up Town card, place characters and activate characters; during the Town



Hall construction phase no town cards are turned up. In the phase of placing characters you put three characters under position numbers on the character track; then characters are revealed and activated in ascending order:

Masons build two houses for 2 points each; Farmers produce and store sugar or wine; the Exporter exports sugar or wine when there is free transport capacity and you score the points corresponding to the storage space. The Merchant sells goods to inmates of houses in other colors and the Thieves steal from the previous one.

The allure of the game is provided by the order of actions; the sooner you plan them the more probable it is that you will be able to implement them and that you avoid the risk of thieves. This fun of this planning and bluffing game is somewhat reduced due the action limits for some characters; all in all Tenerife is a nice family game with a lot of luck and a bit of aggravation due to working chain reaction of thieves. ✓

## INFORMATION

PLAYERS:  
3-4

AGE:  
10+

TIME:  
50+

**Designer:** Dirk Holdorf

**Artist:** Birthe Jabs

**Price:** ca. 22 Euro

**Publisher:** Holstein Spiele 2011

[www.holstein-spiele.de](http://www.holstein-spiele.de)

## EVALUATION

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

### Comments:

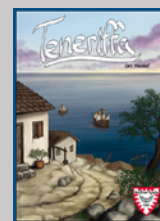
Good family game \* Nice combination of bluff and tactics \* High element of chance due to thieves \* Rules could be better structured \* Includes 2-player rules

### Compares to:

All games with choice of characters

### Other editions:

Currently none



# TIPTOI

DAS GEHEIMNIS DER ZAHLENINSEL



5+

You are tasked with finding treasure chests and solving calculation problems to be able to pick them up. The problems are posed by parrot, mermaid, dolphin or pirate. The tiptoi pen guides you through the game, poses the problems and helps to self-check your answers in all four levels of difficulty. At the start you tell the pen how

many are playing and then you choose the game and the level of difficulty; the games get more challenging and more tactical when more than one is playing.

Game 1 uses numbers from 1-10 for addition and subtraction and you must find previous and successive numbers. Game 2 uses numbers from 1

to 25 for adding, subtracting, doubling and halving. Game 3 uses numbers 1 to 100 with the same operations as game 2 and Game 4 also moves in the range of numbers 1 to 100 with all four basic calculation operations. For each game you use a different set of treasure chests. Always one of the characters names the chest he wants; the parrot tells you how many steps you can move; if you reach a chest that is wanted to touch first the chest and then the character with the pen. Sometimes the parrot poses special tasks or the mermaid plays a mini game with you, "photo safari", "fishing for numbers" or "jungle expedition" that help you practice mental arithmetic and the times table and lets you win jewels. For those games the fish in the ocean and the trees on the island are used. Calculations in the guise on adventures in the pirate genre so beloved by children; the most important knowledge that is transported is that knowledge is fun, playfully supported by the pen. ✓



## INFORMATION

PLAYERS:  
1-4

AGE:  
5-10

TIME:  
var

**Designer:** Reiner Knizia

**Artist:** Dynamo Ltd., Kinetic

**Price:** ca. 21 Euro

**Publisher:** Ravensburger 2010

[www.ravensburger.de](http://www.ravensburger.de)

## EVALUATION

Educational adventure game  
For children  
Version: de  
Rules: de  
In-game text: yes

### Comments:

Four different levels of difficulty and number ranges \* Educational content attractively connected to the topic \* Transports knowledge and enjoyment of knowledge \* tiptoi pen not included, files free for download

### Compares to:

All other games in the tiptoi range

### Other editions:

Currently none



# TRICKY TOWER

ALTERNATE RED IN GREEN IN 6 LEVELS



A big green dotted cylinder, a medium green cylinder with a heart pattern, two broad and two narrow high cylinders in two colors each, a green dotted disc and a gaudy pink „onion tower“ top smile at us when we open the box. And now we are asked to build towers out of those pieces according to the pictures. What about that is

difficult or a puzzle that needs thinking and logic?

Well, first of all, all color levels shown must be visible and, second, this is exactly the problem, because some of the pieces are hollow and other pieces can disappear during stacking and thus become invisible. Therefore you must consider very well which piece you use where



in the stack to achieve the color levels shown in the order and number shown.

You must always end up with the exact number of levels as pictured; the card always shows them as equally wide and equally high. When stacking the pieces the colored part of a piece counts as one level, regardless how high it is compared to the part in this color of another piece, and the width or diameter of a piece is equally unimportant, it only is important for the difficulty in stacking pieces. A little help is given that pieces that are available but not needed to solve the task are pictured without patterns in uniform cream color.

As in all games of the series there are 40 puzzles in four levels of difficulty, the back side of each puzzle card shows the solution for the puzzle with line drawings so that you can check exactly which piece sits inside another piece. A challenge not only for four-year old children, Tricky Tower is a pretty colorful logic fun for all the family. ☑

## INFORMATION

PLAYERS:  
1

AGE:  
4+

TIME:  
10+

**Designer:** Klaus Zoch

**Artist:** H. Stromidl, V. Maas

**Price:** ca. 19 Euro

**Publisher:** Huch! and friends 11

[www.huchandfriends.de](http://www.huchandfriends.de)

## EVALUATION

Logic puzzle

For children

Version: multi

Rules: de en fr nl

In-game text: no

**Comments:**

40 puzzles in four different levels of difficulty \* Gut for older children and all the family \* Nice components

**Compares to:**

All other logic games in the logicus series

**Other editions:**

Currently none



# TRIVIAL PURSUIT DISNEY

WELCOME TO THE LAND OF FANTASIA



The world of Walt Disney offers an inexhaustible supply of topics and questions on these topics, therefore it is not surprising the the Disney Edition of Trivial Pursuit is launched again and again with new components, new details for the rules and new questions.

In this edition there are components for two teams, that means

mover and knowledge wedges in two colors; any number of players, but at least four of them, sort themselves into two teams of roughly the same composition. There are three kinds of cards, which are stacked face-down. The active team rolls the die and advances the mover accordingly in any direction; if you end on a spot „Disney List“ you

draw a yellow card and choose one of the questions; your team agrees on an answer and the opposing team checks the answer with the help of the Magic Wand. For a correct answer you receive a knowledge wedge of your color. If end your turn on „Chance“ you draw a purple card and answer, again the opposing team checks and you get a knowledge wedge for a correct answer. If you end your turn on „My Disney“ you first choose another player who draws a card, decides on an answer by himself and marks the chosen answer on the grip of the Magic Wand. When the team then chooses this answer you get a knowledge wedge. On blue you may choose the color of the card and on red you can roll again. If you collected six wedges and answer the master question correctly, you win with your team.

This is Trivial Pursuit as we love it and this time it is a very personalized edition due to the question in „My Disney“, like „Which place in Neverland“ would you like most to visit? ☑



## INFORMATION

PLAYERS:  
4-8

AGE:  
8+

TIME:  
30+

**Designer:** not stated

**Artist:** not stated

**Price:** ca. 30 Euro

**Publisher:** Hasbro 2011

[www.hasbro.de](http://www.hasbro.de)

## EVALUATION

Trivia game

For families

Version: de

Rules: de en

In-game text: yes

**Comments:**

New edition of the Disney edition \* Only components for 2 teams \* Three kinds of questions \* Special rule for fewer than four players

**Compares to:**

Other editions of Trivial Pursuit and previous editions of Trivial Pursuit Disney

**Other editions:**

Trivial Pursuit Disney For All, Hasbro USA



## WASSERRATTEN IN SICHT

BUILD LIGHTHOUSES TOGETHER

4↑

Water voles are after the treasure hidden on Wally's Island, the lighthouse keeps them off. But now it is broken and you need to build new lighthouses on the neighboring islands as quickly as you can. A finished lighthouse shows both island colors in four alternating layers and a small yellow light on top. Players lay out their islands,

Wally's Island is placed in the middle, and 8 sea tiles form a path next to it. Wally starts at the island with his picture and the vole boat in front of the first sea tile. You roll both dice: For one or two boats you move the vole boat one step to the next sea tile. When both dice show a color you take the corresponding discs and place them on the



respective islands, either your own or that of another player. If you cannot use one or both colors, you move Wally von step for each unused color, from island to island. If he reaches or passes his starting island you can take a disc from stock and place it on an island. If you roll boat + color, you move the boat and then place the disc or move Wally; if you receive a disc from Wally you can place it on an island, if possible. When all lighthouses are finished before the voles reach the islands, all players win together. In a competitive version there are only three sea tiles and each player tries to finish his own lighthouses first; when the ship reaches the big island the active player can remove a disc from another player's lighthouse. Completed lighthouses are safe!

An enchanting design, a very familiar and yet somewhat different topic - a harmonious cooperative assembling game, the difficulty can be varied by the number of sea tiles. ☑

### INFORMATION

PLAYERS:  
2-4

AGE:  
4+

TIME:  
20+

**Designer:** C. + T. Löpmann  
**Artist:** Charlotte Wagner  
**Price:** ca. 17 Euro  
**Publisher:** Haba 2012  
[www.haba.de](http://www.haba.de)

### EVALUATION

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

**Comments:**  
Treasure topic always interesting for children \* Version without rats and competing for finished lighthouses \* Simple rules

**Compares to:**  
All cooperative games

**Other editions:**  
Currently none



## WHITEWATER

TWO HELMSMEN IN A RAFT!

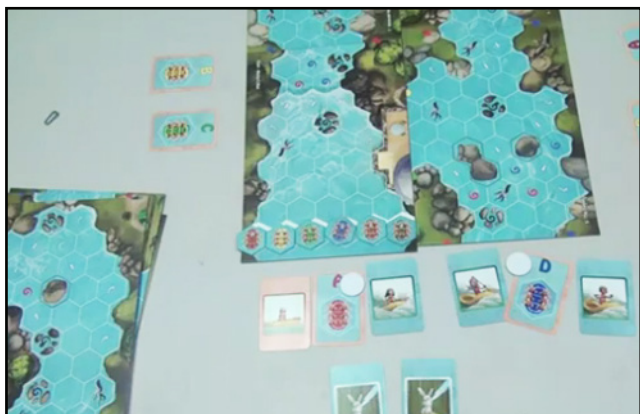
8↑

Players control rafts going over rapids; each raft is controlled by two players and each player influences two rafts.

The rafts are allocated according to the rules and each player has the card for each of the two rafts assigned to him. Then he places the secret scoring markers, one for double points and one for normal points, on his

raft cards. Next to each raft card of a player there are two action cards, which can only be used for this raft.

The three energy cards for a player can be used for all rafts; at the start all cards show the active green side. Each card yields one action point; used cards are turned over. Action cards are turned back up for the



next turn, energy cards must be reactivated with an energy card. Problems like loss of a paddle can block action cards. You use one point for moving, turning, or reactivating an energy card or a blocked card. To move a raft backwards costs two points.

When you move a raft onto event hexes you must implement those events, if you enter occupied hexes the rafts there are pushed forward. If a raft enters a whirlpool you must roll the corresponding die, it can result in lost paddles, direction changes, an overboard rafter or a capsized raft.

When three boats have crossed the finish line you score placement and secret scoring markers. In the advanced game the salvation actions for lost paddles or capsized rafts get more expensive.

Whitewater is nice family game and fits well into the new FunFair series, topic and mechanics go well together, the open influence on two rafts and the secret double score provide tactic and challenge. ☑

### INFORMATION

PLAYERS:  
2-6

AGE:  
8+

TIME:  
60+

**Designer:** Frédéric Moyersoen  
**Artist:** Patricia Raubo  
**Price:** ca. 30 Euro  
**Publisher:** Mayfair Games 2012  
[www.mayfairgames.com](http://www.mayfairgames.com)

### EVALUATION

Race game  
For families  
Version: en  
Rules: en  
In-game text: no

**Comments:**  
Series FunFair \* Two sets of rules for beginners and advanced players \* Tactic due to secret 2x scoring markers

**Compares to:**  
Flussfieber; Race games with action cards

**Other editions:**  
Currently none



### CARCASSONNE MINI 2 DIE DEPESCHEN

Publisher: Hans im Glück  
Designer: Klaus-Jürgen Wrede

8↑



The mini expansion Die Depeschen features 8 tiles "Cablegram" and 6 female followers as well as a tile for the Kornkreise expansion; the females are also placed on spot 0 of the score track. If you score you choose if you advance the male or female follower. If you reach a dark spot on the track you receive a cablegram and can either implement the action of the top cablegram tile or score 2 points. Cablegram actions are score smallest road, city or cloisters, score 2 points per pennant, knight or farmer, place another tile or score a follower. Scores of male and female followers are added before the final scoring without cablegrams.

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

Mini-Expansion for Carcassonne for 2-5 players, ages 10+

### CHUGGINGTON SICHER ZU FUSS

Publisher: Schmidt Spiele

4↑



Based on the concept of Happy Families and accompanied by an information brochure this educational topic focuses on „Pedestrian traffic“. The 28 cards feature 7 different situations, from Playing Outdoors or At The Traffic Lights to On The Move Together. Rules for behavior in certain traffic situations are explained and pictured, the brochure allows checking up and contains tips for explaining, training and avoiding dangerous situations. Part of a series of educational games on traffic topics, featuring images from the Chuggington series!

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

Educational game for 3-4 players, ages 4+

### DER HERR DER RINGE DIE TOTENSÜMPFE

Publisher: Heidelberger  
Designer: Nate French

2↑



Schatten des Dürsterwalds Die Totensümpfe / Shadows of Mirkwood The Dead Marshes is the 5th Adventure Pack = AP for the LCG Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game, featuring 60 cards. Cards and their ratio are the same in each pack, without chance distribution and varying rarity. "The Dear Marshes" has difficulty level 5 ; cards come from the AP and the Core Set Encounter Sets "Saurons Einfluss" and "Wilderland". Escape Test is a new mechanism, you must put characters to the test. The scenario can also demand putting back of the adventure deck to section 1B. Version: de \* Rules: de en es fr pl \* In-game text: yes

Expansion for the card game for 1-2 players, ages 13+

### DER RÄUBER HOTZENPLOTZ

Publisher: Kosmos  
Designer: Kai Haferkamp

4↑



Hotzenplotz pulls the gold chest with sand chips, three are left behind for a track. You turn up the first chip and try to find the same image under the forest chips. If you succeed you keep the chip and move Kasperl and Seppel forward to the next chip. If not, you roll the die – for Red Hotzenplotz runs on and loses one more sand chip, if you roll yellow nothing changes and the next player looks for the image. If Kasperl and Seppel reach Hotzenplotz before all sand chips have fallen off the chest you win with most sand chips. When the last chip falls, Hotzenplotz must be found within one more round or he wins and hides in the forest.

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

Dice and memo game for 2-4 players, ages 4+

### DIE WILDEN KERLE SOLO

Publisher: Amigo Spiele

6↑



Solo, the card shedding game based on Mau Mau, comes here with images from the series „Die wilden Kerle“. Color on color or number on number or the same symbol as on the top card of the discard pile let you discard a card from hand; otherwise you must draw a card. If you hold a card that is identical to the current top card on the discard pile you can discard it immediately. Action cards cause the choice of color, pass a turn, change of direction or drawing cards. You start with 8 cards, the last card but one must be announced with „Sei wild!“. If you forget this you draw a card. If you are rid of all cards first, you win the round.

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

Card shedding game for 2-10 players, ages 6+

### FRITZ FROSCHPRINZ

Publisher: Haba  
Designer: Christoph Cantzler, Anja Wrede

4↑



Prince Fritz Frog wants to impress Princess Frieda with many gold marbles. The memo cards are laid out in a 6x6 grid, Frieda is placed in any row and Fritz next to her. In your turn you turn up a tile in the row where Fritz sits; if it is a tile showing a frog with a gold marble, you can keep it or turn up another tile; if you do not find another golden marble you lose all that you found before; if you stop you keep all tiles with marbles that you found. Fritz jumps to the next row and the turn passes to the next player. When Fritz reaches the princess again, you win with most golden marbles.

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

Memo game for 2-4 players, ages 4+

### LOTTI KAROTTI

Publisher: Ravensburger  
Designer: Susanne Armbruster

4↑



The rabbits from Lotti Karotti try something new: Their feet are colored and the play with those colors. In Lotti Flotti all carrot cards are spread on the table; four randomly chosen rabbits are placed into the dents and then you pick them up in turn, memorize the color and put them back. Then all search simultaneously for the card showing this color; if you find you hit it with your hand. In Lotti Memo you place one carrot card, look at the rabbits and search for the color next to the wooden peg. If you find it you move the peg on this color. If you find the last rabbit for a card, you get the card. Serie Mitbringspiel. Version: de \* Rules: de \* In-game text: no

Memo and reaction game for 2-4 players, ages 4-8

### SKULL & ROSES RED

Publisher: Éditions Lui-même  
Designer: Hervé Marly



You hold three cards with a rose and one with a skull. In turn you lay out a card face down. Then you add another card or challenge and name the number of cards you will turn over without revealing a skull. The others must top your bid or pass. The last bidder starts turning up cards with his own lay-out. If you win the challenge you turn over your mat. If you lose, you discard one of your cards face down. If you are out of cards you drop out. If you win a second time you win the game. The Red edition features new gangs and rules for each player to control two gangs; can be played as a stand-alone game or with the first edition.

Version: de \* Rules: de en fr \* In-game text: no

Bid & bluff game for 3-6 players, ages 10+

### REX WORLD TAL DER GEFAHREN

Publisher: Edition Die Spiegelburg  
Designer: Kai Haferkamp

6↑



The dinosaurs must find themselves a new stomping ground. You roll and move your dinosaur accordingly, occupied spaces are counted. If you finish your move on an occupied space, move ahead to the next free one. When the move ends on of the action spots you find prey and get stronger or live through a dry patch and get weaker or want to fight another dinosaur. To fight, both roll the die and add the result to their respective current strength, the higher result wins and you may switch places with the defeated dinosaur. If you reach the new stomping ground first, you win.

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

Roll & move game as a travel game for 2-4 players, ages 6+

HUGO KASTNER RECOMMENDS

# PANDEMIE

**CAN YOU SAVE MANKIND?**

Dear reader! This time the world is threatened by viruses - a horror scenario, which within the last few years has seen a very real media treatment in the wake of Bird Flu, Ebola or Pig Flu. Very rarely I have seen a cooperative game that can be explained with a timeframe of 15 minutes and that represents such an impressive and enduring challenge. Admittedly, even in "Pandemic" a smart-alec at the table can turn into a secret tiresome director of the game, but the different roles, that each fighter of the pandemic can embody - yes this is our big joint goal - do offer certain independence for everyone's final decisions. When the cities and metropolises are marked as sources for infections a fatal outbreak can happen anytime and even turn into a devastating chain reaction. And such a chain reaction is drastically pictured in this game. It really is nightmarish how the viruses spread across the map. Desperately all search for the four antidotes, but the time pressure is huge, especially when you play with the maximum number of epidemic cards. Only in a correlated and concerted agreement there is a small change to avoid the end of mankind (From: Kastner: Mit Spielen lernen. Humboldt Verlag). In the Österreichisches Spielemuseum at Leopoldsdorf you can expose yourself to those challenging scenarios and try to save mankind once again with like-minded fellow players.

Website: [www.spielen.at](http://www.spielen.at)

The map of the world in the light of the nail-biting observer shows a mud-brown background that is spanned by a colorful network of cities in four colors. Here within the next our experts for fighting epidemics, the players, will rack their brains in order to cleverly cooperate and thus to avoid all too devastating epidemics. Each player has his one role to play and all players start the game in the only research station in

Atlanta. The details of the game set-up are easily gleaned from the excellent rulebook as regards to pictures as well as text, so that you can quickly start with the game. This all the more as Pandemic is a purely cooperative game - besides "Shadows over Camelot" the best one in the genre, at least in my opinion - where even small rule deficiencies of one or the other fighter against epidemics can be overcome with clever counseling. In your turn you have four actions that are meant to take you to danger points and at the same time to collect the necessary ingredients for an antidote in order to treat the plagues successfully. Diverse event and role cards allow a much diversified game and the expansion "On the Brink" for fans of Pandemic even offers several new scenarios. All this shows solid work from the publisher's side which must be emphasized! I only mention the Petri dishes included in the expansion. Pandemic ends with the extinction of mankind when the draw pile is empty or if there are not enough infection cubes of a color left or when the outbreak marker reaches the last spot. Sounds dangerous, but don't be frightened! Those three threats bring a permanent sizzling challenge to the table, which is emphasized by the "sudden" appearance of the deadly epidemic cards, the number of which (from 4 to 6) is in direct correlation with the pressure on the fighters against the epidemic. But there is a way to win and it can be found: Find the four antidotes on time: Should this not be accomplished, you try again immediately. No game takes more than an hour. And it's still a game, after all! ☑

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Homepage: [www.hugo-kastner.at](http://www.hugo-kastner.at)

**TIP #78****Designer:** Matt Leacock**Price:** ca. 35 Euros**Year:** 2008**Publisher:** Z-Man, Pegasus[www.pegasus.de](http://www.pegasus.de)**PLAYERS:****2-4****AGE:****10+****TIME:****45+**

A deciding factor in this cooperative game I to make the correct tactical decisions together due to joint and intensive discussions and thus force your luck. The chance element gets more and more dominant the more epidemic cards are in play or the earlier you draw them from the stack. Therefore take the above-mentioned marks for Chance with a pinch of salt.

**Hugos EXPERT TIP**

Play your first game with only four or maximum 5 epidemic cards, because this makes it much easier to coordinate your role cards successfully. Approach the challenges of "Virulent Strain" or "Mutation" from the "On the Brink" expansion with caution and after a few games. For a crowning achievement you can try the "Bioterrorist". Should you want to introduce a few more obstacles you can add more plague cubes in the starting set-up, or you use only 11 of the 12 player cards in one of the colors. A limitation of hand cards to six also has a very challenging effect.

**Hugos FLASHLIGHT**

To focus on the complete picture, a basic management principle, and perfect cooperation are really necessary to stem the threat to mankind. As each game is completely different, especially when using the modules of the expansion and due to the manifold roles available, a permanent adaption to new goals and challenges is necessary. And this all under an enormous time pressure, because mankind is lost when the stack of player cards is exhausted. So, let's go to Essen! No, not to the Spiel, but to the only German town on the world map in Pandemic.

**PREVIEW:****MR. JACK***Whitechapel at the break of dawn***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](mailto:office@spielen.at), Internet: [www.spielejournal.at](http://www.spielejournal.at) - [www.gamesjournal.at](http://www.gamesjournal.at) - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

**Blattlinie:** Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.1

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

# BURDIGALA

